



2012 FBC League Rules and Code of Conduct

General Rules and Regulations

1. **Player Agreement:** All players participating in the League, as a condition of their participation, agree to abide and be bound by the league regulations and adhere to the standards of good conduct, fair play and sportsmanship.
2. **Captains:** All captains will ensure that ALL of his/her team members obtain ALL of the league rules and will ensure that the entire team abides by the rules and regulations.
3. **Enforcement of rules:** The FBC League Directors may enact penalties against teams, captains and individuals arising out of the behaviour and non-compliance with the rules both on and off the court. These penalties may include, but are not limited to, suspension of playing privileges, disqualification of teams, and alternative placement in standings.

Definitions

FBC – Federation of Badminton Clubs

Game – International scoring system of rally points up to 21 points. At 20 - 20, teams must win by 2 points OR the first team to reach 30 points wins the game.

Match – Refers to the best 2 out of 3 games.

Tie – Refers to the best of 6 matches played against another club.

Team Organization Rules and Regulations

1. Each team will name a captain prior to the start of the season, who will be responsible for general duties relating to the team. These names must be submitted to the FBC League Directors.
2. Change in Team Captain: If there is a change in the team captain as listed at the beginning of the season, it is the responsibility of the new captain to call all the other captains in his/her division to inform them of his/her name and phone number (this is to aid the visiting captain in the making of the pre-match contact) and to notify the FBC League Directors.
3. Captains are required to submit team rosters, registration forms and payments before the start of the first match in each season listing their players.
4. Team captains are to abide by the principle that the best players play against best players to ensure more competitive, more enjoyable and fairer competition.
5. A team must represent a Badminton Ontario affiliated club. Team members do not need to belong to the club that they represent. Team members can only play in one league for one club in any one season. Violation will result in suspension of the player from FBC League play for the equivalent of 16 ties.
6. A team roster will consist of a minimum of 6 players up to a maximum of 12 players, with a minimum of 2 females per roster.
7. After the first day of the league, no team roster additions or removals are allowed. Mid-season substitutions are only permitted for medical reasons with a doctor's note submitted to the FBC Board of Directors.

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Player Eligibility

All Leagues

No Elite / High Performance players are allowed to participate in this League. Players must not have passed the quarter finals within the prior 3 years of any Ontario A level tournament such as, but not limited to:

- Badminton Canada Elite Series
- Badminton Canada National Championships/International tournaments
- Provincial Championships (A)
- The 'A' Flight of the Toronto Open or Chinese Professional Business Tournament

Intermediate League

No Badminton Ontario 'B' level players or higher are allowed to participate in this League.

Recreational Beginner League

No Badminton Ontario ranked players at any level are allowed to participate in this League. Players will be limited to only those players that have only had minimal playing experience.

Protest and Hearing

1. A formal written protest can be submitted to the FBC Board of Directors. Every protest must be accompanied with a \$50.00 evaluation fee.
2. If the FBC Board of Directors supports the protest, the \$50 fee will be returned to the team. The FBC Board of Directors can exact penalties towards the accused player(s) and/or team at its discretion.

List of Penalties

- Fines
- Point deductions
- Match defaults
- Player suspensions
- Team Captain suspensions
- Team disqualification

List of Violations and Penalties

- The penalty for a team's use of illegal players is a \$100.00 fine to the team and deduction of 3 points.
- The penalty for a team updating their team line-up with unfair knowledge of the other team's line-up is a *tie* default.
- A team that defaults more than two *ties* will be disqualified from the League with no refund.

Call Up Players

1. You can call up a player for emergency situations only, if you do not have enough players to form a team of 6 for that week. Calling up a player as a strategic plan to defeat an opposing team is forbidden.
2. Call up players must meet the same eligibility criteria as non-call up players. Eg. If you are playing in the Recreational Beginner League, you cannot call up a player who is ranked an Ontario "B" or already playing in the Competitive League.
3. Players on a League team can be call-up players for a more competitive League but not a lower competitive league. For example an Intermediate League player can be a call-up player for a Competitive League team but a Competitive League player cannot be a call-up player for an Intermediate League team.
4. Prior to the *tie*, the Team Captain must identify that a call up player is being used and must pay the convener \$5 per call up player.



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5. A maximum of 2 call up players can be used per *tie*. A player can ONLY be called up for a maximum of 4 *ties* in a season.
6. Call up players must sign the FBC League Rules and Regulations.
7. Calls up players are NOT allowed in the Play Off round.

Code of Conduct

The highest type of ethical behaviour is expected from every player! Players are under an obligation to avoid acts which are unethical or detrimental to the game of badminton.

1. Loud, abusive, or profane language, racquet throwing, or hitting birds indiscriminately is prohibited.
2. Intentional waving of a racquet or arm or making distracting noises is prohibited.
3. Do not attempt to make a mockery of a match, whether winning or losing.

