

Senior Annual Club Championships

15.09.22

Requirements to play in the Club Champs

As per the Rules of the Cambridge Badminton Club - "46. Any member joining after the 31st of July is not eligible for Club Championships unless transferring from another club or association, or special circumstances will be left up to the discretion of the Committee."

Additionally - Seniors - Full annual club fees paid and minimum of 3 sessions attended of Day or Night sessions to play in respective Day or Night Club Champs.

Current Games Available

Men's Singles, Women's Singles, Men's Doubles, Women's Doubles, Mixed doubles.

Who Runs Club Champs

Club Champs are run by the respective Day and Night Session Club Captains, unless otherwise stated.

Any queries regarding Club Champs are to be via the respective Club Captains.

Club Champ Dates

Players will need to register their interest to play prior to competition, with a cut off date noted on the notice board information, to give the Club Captain and Committee sufficient time to confirm how Club Champs will be run in regard to number of entrants. Unfortunately, due to the complexity of running the Club Champs, late entrants will unfortunately be unable to play, or their entry will be at the discretion of the Club Captain but only under special circumstances.

Grades

Seniors - Grades are A, B, C & D.

Members will be graded during the months leading up to the Club Champs, in consultation between Club Captains and the Club Committee and this will be displayed on the club notice board.

For ease of running both the Day and Night Club Champs, the same Club grading will be used for all members. Please discuss your grading with your Club Captain if you wish to do so. Players have the right to play in a higher Grade Club Champs if they wish to do so, but not in a lower Grade.

Doubles Partner Selection

For all Doubles sections, players can choose their own partners but must let the Club Captain know their pairing prior to the cut off date. If players wish to play but do not have a partner, the Club Captain will endeavour to select partners of the same Grade while doing their best to distribute players fairly where possible.

Standard Number of Players Required per Grade of Club Champs

Singles - Minimum of 2 players required.

Doubles - Minimum of 4 players/2 pairs required.

Inadequate Number of Players Required per Grade of Club Champs

In the event where there are not enough players in the lowest Grade who have chosen to play, these players can play in the higher Grade Club Champs at their agreement. In this instance, they will be the winner for that lower Grade for that year as they have participated, therefore winning their section by default.

In the event where there are not enough players in the highest Grade who have chosen to play, a method of competition (options as described below - See your Club Captain if you require further explanation) will be determined by the Club Committee for the Club Champs to proceed once the number of players is finalised. This method will then be communicated with the Players concerned.

Option 1 – for Singles and Doubles – eventual playoff

The lower Grade players will complete their Club Champ Grade, with the player/s that win their Grade then playing in a final with the next higher Grade player/s. Whoever wins become the Club Champs. If the lower Grade player/s win, they become the higher Grade winner/s and Club Champ/s. In this instance, the original 2nd place of the lower Grade then becomes the winner of that lower Grade. If the higher Grade player/s win, the lower Grade player/s remain the lower Grade Champs.

Option 2 – Doubles Only – mixing of Grades

When there are less than four higher Grade players, the Club Champs can be determined with the mixing of different Graded players (at their discretion).

This option will only be used where there are enough of the lower Graded players who wish to play in this Option (these lower Grade players, being allowed to play up a Grade, will not be allowed to play in the equivalent lower Grade Club Champs in the same year).

Miscellaneous

The highest finishing A, B, C and D Grade tournament players are the respective Champs of their Grades, and remain their Grade even if they are beaten by a higher Grade player. Grading of players begins again prior to the next annual Club Champs.

A requirement for playing in the Club Champs is that lower Grade players agree, in the event of there not being sufficient higher Grade players to determine the Club Champ and a further method of competition is required, to play a final with the higher Grade players to determine the Club Champ for the year. If either Grade player/s choose not to play or are not available to play at a before agreed date without sufficient and fair notice to all, then the opponents win by default (lower or higher Grade).

In the event of there not being enough players for any option, the Club Committee may decide on a further option to what is mentioned above, at their discretion, depending on who and how many people have entered. Alternatively, there will be no Club Champ for that year.

Where confirmation of competition options, player selection, pairing etc is required by the Committee and players involved in the section concerned are currently on the Committee, this is to be carried out without those Committee members present to ensure there is no conflict of interest and that a fair decision is made.

Club Champ Competition Types

Tournament Grades with only 2 players (singles) or partnerships (doubles) will be run as a play off/knockout competition with only a 'final' being played.

For Grades with more than 2 players/partnerships, these will be run as either a play off/knockout or round-robin competition. This will depend on the number of participants and will be at the Club Captains' discretion.

Scoring System for Club Champs

Matches consist of the best of 3 games to 21 points with no setting/need for a 2 point lead.

The Club Captain has the discretion of changing the maximum of 21 or 15 points as well as the need for a 2 point lead to win. In this instance, at 20 points, the side which gains a 2 point lead first wins that game. At 29 all, the side scoring the 30th point wins that game.

General Game Play

The first server of the first game is decided by the umpire upon throwing a shuttle in the air with which side the shuttle points at to serve first. The side winning a game serves first in the next game. A 2 minute rest between each game is allowed.

In the 3rd game, players will change ends when a side scores 11 points.

Umpires will be appointed by the Club Captains and will be made up of other players or club members. However, umpires cannot be of the same family of players playing within that match for fairness.

New shuttles will be provided for matches with subsequent shuttles provided at the discretion of the umpire or Club Captain.

Players will receive an approximate 10 minute rest before restarting another match.

The highest finishing winners are the Club Champs and their names will be displayed on the Club Champs Winners Boards being the best player/s of that year.

Winners of each lower Grade are winners of those lower Grades only.

All rules and regulations as defined by New Zealand Badminton shall stand unless defined otherwise by the Cambridge Badminton Club Committee.