



Derbyshire Junior County Badminton

Training Session – Singles League Guidelines

Author: David Olney

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This document details the rules to running a singles league in any of the training sessions. These rules can be applied to any age group regardless of the number of courts or players. They are intended to provide a consistent approach within county badminton that benefits both the county and its players. It provides a framework for competitive singles play to develop the abilities of the county players.

Change Control

Issue No.	Author	Date	Comments
1.0	David Olney	30/08/2008	Initial Issue.
1.1	David Olney	25/10/2008	Addition of rules for determining final group positions for an individual training session.
1.2	David Olney	02/01/2010	New sort order introduced for absent players.
1.3	David Olney	04/01/2010	New sort order introduced for players on equal points.

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Introduction

Training sessions are currently run to provide both singles and doubles practice. For the singles practice a system has been in operation that captured a player's increase/decrease in their position on court on a week by week basis. For example a 2 place improvement in position at the end of the training session would accrue +2 points for that player, where a drop in position by one place would accrue -1 point. No change in position would mean no points accrued. This determined a player's position within the group of registered players that attend club night. It was assumed that if you finish 1st on your court you would automatically be promoted to the next court the following week and if you finished last on your court you would be demoted to the preceding court the following week. If you were absent you would be demoted by one position.

As we have operated this throughout the 2007/2008 season we discovered a number of fundamental problems with this system:

- If a player came back after being absent for a week, it meant the numbers on that court were too great so the player who should be promoted from the preceding court couldn't be promoted. This contradicted the assumed rule that a player would always be promoted. This had a negative effect on the player causing them to be disheartened.
- The system does not reward consistency. A player could have 8 strong weeks finishing in a high position on their court only to have 2 bad weeks where they could be demoted each time ending up on a court that is well below their normal ability. This extreme happened on one or two occasions. Lesser extremes have also been noted on many occasions.
- No reward for players in the top positions as they cannot get rewarded for positional improvement.
- These factors make it difficult to:
 - Define a set of hard and fast rules.
 - Determine most improved player (especially if a player has a drop in form in the last week of the term)
 - Determine the player of the term
 - Motivate players who work hard to move up the courts
 - In some cases, use the data for input to team selection

We have looked at the above deficiencies and conclude that to have a more consistent approach we have to introduce a league system where players accrue points on a week by week basis. The benefits of a league system are that it:

- Rewards consistency. Players who are consistently good will not be adversely affected by a poor run of form over a short period of time
- Gives players targets to aim for. At the start of each club night they will know what they have to do in order to improve their league status and to improve their chances of being promoted to a higher court
- Assists the selection of most improved players and players of the term awards
- Ensures players are playing other players directly above and below their own ability which gives rise to an overall improvement in all players

- Enables a more accurate input for team selection purposes

The league system will run for a schools term length and all points accrued will be removed at the end of each term so gaps between positions never get too large and players have targets that are achievable within a term. The players will be seeded at the start of each term based on their league position at the end of the preceding term or by judgement/singles ladder at the start of a season. These seeded positions will be awarded starting points on a reducing scale to avoid a top performing player playing on the lowest courts in the early weeks of a term.

Singles League Rules

Start of the season

At the start of the season, players will be seeded to enable initial court groupings for that season. Each player will receive an initial number of points on a reducing scale¹. It is envisaged that the difference between the points awarded between top and bottom player will not exceed 10. This value may be reduced if the number of registered players is less than 15. The awarded points will be determined from the combined input of the club night organiser, team manager and parents of players. Initial seedlings' will be determined from running a half court singles ladder on week 1, or by coach / team manager assessment.



An example:

Start of Season Seedings		
Starting Position	Players Name	Initial Points Awarded
1	Player A	10
2	Player B	10
3	Player C	9
4	Player D	9
5	Player E	8
...
n	Player X	1

First seeded player awarded 10 points

Last seeded player awarded 1 point

Start of a new term

At the start of a new term, players will be seeded to enable initial court groupings for that term. Each player will receive an initial number of points on a reducing scale. It is envisaged that the difference between the points awarded between top and bottom player will not exceed 10. This

¹ Initial points have to be awarded, otherwise on week 2 the first group will consist of all the players who win their group on week 1, which would contradict the rule of players playing in their ability zone. Also, the league only consists of 6 or 7 weeks i.e. a school term, which may not give time for positions to be normalised.

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value may be reduced if the number of registered players is less than 15. The awarded points will be determined from the combined input of the club night organiser, team manager and parents of players. Seedings will be determined by the final position on the preceding term.



An example:

Preceding Term Results		New Term Seedings		
Players Names	Final Position	Starting Position	Players Names	Initial Points Awarded
Player C	1	1	Player C	10
Player A	2	2	Player A	10
Player B	3	3	Player B	9
Player F	4	4	Player F	9
Player G	5	5	Player G	8
....
Player X	n	n	Player X	1

First seeded player awarded 10 points

Last seeded player awarded 1 point

New Starters

Any new players who want to register for the training session can be placed at an appropriate position in the league. An assessment of the player will be made and they will be slotted into a position that matches their ability. They will be awarded points which will be the average of the number of points held by the players immediately above and below that position (rounded down to nearest whole number if a fraction). If a new player is placed at the bottom of the league they will be awarded the same number of points as the player immediately above them. If they are placed at the top of the league they will be awarded the same number of points as the player immediately below them.



