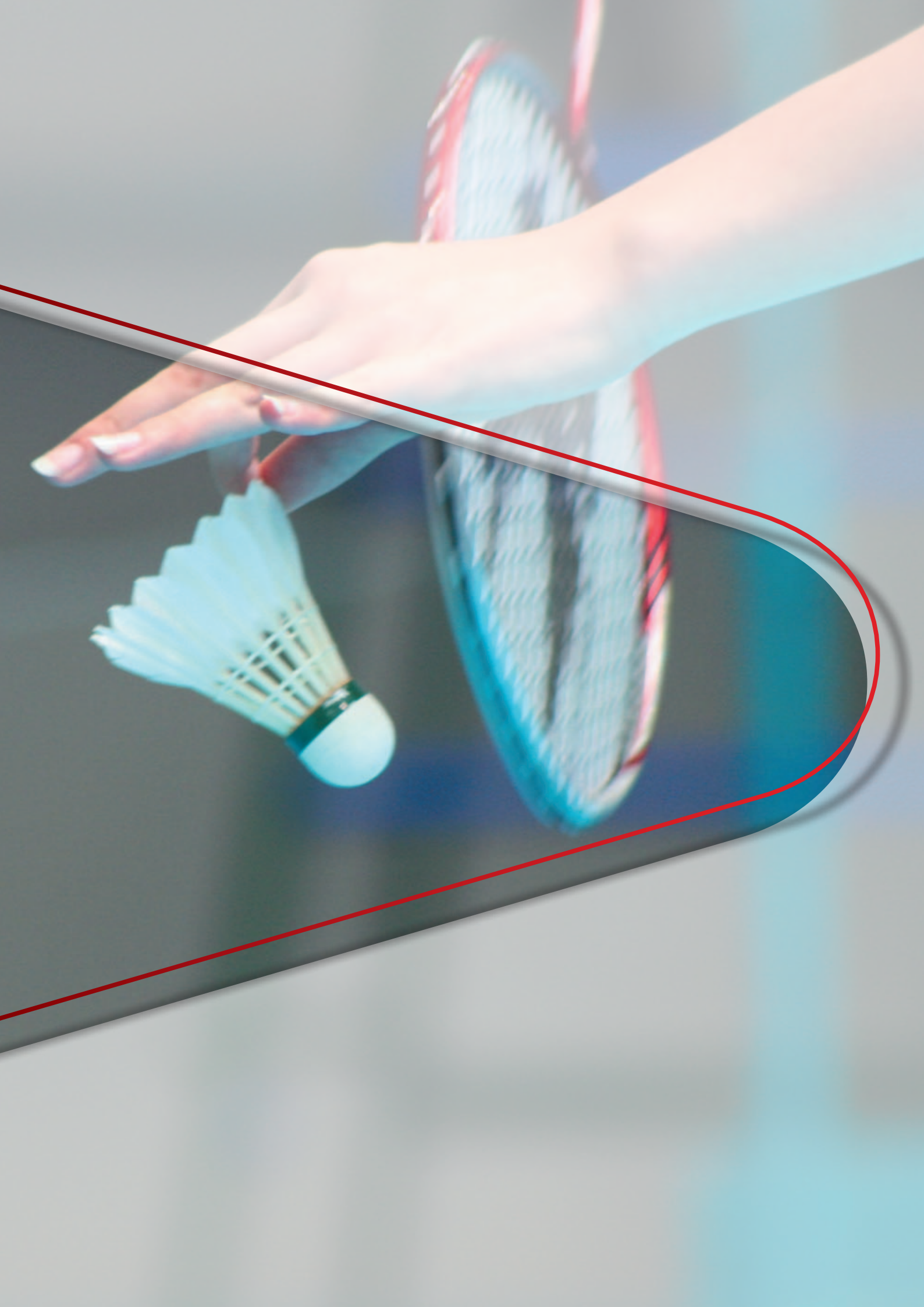


A hand holding a shuttlecock in front of a badminton net. The background is a dark, textured grid pattern.

SHUTTLE TIME

BWF SCHOOLS BADMINTON
TEACHERS' MANUAL
MODULE 9: HOW TO ORGANISE COMPETITIONS



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Badminton Pan Am	www.badmintonpanam.org
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More Information

The resources for *Shuttle Time* are available in different languages. The material can be downloaded from the BWF website.

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Module 9

How to Organise a Competition

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2. Knockout Competitions
3. League Competitions
4. Ladder System
5. Pyramid System
6. Club Match Play

Module 9 Focus

Module 9 focuses on how to set up a competition and provides information on different types of structures for tournaments / competitions.

Learning Outcomes

By the end of this module, you will better understand:

- the different types of competition structures:
 - Knockout Competitions
 - League Competitions
 - Ladder System
 - Pyramid System
 - Club Match Play

1. Introduction

Participation in badminton can have many benefits, including enjoyment, making friends and fitness. For many people however, the opportunity to compete is a major motivator for their involvement in sport. This section will outline how to organise competitions in a number of formats.