Etiquette

1. Wait until a point is over before walking behind a court where a match is in progress.
2. To retrieve a bird from another court or to return a bird to another court, wait until the players have completed a point.
3. Players should present a neat appearance and abide by local dress regulations.

On-Court Rules

1. If you have any doubt as to whether a bird is out or good, you must give your opponent the benefit of the doubt and play the bird as good.
2. It is your obligation to call all birds on your side, to help your opponent make calls when the opponent requests it, and call against yourself any bird that you clearly see out on your opponent's side of the net.
3. Any "out" or "let" call must be made instantaneously (i.e., made before either an opponent has hit the return or the return has gone out of play); otherwise, the bird continues in play.
4. Do not enlist the aid of spectators in making line calls.
5. If you call a bird out and then realize it was good, you should correct your call.
6. To avoid controversy over the score, the Server should announce the game score (e.g., twelve-three) prior to serving each point.
7. If players cannot agree on the score, they may go back to the last score on which there was agreement and resume play from that point.
8. Do not stall, sulk, complain, or engage in un-ethical behaviour.



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Tie Rules and Regulations

Common League Rules

1. Captains are to submit their line-ups to the League Convenor prior to the start of the scheduled time of their first game. Once submitted, changes and substitutions will not be allowed.
2. Sharing one team's line-up with the other team before they have submitted their team line-up is forbidden. If a team is caught updating their line-up due to knowledge of the other team's line-up, the team will be penalized with an immediate default and will receive zero points.
3. Match results are to be recorded on each scorecard and each captain must sign the scorecards once the results are finalized. If a dispute occurs, the original signed score cards will be the final authority.
4. A player can play a maximum of 2 matches in a *tie*.
5. When a player is more than fifteen (15) minutes late for when his/her match was scheduled to start, the match will be defaulted at the request of the opposing captain to the League Convenor who has the authority to formally inform the offending team captain of the match default.
6. The team captains are responsible for ensuring that the rules, proper etiquette and court conduct are enforced. The captain must be informed first of any problems involving the players on his/her team. The captains are expected to try to resolve etiquette, court conduct or spectator problems. Unresolved etiquette, court conduct or spectator problems must be addressed to the FBC League Directors in writing. If there is any question about whether a player is allowed to play, the match should be played and then the issue addressed to the FBC League Directors in writing.
7. Warm-up time shall be limited to five minutes. Team captains are to strictly enforce this rule.
8. Use of a player that is not on the roster will result in a forfeit of the entire match (unless an eligible call up player is used – see below)
9. The winning team is responsible for submitting the score and to the League Convenor on site.

Tie Scoring

Winning a match (best 2 out of 3) = 1 point

Win: If the team has won 4 or more matches, they are awarded 3 points

Tie: If each team has won exactly 3 matches, they are awarded 1 point for each team

Loss: If a team has won less than or equal to 2 matches, they receive 0 points

Default matches are recorded as 2-0 win for matches and 21-11 for games.

At the end of the season, standing is determined by the number of points.

League Standings

In the case of teams having an identical number of points in the League standings, the higher ranked team will be determined by the following criteria during the season, in the following order:

- Winner of head to head *ties* during the season (only if there is a 2 way tie)
- Most # of matches won
- End of season mixed doubles match



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Competitive and Intermediate League Rules

1. A League *Tie* consists of 3 Men's Doubles, 1 Women's Doubles and 2 Mixed Doubles matches.
2. A team is permitted to use six to eight players in a *tie*.
3. The Men's Doubles 1 must be stronger than the Men's Doubles 2.
4. The Men's Doubles 3 can be any combination of men's players.
5. The Mixed Doubles 1 must be stronger than Mixed Doubles 2.
6. One female player can play both mixed doubles matches if only one female is playing for the team.
7. Each team will provide two unused feather shuttlecocks per match.

Recreational Beginner League Rules

1. A League *Tie* consists of 3 Men's Doubles and 3 Women's Doubles.
2. A team must use a minimum of three male and three female players in a *tie*. A team is permitted to use up to six male and six female players in a *tie*.
3. The Men's Doubles 1 must be stronger than the Men's Doubles 2.
4. The Men's Doubles 3 can be any combination of men's players.
5. The Women's Doubles 1 must be stronger than Women's Doubles 2.
6. The Women's Doubles 3 can be any combination of women's players.

Playoff Rules and Regulations

1. Every team will play in the end of season play off.
2. No Call Up players allowed.
3. League standings will determine the play off draw.
4. A player must plan a minimum of two regular season *ties* to be eligible for playoff play. Players who don't meet this minimum standard are ineligible for prizes.
5. The sudden death tiebreaker will be mixed doubles.