An example:

Current League Positions			New Player	
Current Position	Players Names	Current League Points	Players Name	Awarded Points
1	Player D	28	Player Q	26
2	Player A	27		
3	Player B	25		
4	Player F	25		
5	Player G	24		
....		
n	Player X	17		

New player slots into this position

Existing players move down one position

Points System

Points will be awarded to each player at the end of the training session depending on how they have fared in their group. These points will then be added to their current league points and the position of players in the league can be established. Points awarded are based on the following rules:

Rule 1: Finish in first place in the group	5 points
Rule 2: Move up one or more positions in the group	4 points
Rule 3: Remain at the same position in the group	4 points
Rule 4: Drop down one or more positions in the group	3 points
Rule 5: Finish in last place in the group	2 points
Rule 6: Non Attendance with notice given	3 points
Rule 7: Non Attendance without notice	1 point

For awarding the points at the end of the session only one of these rules can be applied and Rule 1 or Rule 5 will take priority over the others.

For example a player may drop 2 positions to finish bottom of their court. In this case both rule 4 and rule 5 apply, but it will be rule 5 that will take priority over rule 4 and therefore the player will be awarded 2 points.



An example:

Training Session Weekly Results - Awarding of Points				
Groups	Position in Group at the start	Players Names	Position in Group at the end	Points awarded at the end of the training session
Group 1	1	Player D	2	3
	2	Player A	1	5
	3	Player B	4	3
	4	Player F	3	4
	5	Player G	5	2
Group 2	1	Player A	1	5
	2	Player J	2	4
	3	Player B	4	2
	4	Player H	3	4
Group n	n	Player n	n	n

This player finished top of group 1

This player finished bottom of group 1

Non Attendance for Registered Players

There are 2 parts to non attendance:

- Non attendance with notice

- Non attendance without notice

To assist the organisation of the training session, prior notice to inform non attendance is **very** important. The earlier the notice the better, but we know this is not always possible.

If notice is given for non attendance then the player will be awarded 3 points, if notice is not given they will only be awarded 1 point – see ‘Points System’ section above.

Notice should be given to the training session organisers and the contact details will be made available to all players and parents.

League Positions

At the end of the training session players will have their points awarded for that session added to their current league points. Players will be listed in order of position within the league based on the number of points they have accrued over previous sessions. Players who share the same amount of points in the league will have their final position determined by their final standings within their group at the previous training session. This can be best explained using the following sequence:

League position sort sequence

1. Sort on number of league points (Descending) – To establish initial position within the league
2. Sort on Group No from previous training session (Ascending) – To limit the next sort sequence to within a group
3. Sort on Final position in Group from previous training session (Ascending) – To allow players on equal points to have a league position dependent on their final position within their group



An example:

Player C is on equal points with Player B but player B finished in a higher position in the group at the previous training session so gets awarded the higher league position

Training Session Results				
Position in League at the start of the training session	Players Names	Group No at training session	Position in group at end of training session	Points in League at the end of the training session
1	Player D	1	3	27
2	Player C		2	28
3	Player B		1	28
4	Player F		5	25
5	Player G		4	26
6	Player A	2	3	25
7	Player J		1	24
8	Player E		5	23
9	Player H		2	22
n	Player n	n	n	n

New League Positions		
New Position in the League	Players Names	League Points
1	Player B	28
2	Player C	28
3	Player D	27
4	Player G	26
5	Player F	25
6	Player A	25
7	Player J	24
8	Player E	23
9	Player H	22
n	Player n	n



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The only exception to this rule is when a player is absent for the session, this player will be placed at the bottom of the group of players on the same points. If one or more players are absent and on the same points they will all be placed at the bottom of the group of players on the same points, then their positions to each other are governed by their previous week's league position.



An example:

Players C and F are on equal points with Player B at the end of the training session, however players C and F were absent, so Player B is awarded the higher position in the league at the end of the training session. Absent Player F is positioned below Absent Player C because of the previous week's position in the league

Training Session Results		
Position in League at the start of the training session	Players Names	Points in League at the end of the training session
1	Player D	27
2	Player C	(Absent) 28
3	Player B	28
4	Player F	(Absent) 28
5	Player G	26
6	Player A	25
7	Player J	24
8	Player E	23
9	Player H	22
n	Player n	n



New League Positions		
New Position in the League	Players Names	League Points
1	Player B	28
2	Player C	28
3	Player F	28
4	Player D	27
5	Player G	26
6	Player A	25
7	Player J	24
8	Player E	23
9	Player H	22
n	Player n	n

Selection of Groups

At the start of the training session players will be entered into the register as either attending or not attending. Players will be listed in order of position within the league.

