

PART III

SECTION 6B (Subject to IOC Confirmation)

**YOUTH OLYMPIC GAMES
REGULATIONS FOR BADMINTON COMPETITION**

Council is empowered to produce specific regulations for the Youth Olympic Games Badminton competition, including, if thought fit, variations to the Competition Regulations.

SINGLES

1. The singles competitions shall be conducted according to the BWF General Competition Regulations except where provided otherwise in these regulations.

2. Seeding

2.1 There shall be eight seeds in each of the singles events in the Youth Olympic Games Badminton competition.

2.2 The seeds for the 2018 Youth Olympic Games Badminton competition shall be the highest ranked eligible players from the BWF World Junior Ranking list of 3rd May 2018.

3. Method of Competition

3.1 The singles competitions shall be played in two stages – Group Play and Knock-out stage

3.2 The draw for group play-off stage at which each NOC may be represented, shall be made in agreement with the Buenos Aires Youth Olympic Organising Committee.

3.3 Group play-stage

3.3.1 Initially, the players in each event shall play in eight groups of four, where all players in a given group play each other. A final overall ranking order for each group shall be achieved (See diagram below).

Group A	Group B	Group C	Group D	Group E	Group F	Group G	Group H
1	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2
3	3	3	3	3	3	3	3
4	4	4	4	4	4	4	4

3.3.2 Draw

3.3.2.1 The seeded players shall be dealt with as follows:

- a) No.1 placed at the top of Group A
- b) No. 2 placed at the top of Group H
- c) No.3 and 4 drawn by lot at the top of Groups C and F
- d) No.5 to 8 drawn by lot into the top position of each of the remaining groups.

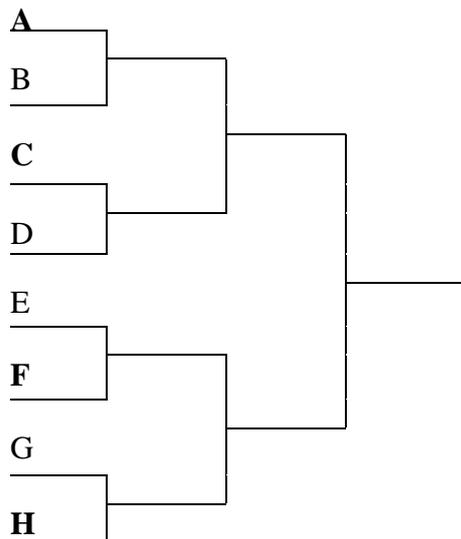
3.3.2.1 Subject to Regulation 4, the remaining players shall be distributed in groups by lot. There shall be no separation of the entries from any Member/NOC.

3.3.2.2 In all group play, the ranking order shall be established in accordance with General Competition Regulation 16.

3.4 Knock-out stage

3.4.1 The top ranked player from each group will qualify for this stage.

3.4.2 The draw for the Knock-out stage will be as below and the winners in each group will be placed at the pre-designated places in the draw:



4. Entries

4.1 the ranking of entries from an NOC can be amended by the seeding according to the World Junior Ranking list of 3rd May 2018. If this is done a new ranking order is implicitly established and should be used for the purposes of Regulation 4.1.

4.2 A player may participate in an event of the Youth Olympic Games Badminton Competition only if the player's entry is made by the closing date for entries as established by the relevant Youth Olympic Games Organising Committee.

5. RELAY TEAM

The relay team competition shall be conducted according to the BWF General Competition Regulations except where provided otherwise in these regulations.

6. Composition of the Team

- 6.1 There shall be 8 teams.
- 6.2 Each team shall comprise of eight players. Four men and Four women..
- 6.3 Players qualified for the singles events will be picked by lot to compete in different teams in the Relay Team competition as follows:
 - a) Step One. The four highest ranked players (1-4) of each gender are drawn into separate teams.
 - b) Step Two. The next four highest ranked players (5-8) of each gender are drawn into separate teams.
 - c) Step Three. The next four highest ranked players (9-12) of each gender are drawn into separate teams
 - d) Step Four. The next four highest ranked players (13-16) of each gender are drawn into separate teams.
 - e) Step Five. The next four highest ranked players (17-20) of each gender are drawn into separate teams.
 - f) Step Six. The next four highest ranked players (21-24) of each gender are drawn into separate teams.
 - g) Step Seven. The next four highest ranked players (25-28) of each gender are drawn into separate teams.
 - h) Step Eight. The next four highest ranked players (29-32) of each gender are drawn into separate teams.
- 6.4 It is mandatory for all players qualifying for the Youth Olympic Games to play in each tie of the Relay Team competition. If however a player on the team is injured the team may use another player from the same team to play in two matches with permission of the Referee.
- 6.5 If however up to two players on the team are injured the team may use up to two players from the same team to play in two or more matches, with permission of the Referee.
- 6.6 Substitutions of players of the same gender can be made prior to start of each match. No substitutions can be made during a match.
- 6.7 Any conceded matches due to injury (e.g. third player of same gender is injured) will follow the points structure in regulation 7 (Method of Competition).

7. Method of Competition

- 7.1 Each tie will consist of ten matches: two men's singles, two women's singles, two men's doubles, two women's doubles and two mixed doubles.

