

Competition Details

UQ Shuttle Hustle

This competition prioritises fun and aims to cultivate a social environment. While a competitive spirit is welcome, it's essential to bear in mind that beginners require positive reinforcement, and an overly aggressive "win at all costs" mindset is not suitable. The Convenor holds the authority to interpret all rules, and their decisions are final.

1. Responsibility of Players

All players are responsible for reading and understanding the rules contained in this document. Everyone participating should also understand and comply with the venue's [Conditions of Entry](#) and the [UQ Student Code of Conduct policy](#).

If there are any rules that are not clear, please discuss these with the Convenor prior to the commencement of the match. Because of time constraints, the Convenors may not always have time to discuss rules or rulings during the game.

Should any player be found to be intentionally damage equipment, property or other associated materials, they may be suspended from the competition and be required to pay for damages incurred.

All players should be a minimum of 16 years of age. Players Under 18 will require a responsible adult to acknowledge their sign in.

2. Rules

Unless otherwise stated in these rules, normal badminton rules apply as outlined by the Badminton World Federation (BWF) Official Badminton Rules . All rules are open to the interpretation of the referee and their decision is final.

2a. Team Composition & Player Requirements

- Team sizes are to be a minimum of 3 and maximum of 4 players all of same gender or gender identity.
- The minimum number of players required on the court for a match to commence or continue is 2.
- Each team is required to provided a competent person associated with the team to assist with scoring the match.
- Matches are conducted without a dedicated match referee
 - Players are expected to abide by the rules and make honest calls in the spirit of sportsmanship, player integrity and mutual trust and respect between players & teams.
 - If there is a disagreement that cannot be resolved between players, teams should approach the designated Sports Convenor overseeing all of the matches to help mediate or make a final decision.

2b. Game Duration

- Matches will consist of 3 sets with first to 11 points.
 - A set is won by the team that is the first to score 11 points by a lead of at least 2 points.
 - All sets must be completed within the 20 minutes of scheduled match start time.
 - If time expires before the final set has been completed the set will be won by the team that has the most points.
 - If points are equal or no team has at least a 2 point lead then the set will not be counted.
 - The team that wins the most number of sets in a match is award the winning round points for the game.
 - If both teams have won the same number of sets then the match is considered a draw.
 - UQ Sport reserves the right to alter game duration and format of the matches in the tournament pending the competition sizes and court availability.
- No clock stoppages will be made except under exceptional circumstances at the discretion of UQ Sport.
- If a game commences late (and is not deemed a forfeit) or delayed at any point throughout (eg. injury treatment) then it still must finish at the scheduled time.

2c. Substitutions

- No substitutions allowed during a match, unless its due to an injury. Should such a substitution occur then the injured substituted player cannot take part in any further matches for the duration of the competition.
- The same doubles pair must play together for the duration of the games that consist a single match.
- An individual on a team must have played in a round match to be eligible to play in any finals matches.
- All injured player substitutions must adhere to the playing requirements set up in the Team Composition & Player Requirements.

2d. Uniform & Equipment

- All players on a team are encouraged to wear the same coloured shirt where possible. All players should wear enclosed, non-marking shoes.
- Players should also bring their own racquet.

2e. Competition Format

Round Points Scoring

Points are awarded in matches as follows:

- Winning team - 3 points
- Drawn match - 2 points per team
- Losing team - 1 point
- Forfeited team - 0 points
- Bye - 3 points

Round Progression

- Teams with the most number of round points will progress through to the elimination matches.
- The number of teams that move into elimination matches will depend on total number of teams to nominate. Refer to match progression table on display at the event.
- Where there is a tie in points the following progression of tiebreakers will occur:
 - Points difference (for and against)
 - Highest 'for' score
 - Head to Head results between the teams concerned

Drawn Matches

- No extra time will be played for drawn matches in round games and each team will be awarded the drawn match points.
- In finals or progression matches if the set score is equal at the conclusion of normal time and no team is leading by at least 2 points in the third set then the match will continue.
 - The first team to obtain a 2 point lead in overtime will win the set.

Forfeit Matches

- A forfeit will be declared 5 minutes after the scheduled start time of a match if either team is unable to commence play.
- If at any point during the match that a game cannot continue due to a team not meeting minimum player numbers then the match will be declared a forfeit.
- The forfeit score for a set is 11 – 0.

3. Conduct of Players

- UQ Sport venue staff have the right to warn, ask to leave or eject from the court, any player or spectator whom they believe is bringing the game into disrepute, or is behaving in a way that makes anyone, including themselves, unsafe.
- All participants and spectators are subject to the [Conditions of Entry](#) upon entering the facility.