2. Knock-out competitions

Knock-out competitions are useful if you have a lot of entries but little time in which to complete the competitions. In this format however many players will get very few games. This type of tournament is easiest to organise if the entry number are 2, 4, 8, 16, 32, 64 or 128, with competitors being selected randomly and placed in order in the draw.

Adaptations to this basic knockout format include:

- If faced with a number other than 2, 4, 8, 16, 32, 64 and 128 then it is necessary for some players to be given a bye, where they do not play in the first round. So if you have 14 entries, you would have to have 2 first round byes to make that number up to 16.
- The best players can be seeded, based on their previous results. These players are placed in separate parts of the draw before the main draw takes place, so provided they win their earlier matches they will not meet until the later stages of the tournament.

An example of a draw with 14 competitors and 4 seeds is shown overleaf. Note that:

- players A, P, I and H are seeded so if they win their matches they will not meet until the later stages of the tournament
- Player A and Player P gets byes in the first round (i.e. they have no match) because there are only 14 entries
- Each match is given a number, which helps the tournament organiser to schedule matches

First Round			Second Round			Semi-Final			Final		
Match No.	Players	Score	Match No.	Players	Score	Match No.	Players	Score	Match No.	Players	Winner & score
	Player A (seed 1)		7	Player A		11			13		
	-										
1	Player C										
	Player D										
2	Player E		8								
	Player F										
3	Player G										
	Player H (seed 4)										
4	Player I (seed 3)		9			12					
	Player J										
5	Player K										
	Player L										
6	Player M		10								
	Player N										
	-----			Player P							
	Player P (seed 2)										

3. League competitions

League competitions involve every player playing against everyone else in the league. This format has the advantage of giving all the players the same number of matches. As an example, the table below shows a league format for 5 players.

	Player A	Player B	Player C	Player D	Player E	Matches won	Matches lost	Games won	Games lost	Games difference	Final ranking
Player A											
Player B											
Player C											
Player D											
Player E											

In a league format such as this matches can be played as follows:

Series 1	Series 2	Series 3	Series 4	Series 5
A v <i>B</i>	A v C	A v E	A v bye	A v D
C v D	E v <i>B</i>	Bye v C	D v E	<i>B</i> v bye
E v bye	Bye v D	D v <i>B</i>	<i>B</i> v C	C v E

Note how player A is always placed first in the series, then the remaining players (including the bye) rotate clockwise one place to create a new series of matches. ***B*** is shown in bold and italics to demonstrate this clockwise rotation.

In the event of a tie, when one player wins the same number of matches, there needs to be an agreement as to which player will be judged to be the winner. Methods to calculate this include:

- Games difference
- Points difference
- The result of the match between the two tied players

In the league format the number of matches to be completed rises considerably with the number of entries. The table below provides a useful list indicating the number of matches that need to be completed depending on the number of competitors.

Number of Teams	Total Number of Matches	Number of Rounds	Matches per Team
3	3	3	2
4	6	3	3
5	10	5	4
6	15	5	5
7	21	7	6
8	28	7	7
9	36	9	9
10	45	9	9
11	55	11	10
12	66	11	11
13	78	13	12
14	91	13	13

4. Ladders systems

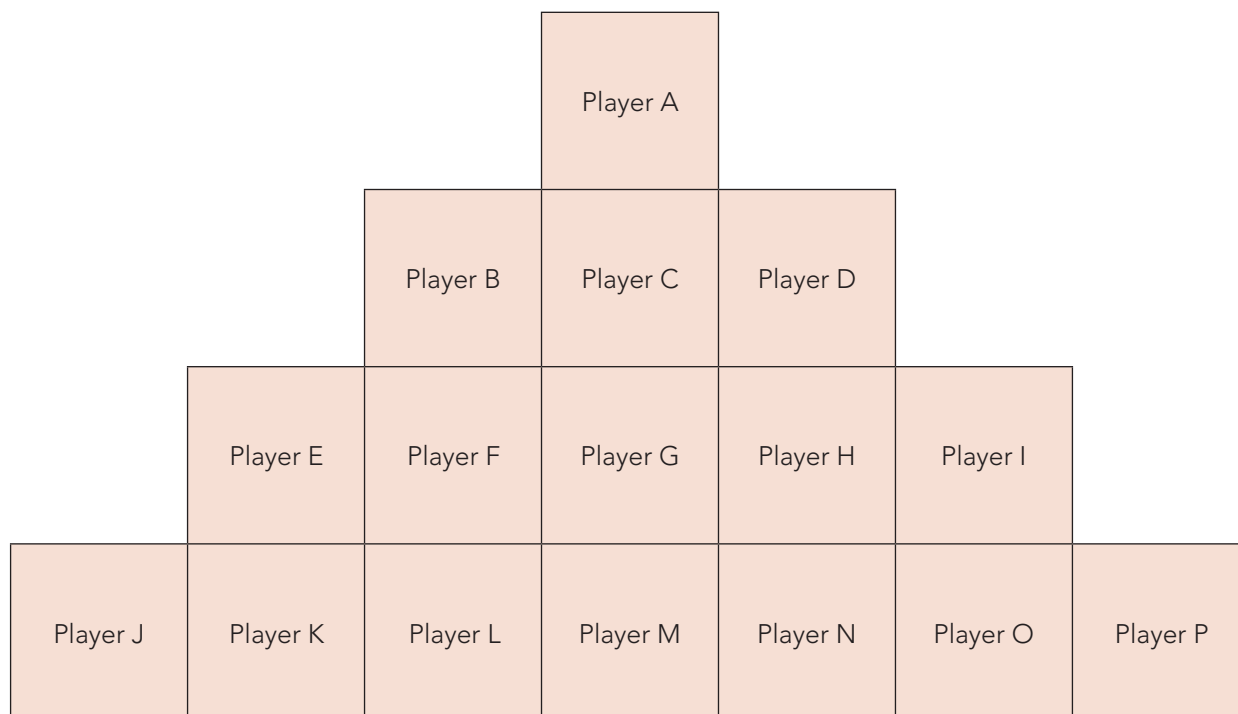
A ladder system is type of league where players are ranked according to their playing ability, with lower ranked players having the opportunity to challenge players above them. If the lower ranked player wins, they can replace the person they have defeated. So in the example below player D challenges player A and when they win they swap places

