

Senior Club Champs

15.08.25

The basics...

- **Club Champs** are held each year, usually in **August and September**.
- **Singles, Doubles and Mixed Doubles** are played with different **Grades**.
- **Choose your own partner** or the Club Captain will do their very best to find a partner for you.
- Club Champs are run as either a **Round Robin** or **Knock-Out**.
The final option is decided by the Club Captain once the number of entrants is known at the cut-off date.
- **Dates and times** will be **announced in advance** to give players as much notice as possible.
- Club Champs are for **Full-Year Members only** and all are encouraged to play and have some fun.
- Members must have played a minimum of **6 sessions** of Day Club Sessions to enter and then play in the Day Club Champs and **6 sessions** of Night Club Sessions (Monday or Friday) to enter and then play in the Night Club Champs.
- Players will be assigned a **Club Grading** during the year and will be entered into that Grade of Club Champs. They may play up a Grade by letting the Club Captain know. Playing down a Grade is not allowed.
- **Club Champs** are run by the **Club Captain** and the **Club Committee**. All are **volunteers** and any help is appreciated including to umpire. Organizing the games takes a lot of effort. For this reason, and to be fair to all; if you or your partner cannot play, is late or needs to leave earlier than the pre-stated times, then your games will be forfeited.

Annual Club Championships – Rules

15.08.25

The goal of the Club Champs is to encourage and give the opportunity to as many members as possible, of all abilities, to participate and enjoy being a part of the end of year Club Champs.

The aim is to have a Club Champ for each division every year and to award as many Trophies as we can to encourage involvement and enjoyment. Being competitive, the best playing members eligible to play during the different championships will be named the 'Club Champions' and the winner of each Grade and Division is the respective winner with a trophy awarded for the year.

Requirements to play in the Club Champs

As per the Rules of the Cambridge Badminton Club – "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 membership fees paid, and minimum of 6 sessions attended of Day or Night sessions prior to entering and to play in respective Day or Night Club Champs.

Juniors – Full annual club membership fees paid, and minimum of 6 sessions attended. Junior Champs run and set out by Junior Coach at their discretion while generally following this information.

Games Available

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

Possible Future – Open Doubles (combination of men's, women's and mixed).

Who Runs Club Champs

Club Champs are run by the respective Day and Night Session Club Captains (unless otherwise agreed), with their selection of any Options (in regards to player numbers) confirmed in agreement with the Committee.

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

Club Champ Dates

Dates and times will be confirmed by the Club Committee and communicated to members by Club Captains with a poster displayed on the club notice board.

All information to be displayed on Club Room notice board for Day and Night Club Champs, including section forms for all entries so that all players can see who has entered and who may be looking for doubles partners.

This will allow sufficient time for players/Club Captains to find partners, enter and to have some practice time. Club Champ dates are to be set by the Club Captain and confirmed by the Club Committee – typically September/October.

Players to register their interest to play prior to competition, with a cut off date noted on the notice board information, to give Club Captain and Committee sufficient time to confirm how Club Champs will be run in regard to number of entrants. Due to complexity of running 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.

Juniors – Two Grades at Junior Coach's discretion.

All members to be graded during the year, sufficiently prior to Club Champs, in consultation between Club Captains and Committee and displayed on club notice board. For ease of running all Club Champs, same Club grading type used for all members (instead of separate gradings for Day and Night Sessions).

Members are encouraged to discuss gradings with Club Captains if they 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 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, these players are either deemed the Club Champs by default or need to be given the opportunity to play and to become Club Champs if they are good enough – as per the Options below. Any Option may be selected by the Club Committee.

Options for there not being enough players in the higher Grade.

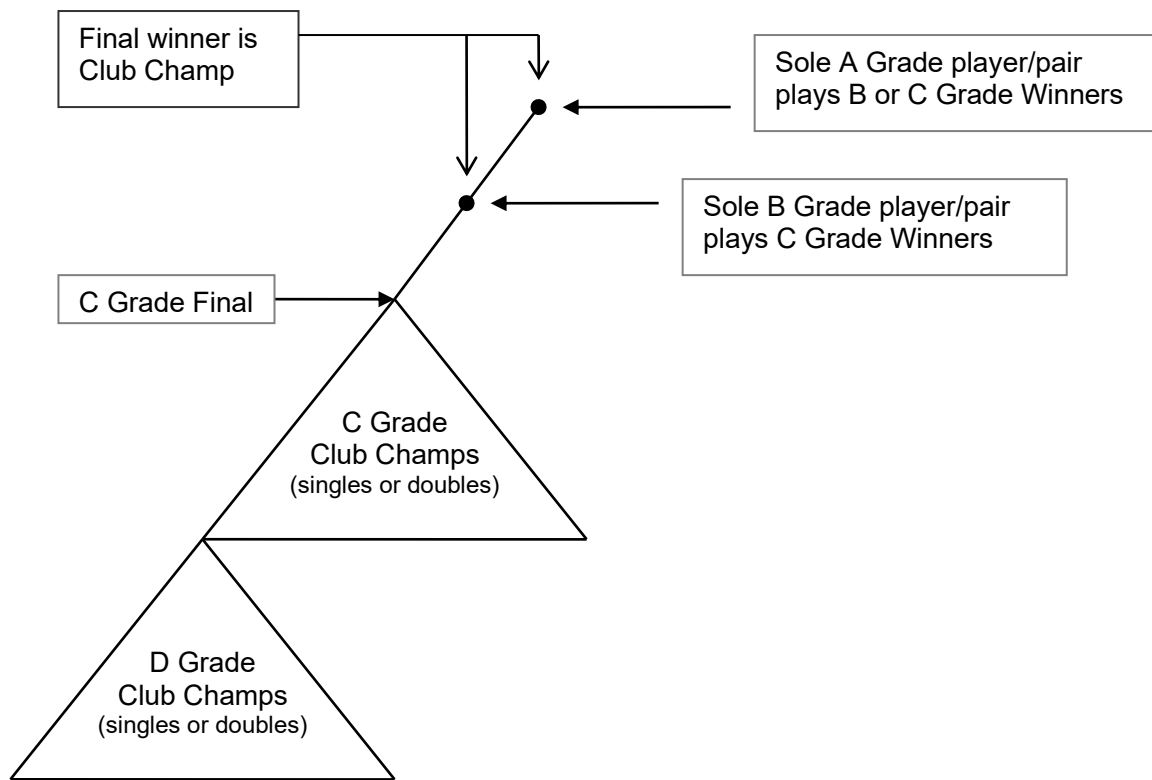
Option 1 – Singles and Doubles – eventual playoff

