



2022 Yonex Badmintonology Summer Showdown
TEAM EVENT PROSPECTUS

8:30am DRAW DESK / REGISTRATION DESK OPENS

8:45am WARM-UP COURTS OPEN

9:00am TEAM CAPTAINS MEETING (*IMPORTANT*)

9:30am MAIN STAGE

Division < 5 teams		Round robin (top 2 teams in finals)
Division > 6 - 10 teams		Group 1 & Group 2 (top 2 in each group semi-finals)
Division > 11+ teams		Group 1 & Group 2 & Group 3 (top in each group round robin finals)

Best of five (5) events. Win three (3) events to become winner. Games to 21 (win by 2pts).

Order of play:

Doubles

Singles

Doubles

Doubles

Doubles

3:00pm (SEMI) FINAL STAGE

Best of three (3) events

Doubles (match) - Singles (match) - Doubles (match)

Pools: A | B | C | D

6:00pm DINNER | SOCIAL (remember to pre-purchase tickets)

SWITCH-OUT RULES:

SWITCH OUT AT 11:

You may switch out ONE (1) player when either side first reaches 11 points. You may only do this ONCE per game. You do not get any additional point advantage at 11 points by subbing a girl at interval. However, you do get to keep your point advantage if a girl was started first.

RULES FOR MAIN STAGE:

1) EVERYONE MUST PLAY (MAINSTAGE):

Everyone in your team must play a minimum of 21 points (1 full games or 2 half games) in the first THREE (3) events. After the first three events, players can be recycled for ONE full game only (21 points, win by 2) or TWO half games only (11 points). THIS IS A TEAM EFFORT!!!!

Example: Team XYZ has 5 players: A,B,C,D,E ,, two ways to satisfy above rule:

- i) AB - doubles / C - singles / DE - doubles and recycle players if no winner after 3rd
- ii) AB - doubles, sub out B at 11pts for C
E - singles, sub out E at 11pts for D
AD - doubles, sub out A at 11pts for C

Exception: teams with three to four players may appear more often, but everyone must play

2) COIN TOSS TO DETERMINE WHO SENDS OUT A TEAM FIRST (MAIN STAGE)

Coin toss prior to playing each team to decide which side gets to send out players. If Team 1 sends out a singles player first, then for the next event Team 2 will send out its doubles pair first. Vice versa. Alternate who sends out teams.

POINT ADVANTAGE RULES:

GIRL ADVANTAGE:

One (1) girl in singles or doubles - starts with a +4 advantage only when they start versus men's doubles or singles. You keep the advantage at the 11 point switch-out. Advantage only applies at the beginning of each game.

Two (2) girls start with a +6 advantage only when they start versus men's doubles. You keep the advantage at the 11 point switch-out. Advantage only applies at the beginning of each game.

What if one side has 2 girls and the other side only has one during the start? Advantage is +4 to the two girls. You keep the advantage at the 11 point switch-out. Advantage only applies at the beginning of each game.

SHUTTLE RULES:

Feather shuttles will be default. However, if both sides agree then nylon shuttle (Mavis 300) can be used.

SPECIAL THANKS TO OUR SPONSOR:

