

Summer League Rules 2022

1. General

- a) Summer League is open to all players: registered and/or non-registered.

2. Teams

- a) Teams consist of four (4) players per team for each tie. The team can be four (4) ladies, four (4) men or any combination of ladies and men. Only 6 players can be named and played in any one team. **If a reserve player (outside the named six) is required, they will need to be clarified with the organiser before they play for a team. This needs to be done by phone or email before the tie is played. Teams who play a player that is not a named team player or has not been signed off by the event organisers as a replacement may have matches defaulted. A reserve player should only be used in the case of illness or injury of a regular team player.**
- b) Teams will be graded and placed into round robin boxes accordingly. This may differ slightly to where a team has been entered by their captain.
- c) Teams will be graded according to overall strength and placed in a section of similar grading. **Teams must play up to the level of their strongest player. If your team won their section in the previous competition, they must play one grade/section higher.**
- d) Teams will play once each week, on Monday or Wednesday. Please include sufficient players to cater for the whole season.
- e) Replacements can be used but MUST be of the same standard as the unavailable player. Failure to adhere to this may result in a default.
- f) If a team defaults due to 'failure to appear' the defaulting team will incur a penalty of both teams' entry fees.
- g) If a team member is not available to play 30 mins after the start of the tie (7.30pm), then that players matches will be defaulted.

3. Format

- a) Summer League is a doubles format. Each tie consists of 6 x doubles matches. Each player plays 3 x doubles matches i.e. 1 doubles match with each other player.

4. Scoring

- a) Scoring shall be the best of three (3) games to 21 points with extension.

5. Competition Points per Tie

- a) The winner shall be determined by the team who has won the highest number of matches.
- b) If matches are even, then the winner is determined by the team with the highest number of games won.
- c) If games are even, then the winner is determined by the team that has the highest point's differential (for & against).

6. Competition Results

The determination of the winner of a pool will be as per the BWF rules:

- a. Ranking will be established by the number of matches won
- b. If two teams have won the same number of matches, the winner of the match between them will be ranked higher
- c. If three or more teams have won the same number of matches ranking will be decided by the difference between total games won and total games lost, with greater difference ranked higher. If this leaves two teams equal, ranking will be decided by the result of the match between them.
- d. If three or more teams have won the same number of matches and are equal in the difference between total games won and total games lost, ranking will be established by the difference between total points won and total points lost, with greater difference ranked higher. If this still leaves two teams equal, ranking will be decided by the result of the match between them.
- e. If three or more teams are still equal, then ranking will be established by drawing lots

7. Fees

- a) The fee schedule will be made available with the entry information. Fees can be prepaid for the whole competition or paid for on the night of play to the team on duty.

8. Duty Team

- a) A team is expected to be on duty to collect playing fees when rostered to do so. Please check the roster when the draw has been completed and published – www.bnh.org.nz