

AITIA CORPORATE GAMES 2019

BADMINTON

GENERAL INFORMATION

DATE

6 October 2019, Sunday

TIME

Registration: 0815hr onwards

Competition: 0900hr – 1730hr*

Prize Presentation: 1730hr – 1800hr*

*subjected to real-time completion of all scheduled matches

REGISTRATION CLOSING DATE

30 August 2019, Friday 2359hr

(or when all slots per sport event category are fully taken up, whichever earlier.)

VENUE

Our Tampines Hub, Community Auditorium, Level 3

1 Tampines Walk Singapore 528523

EVENT CATEGORY

Mixed Team (Opens)

TEAM COMPOSITION

- Each team may register up to a minimum of five (5) to maximum of seven (7) players.
- The time limit for submission of Team Compositions for all three (3) matches – is Thirty (30) minutes prior to the start of the first match or such other period as stipulated by the Referee.
- A player shall not be registered to represent more than one (1) team in the competition.
- No player shall play in more than one (1) match in a tie.

COMPETITION FORMAT

GAME PLAY AND FORMAT

- This is a Mixed Team Competition. A team shall be required to play ties comprising of the following:
 - 1 x Men's Singles
 - 1 x Men's Doubles
 - 1 x Mixed Doubles

(Order of Play will be fixed by the Referee on the Team Line Up Form)

- The Preliminary Round will be played through Round Robin Format. The top team from each group will progress into the cup tier knockout stages while the remaining teams will be drawn into the plate tier knockout event.
- The group positions will be determined by the following order: Tie Points, Games Won, Points Won, Head to Head. If 3-way tied in all above, then luck of draw will apply. For knockout stages a 2-0 tie result would mean that the tie is decided and the 3rd match will not be played.
- If a team is unable to complete all their pool ties, all the results of that team shall be null and void. If a team is unable to complete a match in a tie, the result of that match shall be considered to be 21-0 for the purpose of deciding ranking in the pool system. Retiring during a match shall be considered to be not completing the match. For avoidance of doubt a team must play at least 1 match in a tie to remain in competition.
- All matches will be played in accordance with the schedule of play.

WALKOVER

- Any player/pair who fails to report to the umpire at the specified court, the match will be declared a walk-over after a 3-minute grace period (time start once the umpire is on court) and it will be awarded to the opponent. In the event of both players/pairs failing to turn up, the tie shall be scratched.

DISQUALIFICATION

- A team will be disqualified if it commits any of the following:
 - Fielding a player with unruly conduct
 - Fielding unregistered player
 - Fielding an ineligible player (i.e. player who is not a staff under the registered company)
- All results involving the team which has been disqualified will be considered null and void.

AITIA INSTITUTE (S) LIMITED

9 Temasek Boulevard, Suntec Tower 2

#06-02A, Singapore 038989

Tel: 6433 2389

www.aitiacg.com

ATTIRE AND DRESS CODE

- All Team Captains and players must be appropriately attired for the matches and players shall wear non-marking shoes during the competition.
- It is recommended for opposing team in each tie to wear different colours from each other.
- All players within the team are encouraged to be uniformly attired.

REPORTING

- Participants must bring along and produce either his/her valid identity document (with photo). Failure to comply will result in player/s ineligibility to compete and a walkover will duly be awarded for that match.

MOBILE PHONE

- If a player's mobile phone rings on the court or its immediate surroundings, during a match, it shall be considered to be an offence and shall be penalized appropriately.

NOTES

- Group Matches: 1 game - 21 points (no deuce)
Players switch sides at 11 points.
- Ladder Standing
 - Tie: Win – 2 points, Draw – 1 point
 - Position standing is determined by the following order: Tie Points, Games Won, Points Won, Head to Head. If 3-way tied in all above, then luck of draw will apply.
- Knock-Out Matches: Best of 3 games – 11 points each (no deuce)

FIRST AID

- The Organising Committee will provide professional medics and ambulance on-standby.
- Teams are recommended to provide their own first aid kit and individual medication.

EVENT ADMINISTRATION

- Random checks of players' identity may be conducted from time to time.
- Any disputes can only be raised during the time of event and a \$50 non-refundable fee will be charged upon dispute raised.

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LIABILITY

- The Organising Committee, Aitia Institute, Player Group, officials, partners and sponsors shall not be liable for any accidents, injuries or losses of personal properties that may have been suffered during this event.

AMENDMENTS

- The Organising Committee shall have the right to delete, add to or amend the rules and regulations laid down herein.

BADMINTON RULES AND REGULATIONS

GOVERNING RULES

- According to the Laws/Rules established by the latest rules & regulations governing the games as adopted by the Badminton World Federation (BWF – www.bwfbadminton.org) and as directed by the Organisers.
- The decision of the umpires and officials shall be deemed as final.
- The Organisers reserve the right to interpret or amend the rules & regulations of the tournament at any time. Notifications of such changes will be posted on the games website. All participants are advised to visit the website for any notices or changes to draws or schedules.
- Once the line-up for the tie has been submitted, no changes shall be allowed.