

# **The Golden Shuttlecock** **Tournament**

## **Rules & Tournament** **Procedures**

**(Revised & Adopted August 20, 2010)**

# **The Golden Shuttlecock Tournament Rules & Tournament Procedures** (Revised & Adopted August 20, 2010)

These Regulations shall be the guidelines for The Golden Shuttlecock Tournament play and tournament procedure. Changes can only be made by unanimous vote by the three-member legislative body of the Golden Shuttlecock Tournament, the Selection Committee.

## **Selection Committee Terms, Eligibility, & Responsibilities**

The Selection Committee (SC) shall consist of three members. Each member holds a three-year term and will hold the chairmanship and position of Tournament Director in his or her final year on the committee. There is no limit on number of terms, however after completion of a term, there must be at least a two-year hiatus before being re-elected to the committee. Terms end at midnight on the evening after the tournament.

To be eligible for election a candidate must fulfill at least one of the following criteria:

- a. Have the last name of Dodge or have been, at some point in his or her life legally been a "Dodge"
- b. Be married to a person having the last name of Dodge
- c. Be a direct descend of Frances & Zealy Williams

And must satisfy the following criterion:

- a. No teammates may serve on the SC at the same time so teammates of those serving on the following year's SC shall not be eligible unless such team partnerships are altered.

Committee Members must be voted to their position by popular vote, of which all participating members or eligible participants present at the current year's tournament are eligible to vote.

The SC's responsibilities include running the annual tournament, which consists of upholding these Rules and Tournament Procedures, setting a tournament date, organizing, planning, and running the tournament, and caring for the trophy, which is owned by the SC. For all other issues concerning the tournament, such as catering, equipment, location, etc., the SC shall serve in an advisory role.

## **The Dodge Cup**

The winning team of the Golden Shuttlecock Tournament will be presented with The Dodge Cup and will have their names added to the trophy's face. This trophy will remain at the original tournament site throughout the year with the exception of two weeks. For one week each, members of the winning team will possess the trophy at their residence. In the year following the team's championship, both team members are entitled to a photo shoot with the trophy at the original tournament hosting site.

## **Tournament Eligibility**

To be eligible to play in The Golden Shuttlecock Tournament, one must fulfill at least one of the following criteria:

- a. Legally have the last name "Dodge" or at some point in his or her life had the legal last name of Dodge
- b. Be a direct descend of Frances & Zealy Williams
- c. Be married to, engaged to, or dating a direct descendent of Frances & Zealy Williams
- d. Be married to, engaged to, or dating a person with the legal last name of "Dodge"

## **Individual Game Rules & Regulations**

### **1. Game**

A game consists of 21 points. The side winning a rally adds a point to its score no matter who served. At 20 all, the side which gains a 2 point lead first, wins that game. At 29 all, the side scoring the 30th point wins that game.

### **2. Match**

A match is the best of three games, each game is to 21 points. The first team to serve each game shall alternate. A one-minute interval between each game is allowed if requested by either team. Teams will switch sides after the first game. To begin the third game, players will remain on the side they played on in game number two, but will change sides when a side reaches 11 points.

### **3. Choosing Volley & Sides – The Toss**

The shuttlecock will be hit into the air, whichever side of the court the point of the shuttlecock is facing will chose either who serves or which side they would like. The other team will chose the opposite.

### **4. Scoring System**

If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court. If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side. The player of the receiving side who did not serve last on that team will serve; so servers alternate.

If players commit an error in the service court, the error is corrected when the mistake is discovered

### **5. Serve**

The serve must be underhand. The service shall pass from right service court to left and from left to right. When the combined score of the two teams is even the serve will be from the right service court, when the combined score is odd, it shall be from the left service court. If the serve lands outside the correct service court the point and serve will be forfeited. If a serve strikes the net and falls in the correct service court it will be replayed, however if a second serve strikes the net both the point and serve will be forfeited.

### **6. Boundaries**

If the shuttlecock lands on the line it is considered in-bounds. The court is approximately 22 feet from the net to the back of the court; it is approximately 20 feet in width from side to side. The service courts are divided evenly from the middle of the backline to the middle of the net. Each service area is approximately 22 feet from front to back and 10 feet wide.