The number of groups and amount of players in a group will depend on the number of courts available and the number of players attending. As the number of players attending the training session is variable and this figure is not generally known until the session has started, there is no way that the allocation of players to groups can be automated. Allocation of players to groups will be done by the organisers on the night. This will be done in a fair and constructive manner using the current league positions and number of points accrued.



An example:

Selection of Groups				
Groups	Position in League at the start of the training session	Current League Points	Position in Group at the start	Players Names
Group 1	1	29	1	Player D
	2	28	2	Player A
	3	28	3	Player B
	4	26	4	Player F
	5	26	5	Player G

Group 1 had 5 players because Player G was more equal to the players above. It also gave Player C a chance to reduce the point's gap by winning group 2

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Group 2	6	24	1	Player C
	7	24	2	Player E
	8	23	3	Player I
	9	23	4	Player H
Group 3	10	22	1	Player J
	11	21	2	Player M
	12	21	3	Player K
	13	20	4	Player L
Group 4	14	18	1	Player D
	15	18	2	Player O
	16	18	3	Player N
	17	18	4	Player Q
	18	17	5	Player P

The above table shows that only 18 players attended and 4 courts were available. The session was therefore divided into 4 groups with Group 1 and Group 4 having 5 players and the remaining groups having 4 players. This decision was made after reviewing player's ability and total number of points in the league. Unless under adverse circumstances there should never be a group of less than 4 players.

Occasional Visitors

Players who can only attend club night infrequently can be accommodated but will not be part of the league system. They will be positioned at the appropriate position of their ability similar to a new starter but will not be awarded any points. Results at the end of the night will ignore the position of this player.



An example:

Occasional Visitor – Training Session Results			
Groups	Position in Group at the start of the training session	Players Names	Position in group after the training session
Group 1	1	Player D	2
	2	Player A	1
	3	Player F	4
	4	Player G	3
	N/A	Occasional Visitor	N/A
Group 2	1	Player B	1
	2	Player C	3
	3	Player H	2
	4	Player I	4
Group 3	1	Player J	1
	2	Player L	2
	3	Player N	3
	4	Player M	4

Player F finished last in the group (ignoring the visitor's position)

Visitor added to this group but their final position is not recorded

Group 4	1	Player K	2
	2	Player R	4
	3	Player O	2
	4	Player Q	5
	5	Player P	3

The occasional visitor will be placed in a group that matches the ability of that player. They will be placed in last position of the group at the start of the session. When deciding final placements in the group the visitor's final position will be ignored. For example if the visitor finished in first place then the player who finished second will assume first place, the player who finished third will assume second place and so on.

Determining Final Positions in a Group

The rules for calculating the final placements within a group at a training session can be found listed in Appendix A.

Penalties

There is an option for penalties to be given to a player, e.g. for misconduct etc. These will be in the form of single point deductions; however a verbal warning must be given first. It is the responsibility of the session organisers to determine when a penalty is administered. Hopefully, having this option will act as a deterrent and along with the verbal warning, a penalty will never have to be given out to a player. Before administering a penalty, the session organiser will always consult with other helpers / parents to ensure a fair and balanced approach.

Late Arrivals

There are many players who turn up and are ready to start the warming up activity at the allotted start time of the training session. It is highly unfair to these players if other players regularly turn up late. It not only wastes their time but reduces the amount of training available to all. It is also difficult for the session organisers to plan the session. To assist these punctual players, penalties can be administered to players who regularly arrival late. These will only be given after a verbal warning and will be the responsibility of the training session organisers. The session organiser will always consult with other helpers / parents to ensure a fair and balanced approach.

Aid to Team Selection

As mentioned earlier, the main purpose of this session is to provide competitive badminton for all registered players. It is not purely a session for deciding places in the teams mainly because:

1. Some players don't attend the training session due to other commitments
2. In a shires match for instance, most of the points available are in doubles games and a singles player may not be the best doubles player
3. Other aspects come into play such as attitude on court, availability and injuries

The singles league will be used as an aid to team selection but will be just one of the many inputs for this process.

Glossary

Group:	A set of players designated to play against each other.
Registered Player:	A player who has committed to attending the training sessions with approval from the training session organiser
Occasional Visitor:	A player who is not registered as a regular attendee to the training session
New Starter:	A player who is registered to attend the training sessions after the badminton season has started
Term:	A period of time that corresponds to the school term times in the county of Derbyshire
Seedings:	A system that establishes the order of players within a squad sorted on ability
Late Arrival:	Classed as anytime after 5 minutes past the allotted start time of the training session
Training Session Organiser:	The person(s) who organise the groupings, games, and recording of results.
Referee:	The person(s) at the training session who has been elected to resolve disputes.

Appendix A – Regulations for determining final positions within a group

The rules for determining positions are processed in the following order:

- a) The number of games won.
- b) If two or more players/pairs have won the same number of games.....the order of the final positions will be given to the player/pair with the most points won.
- c) If there is still a tie outstanding under (b), if there are two players involved in the tie it will be the winner of the game between them. If more than two players are involved in the tie then it is the least number of points against them that determine the order of the final positions.
- d) If there is still a tie the Referee must use his/her discretion.