- 7.2 The winner of the team tie will be the team reaching 110 points first.
- 7.3 The first match will play one game to 11 points (change of court end at 6 points)
- 7.4 The second match will start at the score of the first match and continue from that score, however in a way where the losing player/pair of the first match will have achieved a minimum of **5 points** or the actual number of points reached whatever is more.
- 7.5 The second match will play until one of the players/pairs reach **22 points** (shift of court end when reaching 17 points).
- 7.6 The third match will start at the score of the second match and continue from that score, however in a way where the losing player/pair of the second match will have achieved a minimum of **10 points** or the actual number of points reached whatever is more.
- 7.7 The third match will play until one of the players/pairs reach **33 points** (shift of court end when reaching 28 points).
- 7.8 The fourth match will start at the score of the third match and continue from that score, however in a way where the losing player/pair of the third match will have achieved a minimum of **15 points** or the actual number of points reached whatever is more.
- 7.9 The fourth match will play until one of the players/pairs reach **44 points** (shift of court end when reaching 39 points).
- 7.10 The fifth match will start at the score of the fourth match and continue from that score, however in a way where the losing player/pair of the fourth match will have achieved a minimum of **20 points** or the actual number of points reached whatever is more.
- 7.11 The fifth match will play until one of the players/pairs reach **55 points** (shift of court end when reaching 50 points).
- 7.12 The sixth match will start at the score of the fifth match and continue from that score, however in a way where the losing player/pair of the fifth match will have achieved a minimum of **25 points** or the actual number of points reached whatever is more.
- 7.13 The sixth match will play until one of the players/pairs reach 66 points (shift of court end when reaching 61 points).
- 7.14 The seventh match will start at the score of the sixth match and continue from that score however in a way, where the losing player/pair of the sixth match will have achieved a minimum of **30 points** or the actual number of points reached whatever is more.
- 7.15 The seventh match will play until one of the players/pairs reach 77

points (shift of court end when reaching 72 points).

- 7.16 The eighth match will start at the score of the seventh match and continue from that score, however in a way, where the losing player/pair of the seventh match will have achieved a minimum of **35 points** or the actual number of points reached whatever is more.
- 7.17 The eighth match will play until one of the players/pairs reach 88 points (shift of court end when reaching 83 points).
- 7.18 The ninth match will start at the score of the eighth match and continue from that score, however, in a way, where the losing player/pair of the eighth match will have achieved a minimum of **40 points** or the actual number of points reached whatever is more.
- 7.19 The ninth match will play until one of the players/pairs reach 99 points (shift of court end when reaching 94 points).
- 7.20 The tenth and final match will start at the score of the ninth match and continue from that score, however in a way, where the losing player/pair of the ninth match will have achieved a minimum of **45 points** or the actual number of points reached whatever is more.
- 7.21 The tenth match will play until one of the players/pairs reach 110 points and thereby wins the tie (shift of court end when reaching 105 points).
- 7.22 Order of play of the matches
- 7.22.1.1 A team manager will be nominated for each of the teams.
- 7.22.1.2 The two team managers will give in their team composition 3 hours before the start of each tie.
- 7.22.1.3 Before the team tie starts a draw will be made between the Team Managers on who will choose the first match to be played.
- 7.22.1.4 The first five matches of the tie must contest one of each of the disciplines (i.e. MS, WS, MD, WD, and XD).
- The winner of the draw will choose the first and third matches. The opposing team will choose the second and fourth matches. The match not having been chosen will be played fifth.
- The last five matches (i.e. matches six to 10) follow the same order as the first five matches already determined as per above.

8. Seeding

- 8.1 There shall be two seeded teams.
- 8.2 The participating teams will be ranked based on the overall strength of the team. The overall strength of the team will be determined by the

World Junior Ranking list of 3rd May 2018.

- 8.3 The total ranking points of each player in the team (World Junior Ranking list of 3rd May 2018) shall be compared to determine the overall strength of the team. Where no world junior ranking is available the ranking points will be taken as zero.

9. Method of Competition

- 9.1 The relay team competition shall be played in two stages – Group Play and Knock-out stage
- 9.2 The draw for group play-off stage at which each NOC may be represented, shall be made on a date agreed with the Buenos Aires Youth Olympic Organising Committee.

9.3 Group play-stage

- 9.3.1 Initially, the teams in each event shall play in two groups of four, where all teams in a given group play each other. A final overall ranking order for each group shall be achieved (See diagram below).

Group A	Group B
1	1
2	2
3	3
4	4

9.3.2 Draw

- 9.3.2.1 The seeded teams shall be dealt with as follows:

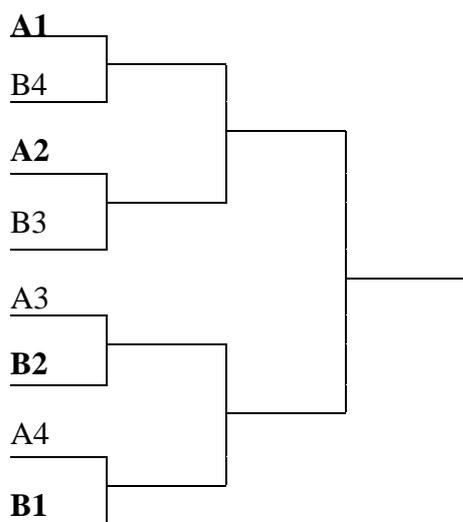
- a) No.1 placed at the top of Group A
- b) No. 2 placed at the top of Group B

- 9.3.2.2 The remaining teams shall be distributed into the groups by lot.

- 9.3.3 In all group play, the ranking order shall be established in accordance with General Competition Regulation 16.

9.4 Knock-out stage

- 9.4.1 All teams from each group will qualify for this stage.
- 9.4.2 The draw for the Knock-out stage will be as below and the teams from each group will be placed in the pre-designated places in the draw:



10. Substitutions

- 10.1 No changes or substitutions of any kind can be made to the entries after they have been made.

11. Disqualification

- 11.1 If, for any reason, a player is disqualified before the Badminton competition finishes, that player will receive no ranking points for any event entered.

Any beaten player will remain eliminated from the draw and will receive ranking points as a loser for the World Junior Rankings.