### **7. Loss of Play**

If a team hits the shuttlecock more than once without passing over the net (either the same player hits it twice, or both players hit it) then they will lose the point.

A “miss-hit” will count as a double hit and result in the forfeiture of the point. A “miss-hit” will be defined as anything other than a single solid hit. A “carry” or double touch of the shuttlecock on one’s racket will qualify as a “miss-hit.”

A player cannot touch the net with any part of his/her body or racket or the point will be forfeited.

A player cannot reach his/her racket over the net or the point will be forfeited.

Players do NOT have to alternate returns on any single play (in other words a single player can return the shuttlecock every time over the net).

### **8. Re-Do's**

If there is a disagreement that cannot be resolved between the teams on any call, the present referee will determine the decision. If there is no referee or designated official present, the SC will determine the decision. If there are no non-playing SC members present the play shall be re-done if no agreement can be reached by those playing.

### **9. Forfeits**

In case the opposing team forfeits, the non-forfeiting team will gain the win by a score of zero (0) for the losing team to the number of points needed to win a game for the winning team.

### **10. Protests**

Any protests must be filed to the Selection Committee within ten minutes of the end of the game and will be decided on immediately.

### **11. Injuries**

In case of an injury, the injured player will have five minutes to resume play or the team must:

- a. Play with only one player or
- b. Forfeit the game (although not the tournament if it is in the pool round; if it is in the direct elimination round the team will forfeit the game, not the match).

If injury takes place in a best of three match the above rules shall apply, however if the forfeit does not eliminate the forfeiting team from that match, the team shall be entitled to a fifteen (15) minute recovery period before beginning the next game in the match.

## **Pool Play Procedure:**

### **1. Pools**

Each pool shall consist of 4-6 teams. There shall only be one pool if there are fewer than seven teams. If there are more than 6 teams, the Tournament Director will determine the number of pools and number of teams in each pool. The distribution of teams to each pool shall be as even as possible.

### **2. Qualifying Rounds**

- a. When entries exceed the required places in the main competition draw, the SC will require prior qualifying rounds under the supervision of the SC. The previous year's winner and runner-up will automatically be allowed entry. The rest of the teams to participate will be chosen based upon either 2ai OR 2aii:
  - i. First place finisher(s) in a qualifying tournament OR
  - ii. First place in a geographic seeding tournament affiliated with The Golden Shuttlecock Tournament
- b. It is recommended that, as far as practicable, immediate kin grouping separation (as in Regulation 4 below) should be used in the qualifying rounds and tournaments.

### **3. Pool Format & Draw**

Drawing of all teams into pools shall be made using the following criteria in the given order:

- a. Seeds will be based upon the current year's results as a team given that the team has completed at least 10 games as a team in the course of that season
- b. If a team does not complete at least 10 games as a team in a given year, their seeding will be based upon the previous year's Golden Shuttlecock Tournament results
- c. If a new team is entered they will be seeded last unless their individual players have participated in previous tournaments and the SC feels their play in past years warrants consideration for a higher seed. If this occurs, they may not be seeded higher than the higher player of the pair shall be seeded if they remained with their teammate from a previous year.

Each team shall play every other team in their pool once. The order of play shall be determined by the SC according to pool sheets, which must be released at least ten minutes prior to the beginning of pool play. After the completion of pool-play the rank order of teams in each pool shall be determined by Regulation 7 below.

### **4. Seeds**

The seeded teams shall be placed in pools by the SC as follows:

- a. If there is only one pool, no teams are seeded.
- b. If there is more than one pool, common seeds shall be drawn into different pools.
- c. The seeds shall be based upon that outlined in Regulation 3 above.

### **5. Additions to the Draw**

The SC shall be responsible for making all decisions regarding additions to the elimination round.

- a. The SC shall only allow the addition of a team or player that did not play in pool play into the elimination round if Regulation 5ai, 5a(ii), or 5a(iii) is met:
  - i. Written documentation is available that the team or player submitted an entry for the tournament, and the entry was accepted by the tournament director prior to the tournament.
  - ii. The team or player was inadvertently omitted from the pool play, and the elimination round has not begun.
  - iii. Special circumstances, which the SC determine to be valid and allow for the team's entry
- b. A player who submitted a "partner request" at the time of entry and for whom no partner was available at the time the pool play was made, shall not be added into the tournament if a partner becomes available at a later time unless approved by the SC. The player shall be added to the waitlist or become an alternate for an already existing team.