1. <i>Player A</i>		1. Player D
2. Player B		2. Player B
3. Player C		3. Player C
4. <i>Player D</i>		4. Player A
5. Player E		5. Player E
6. Player F		6. Player F
7. Player G		7. Player G
8. Player H		8. Player H
9. Player I		9. Player I

5. Pyramid Systems

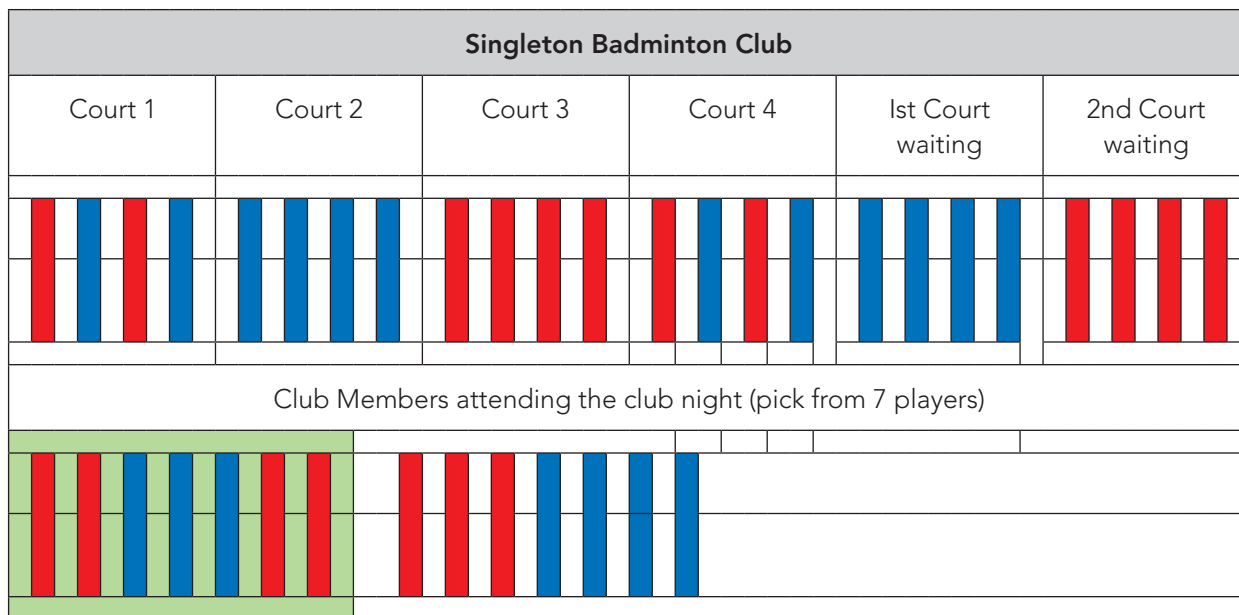
Pyramid systems are a type of ladder system, but with different numbers of players at each level. Players can:

- challenge others on the same level as themselves (with the winner moving up)
- challenge players above them (and if they win they swap places, as in the ladder system)



6. Club Match-Play

Many clubs run clubs nights when players attend to compete against other within the club. The diagram below demonstrates one way in which you might manage this using a peg board system. This can be adapted to meet the individual needs of the clubs.



- As members arrive at the club night they place their pegs on the bottom rung of the pegboard (red =women, blue = girls) in order of arrival
- The first player on the bottom rung selects themselves and 3 more players to play against from a total of 7 players (or whatever number you prefer)
- These 4 pegs are placed on Court 1 and the match commences
- The remaining pegs on the bottom row are slid to the left
- This process continues until all 4 courts are occupied, plus the 1st and 2nd waiting courts
- As a match finish, the four players move their names to the end of the bottom row and the players in the "1st court waiting" group are moved to the available court
- Although this example shows 4 courts and involves doubles matches, it is easy to adapt this for singles or for less / more courts



