

1. See General Regulations Governing Sporting Competitions.
2. Badminton is conducted under the rules of Badminton Victoria unless otherwise stated.
3. **Attire, equipment, and shuttlecocks**
 - a. All players should be suitably attired and equipped for racquet sports.
 - b. Shuttlecocks for Firsts fixtures will be feather shuttlecocks (Aeroplane Black Label EG1130 or Epsilon Yellow 808).
 - c. Shuttlecocks for non-Firsts fixtures will be synthetic shuttlecocks (either Epsilon Blue or Carlton Red/Blue).
 - d. Each team is expected to provide half the shuttlecocks for the fixture.
4. **Conduct of fixtures**
 - a. All Boys teams will consist of eight to twelve players.
 - b. All fixtures will consist of eight singles and four doubles rubbers.
 - c. A player may play one singles and/or one doubles rubber.
 - d. Teams should aim to arrive 15 minutes before the scheduled start time of their fixture.
 - e. Time allocated will be 120 minutes for Firsts fixtures and 90 minutes for non-Firsts fixtures.
If a fixture looks like running over time, doubles rubbers will be shortened as agreed between the coaches involved to ensure that the fixture finishes on time. Warm-ups on court should be kept to a minimum.
 - f. The APS Boys' Badminton Scoresheet, comprising the team sheet and scoresheet, must be used by each team.
 - g. Team sheets:
 - i. Must be filled in completely with the first name and surname of the players.
 - ii. that only show first names, initials, or pseudonyms are incomplete.
 - iii. show Singles Players 1-8 and Doubles Pairs 1-4 in ranked order of merit.
 - iv. The accepted principle is that the ranked order in singles and doubles is not abused.
 - v. Completed team sheets must be exchanged by coaches prior to the fixture commencing.
 - vi. Team sheets cannot be changed after they have been exchanged without the agreement of the opposing coach.
 - h. The order of play is singles followed by doubles.
 - i. Singles rubbers are played in reverse order from eighth seed to first seed, with the eight singles rubbers being played over two rounds:
 - ii. Round 1: Eighth singles seed to fifth singles seed; and
 - iii. Round 2: Fourth singles seed to first singles seed.
 - i. If a team presents to play short of a player/players, all present players must be seeded from the top down, with the remaining rubbers being forfeited.
Substitute rubber(s) may be played for the forfeited rubber(s), but these will not contribute to the result of the fixture.
 - j. **Firsts Duty Schools: Two Duty Schools will be assigned to each Firsts round—one starting at 8:30am and the other at 10:00am. Each is responsible for ensuring duties are completed, facilities are properly equipped, and full results are submitted to the APS CEO at the conclusion of the round.**
5. **Conduct of games**
 - a. Players should be introduced before each rubber.
 - b. **Scoring: Firsts Matches**
All Firsts **singles rubbers** shall be best of three games to 21 points. If the score becomes 20-all, the player who gains a two-point lead first shall win the game. If the score becomes 29-all, the player winning the next point shall win the game.
All Firsts **doubles rubbers** shall be best of three games to 21 points. If the score become 20-all, the pair that gains a two-point lead first shall win the game. If the score becomes 29-all, the pair winning the next point shall win the game.
 - c. **Scoring: Teams below Firsts:** All non-Firsts singles rubbers shall be best of three games to 21 points. If the score becomes 20-all, the player who gains a two-point lead first shall win the game. If the score becomes 29-all, the player winning the next point shall win the game.
 - d. All **non-Firsts doubles** rubbers shall be best of three games to 15 points (no setting). If the score becomes 14-all, the pair winning the next point shall win the game.
 - e. When serving, the shuttlecock must be struck at or below the height of the waist of the server for all levels.
 - f. A **drinks break** of 90 seconds maximum is permitted between games 1 and 2, and 3 minutes maximum is permitted between games 2 and 3.
 - g. An **umpire** for each rubber is expected to be provided by both teams.
 - h. Coaching can occur between points throughout the game by coaches from the back of the court, but the flow of the game must not be interrupted while any coaching occurs.
 - i. Spectators and non-participating players should not be courtside and where seating is provided that seating should be used.
6. **Determining the winner of a fixture**
 - a. The winning team of a fixture will be the team with the most number of rubbers won.
 - b. If teams are equal on rubbers, then the winning team will be the team with the most number of games won.
 - c. If the teams are equal on rubbers and games, then the winning team will be the team with the most number of points won.

7. Grand Finals/Premiership

- a) **Allocation of Premiership Points: Win: 2 points; Draw: 1 point**
- b) **Should any two or more teams be equal on Premiership Points and played each other, the team winning that fixture shall take precedence, otherwise refer to [General Regulation 17](#) for determination of ladder position.**
- c) **Extra Time: That in the event of a drawn result at the conclusion of regulation time in the Grand Final match, the following tie-breaking procedure shall apply:**
 - i. **Rubbers won, and if equal**
 - ii **Games won, and if equal**
 - iii **Points won, and if equal, the Premiership will be shared.**

8. APS Representative Team Selection

- a. All schools will be invited to nominate players for the APS Representative Team.
- b. **Selection criteria:** Schools nominate players; A selection trial is held (if required); and The APS Representative Team is selected on merit (results).
- c. The APS Representative Team players will receive an APS Badge each.
- d. Selectors:

2026	WC, XC, BGS
2027	HY, GGS, Caul
2028	MGS, CY, SKC
2029	SC, WC, XC