### **6. Alterations to the Pool & Substitutions**

The SC shall be responsible for making all decisions regarding alterations to pool play and substitutions.

- a. The SC shall only be permitted to make an alteration to the pool if either Regulation 6a(i) is met, or if both Regulations 6a(ii) and 6a(iii) are met:
  - i. An error has been made in implementing pool procedures, and play in that pool has not begun;
  - ii. Prior to his/her first scheduled match, a player is prevented from competing through illness, injury, or other unavoidable hindrance, as determined by the SC;
  - iii. The substitute team or player would have been either unseeded, or seeded in no higher a seeding than the original team.

- b. The position of no other team in the draw shall be affected by a substitution unless it is to benefit them.
- c. A team or player who lose(s) a match shall not play again in the same event in the same year's tournament.
- d. In events played under the pool system or in groups, the SC may allow substitution of a player if the original player is prevented from competing through illness, injury, or other unavoidable hindrance as determined by the SC. Such substitutions can only take place up until the beginning of the first match of that team, but once started, no substitution can take place, all matches of that pair (both played and unplayed) being treated as if won by the opponent(s) 21-0, 21-0, etc.
- e. In the interests of the tournament, the SC may elect not to permit a substitution otherwise allowed above.

### **7. Ranking of Players/ Teams After Pool Matches**

The ranking of players/teams in a pool after all the matches between players/teams in that pool are completed shall be established as follows in the listed order with secondary conditions only applying in tie breaking situations:

- a. Ranking will be established by the winning percentage in pool play.
- b. If more than one team is undefeated or without victory, tiebreaker shall be the team with the most wins between undefeated teams and with fewest loses for teams without victory.
- c. If all of the above is identical, ranking will be established by the difference between total points won and total points lost, with greater difference ranked higher.
  - i. If this still leaves two teams equal, the winner of the match between them will be ranked higher.
  - ii. If three or more teams are still equal, then ranking will be established by season records.
  - iii. If a tiebreaker still cannot be established, it is the responsibility of the SC to determine seeds between these teams through a coin toss.
- d. Immediate family will be seeded so as to avoid other family members in the immediate family so they are not in the same quarter bracket if winning percentages are the same.
- e. If a player/pair does not play all their pool matches, those unplayed matches will be considered loses and shall be considered as so in pool placement positioning.

### **8. Elimination Round**

Once pool-play has been completed and the final positions of the teams in each group have been determined, an elimination round to determine the final ranking order shall take place as follows. The elimination round draw shall be made by the SC by a single-blind procedure prior to commencement of the pool-play phase.

- a. If there is only one pool, the pool rank order is the final ranking order and there is no elimination round.
- b. If there are two pools or more, all teams shall be seeded to the elimination round.
- c. All rounds other than the Championship Game and two Semifinal Games shall be best of one game, the Championship Game and Semifinal Games shall consist of a match (best of three games).

## **Elimination Round Procedure:**

### **1. The Draw**

- a. The draw for all knock-out events shall be made in the manner set out above and no dummy entry is permitted.
- b. When the number of playing units is four, eight, sixteen, or any higher power of two, they shall meet in pairs in the first round and there shall be no byes.
- c. When the number of playing units is not a power of two, there shall be byes in the first round, but only the first round.
- d. To ensure even strength throughout the draw, the draw will be based upon pool play results.

### **2. Seeds**

All seeds shall be determined by the SC based upon pool play results outlined above.

- a. The seeds shall be placed as follows:
  - i. Higher seeded entries in the top half of the draw shall be placed at the top of their sections (halves, quarters, eighths, etc.) and seeded entries in the bottom half of the draw shall be placed at the bottom of their sections (halves, quarters, eighths, etc.).

### **3. Forfeits**

The SC shall be responsible for making all decisions regarding defaults.

- a. A team who is not ready to play ten minutes after their match is called is subject to default.
- b. If it is known that a player has been unavoidably delayed, the referee may elect to hold that player's match until a time later in the day, however no later than the beginning of the next round of direct elimination pool play. If no referee is present the SC shall make the final determination.
- c. A player shall be granted a 10-minute break between matches in the elimination round if requested.