Lower Grade players 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 (no handicap applicable). Whoever wins – their name/s go on to the Club Champs Winners Board.

If the lower Grade player/s win, they become the higher Grade winner/s and Club Champ/s (and the higher Grade player/s are Runners Up). 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. The lower Grade player/s playing a final with the higher Grade player/s is a requirement of agreeing to play in the Club Champs. 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.

This Option works for singles Champs. For doubles Champs, further consideration for this option is needed if there is only one higher Grade player – in this instance only, a lower Graded player would be permitted to play with the higher Graded player in the eventual playoff – at the Club Committee's discretion. This lower Graded player would not be allowed to play in the lower Graded part of the 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.

Where there are only two higher Graded players - these are separated and paired with lower Grade players to play in the higher Grade Club Champs - being a playoff game.

Where there are only three higher Graded players - this provides two options; A) All three higher Graded players are each paired with a lower Graded player (played in a round-robin scenario); B) Two higher Graded players form a pair and the remaining higher Graded player pairs with a lower Graded player (played in a playoff scenario).

These Options can 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).

If options 2A or 2B are selected, the higher Grade players concerned are to be informed of what is involved and allowed to approach lower Grade players to form partnerships.

Alternatively, at the Club Committee's discretion, the selection of the lower Grade players and the pairing is to be done by the Club Captain (random selection or a fair balance) with confirmation by the Committee.

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.

Whoever wins whichever Option is selected is the Club Champ.

In the event of there not being enough players for any option, at the discretion of the Club Committee, there will be no Club Champ for that year with no name going on the Club Champs Winners Board.

Grading of players begins again prior to the next annual Club Champs.

All effort will be made to find an agreeable solution to crown the Club Champs. The Committee may decide on a further option, at their discretion, depending on who and how many people have entered - for example, where there is only one entry in a section, this section could possibly combine with another section of a similar skill level. Care must be taken in this scenario to ensure a fair grading and game by all.

All Club Members are to be communicated the Options, which may be selected, prior to them registering to play - as soon as practicable at the beginning of the season so there's no confusion, disappointment or disagreements. The chosen option for each year's tournaments is to be decided upon by the Club Committee once the number of players is confirmed.

Where confirmation of 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 can be run as either a play off/knockout or round-robin competition. This will depend on the number of participants and to be at the Club Captains' discretion. This will be confirmed by the Club Committee prior to the Club Champs commencing.

For playoff/knock competition, see Templates within this information.

For a round robin competition, see Templates within this info &

<https://www.printyourbrackets.com> or similar.

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 to receive an approximate 10 minute rest before restarting another match.

The highest finishing winners (which ever Option is chosen) 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.

Forfeiting of Matches

Due to the complexity of organizing and running the Club Champs and ensuring all games are played fair for all, there are situations where matches may be forfeited.

The following conditions will result in a forfeited match:

- **Failure to Attend:** If a player or their doubles partner does not arrive at the correct time on the correct day, their matches for the day will be considered forfeited.
- **Leaving Early:** If a player or their doubles partner leaves a Club Champs Session before it is concluded (without prior approval from the tournament organizers), their matches will be considered forfeited. For clarity, Day Club Champs Session run 9.30am to 1.00pm (unless otherwise stated) and Night Club Champs Sessions run 7.30pm to 9.30pm (unless otherwise stated).

In the event that not all matches can be completed during the allocated Session time, remaining matches will be rescheduled at the discretion of the Club Captain only.

The Club Captain will make every effort to reschedule matches when feasible; however, not all matches can be rescheduled due to various factors, including practical constraints and other circumstances.

Note: The decision of forfeiture is final. Players should ensure they are available to play prior to registering. Players need to be on time for all scheduled Club Champs Sessions to avoid any disruptions in the tournament and their matches being forfeited.