

Captain Notes

Beforehand

Ensure required number of pairs arrive on time at start of match (as in fixture confirmation). Home team responsible for facilities (eg wash/sweep floor if slippery). Home team responsible for supplying sufficient shuttles of correct speed. If there are serious problems with shuttles (eg very slow) then register objection and note on match card. Check that you have a match card (of the correct type) to fill in for home matches and, if necessary, a score book for your own records. We have to accept that some halls are not ideal but if you really feel that conditions are too bad to play (particularly if dangerous) then discuss with the opposition. As a last resort - refuse to play. Possible problems include very slow shuttles, poor lighting, leaking roof, slippery floor.

Start of Match

Ensure any time limit is noted on match card and signed by visitors. When away - check if they have time limit and sign for it on their match card. Follow normal sequence of play if possible especially when playing on 2 courts. (But be reasonable if it is known that a player will be late). NB - for a valid match result in a traditional match each of the pairs on both sides must have played (or conceded) at least two rubbers. If the required pairs are absent when needed to play then claim first rubber(s) after 15 minutes - subsequent rubbers after further 10 minutes. Captains should get play started on time - avoid lengthy knocking-up (and wasted time between rubbers later). Players should be told of local rules on lets before play starts.

During Play (assorted points which have arisen)

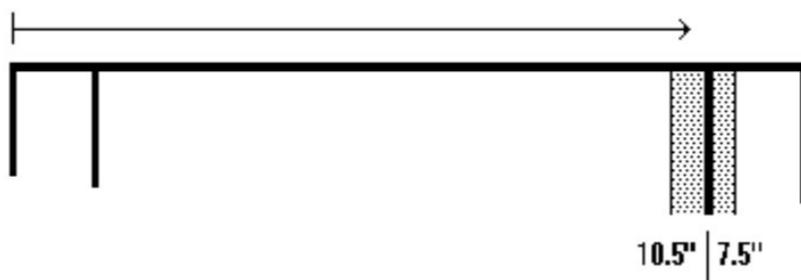
Line calls are up to players at that end. If unsure then play point again. Avoid shuttle-rage. When serving: * shuttle must be below waist of server (this is difficult to judge so don't be too critical) * racket shaft must be pointing downwards when shuttle hit * the feet of both server and receiver must be stationary on the floor until shuttle hit If wrong player serves/receives etc then put things right but carry on with play - the score stands. Hardly any normal 'mishit' is a fault - only catching and then slinging or hitting more than once with separate strokes. Call your own 'woods' if you must but don't get upset if your opponents follow the rules. 'Coaching' or 'advice' of any sort is not allowed except when changing ends between games. Shuttle is dead if it hits the net and starts to fall back - doesn't matter if the net is then touched. If shuttle falls apart in play (base separating from feathers) then point doesn't count. Keep score card up-to-date as the match progresses. If a player 'disappears' during a match and is not ready to play when needed that rubber is ceded.

At End of Match

If there is a time limit (whether home or away) then stop sharp at that time (choose a watch/clock to use at an early point) - all points played are recorded and points and completed games are counted in the final score. Conceded games are scored 21-0. The reason should be noted (late arrival, injury, ...). An interrupted game (eg injury) is awarded to opponents (eg score 9-6 becomes 9-21) The completed match card should be signed by the visitors. Send-in match card promptly - to post just add a stamp - no envelope is needed - or submit an e-card via email, retaining the printed card in case of a query. Both teams should email or text the simple result to Kathy (kathleenm.vaughan@btinternet.com --- 07719 667192). Ensure you have collected match fees.

All clubs should have copies of full North Foreland and badminton rules. Captains should be aware of these. It is up to team captains to sort out problems. Rules cannot cover every eventuality - be prepared to discuss any problems with other team and agree a solution. If anything is unresolved which affects final score than note it on the match card and report to your club committee.

Shuttle testing:



Hit shuttle with full underhand stroke above a back line.

Order of Play:

For 'traditional matches'

Visiting Players play: 1 2 3 1 2 3 1 2 3

Home Players play: 1 2 3 2 3 1 3 1 2

For other formats – see below.

4-Player and Composite Matches

1. You should have a copy of the Rules for these competitions
2. There are different match cards for the traditional 3-pair matches, for 4-player matches and for composite matches. Check that you have the correct version.

3. The 4-player and composite events require players to be entered in rank order. Your club will have provided a list of all your players in rank order and the match card must follow this. Check that you know the correct order – a copy of your club list would be helpful.
4. The order of play in a traditional match is well established. The match cards for these other competitions suggest a sequence that should normally be followed. However, you can vary the order of rubbers by mutual agreement to suit circumstances. Particular care needs to be taken if you are sharing courts – you need to look ahead to ensure that players will be available for the next rubbers.
5. Rules for traditional matches cover in some detail situations such as late player arrival. This can be more difficult in the new formats. If such circumstances do arise then please work with the other team to ensure you enjoy a good evening's badminton.
6. The format of these matches means that the absence of a player on one side results in no play for the equivalent player on the other side – we cannot think of a way round this at the moment. If you know this is going to happen then let the opposition know even if this is just before the match is due. If you cannot contact the opposition then try to let Kathy know. Note – if you know before the match starts that you are a player short then that player must be taken as the lowest rank in your team.

Order Of Play for Composite Matches

7. The order on the match card is suitable for matches being held on a single court or where 2 courts are in use. If rubbers are claimed due to late arrival etc then this is the order of play which should be followed otherwise any order agreed between the teams may be used.
8. Where 3 courts are in use throughout the match then the match card sequence WILL NOT WORK. One (perhaps the only?) groups of rubbers which can be used are:
rubbers 1 – 8 – 9 together
rubbers 2 – 6 – 7 together
rubbers 3 – 4 – 5 together
Since all players are involved all the time it doesn't matter which order these groups are played in. However, if (due to late arrival etc) the question of claiming rubbers arises then the order shown here should be used – i.e. whichever of rubbers 1/8/9 cannot be played are the ones claimed initially.
9. Please note that, due to the way the pairings are arranged, captains do need to think ahead if different orders of play are used or where the number of courts varies throughout the match. Make sure that, for example, if you are going to end up with 3 courts for the final rubbers having been using 1 or 2 then the last three rubbers can be played together.

Rules and match cards

Copies of the rules and printable and email match cards can be downloaded from the NFRBA website www.nfrba.co.uk -- under Documents.