

TS Badminton Individual Doubles Ladder

10-Week Season Rules & Regulations

Season Fee: \$95 per Player

Maximum: 20 Players

Norcross Training Center

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1. League Overview

The **TS Badminton Individual Doubles Ladder** is a 10-week individual doubles competition designed to reward:

- **Performance**
- **Consistency**
- **Participation**
- **Adaptability with different partners**

Players register individually rather than as permanent doubles teams.

Each week, players compete in groups of four. Within each group, players rotate partners so that each player partners with each of the other three players.

Players accumulate individual points throughout the season, and the standings are updated weekly.

The player with the highest cumulative point total at the end of the ten week season will be crowned the:

 **TS Badminton Individual Doubles Ladder Champion** 

2. League Details

- **Maximum number of players per season:** 20
- **Season length:** 10 weeks
- **Season fee:** \$95 per player
- **Registration:** Individual
- **Format:** Doubles
- **Partners:** Rotated

- **Players per group:** 4
 - **Matches per player per week:** 3
 - **Match format:** Best 2 out of 3 games
 - **Game scoring:** Standard badminton 21-point rally scoring
 - **Shuttlecocks:** Player-provided tournament-grade feather shuttles
 - **Ranking:** Cumulative individual points
 - **Crossover weeks:** Weeks 4 and 8
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3. Registration & Eligibility

1. The league is limited to a maximum of **20 players**.
 2. Players register individually.
 3. Players must meet the playing-level requirements established by TS Badminton.
 4. TS Badminton reserves the right to determine player eligibility and initial placement.
 5. Registration is for the entire 10-week season.
 6. The season fee is **\$95 per player**.
 7. The season fee is non-refundable once the season begins.
 8. New players may only join after the season begins if an opening is available and TS Badminton approves the entry.
 9. Players joining after the season begins will start with **0 points**, unless otherwise determined by TS Badminton.
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4. Initial Ranking

Before Week 1, players will be ranked based on their established playing level, previous TS Badminton ranking, assessment, or another method determined by TS Badminton.

The initial ranking determines the starting groups.

For 20 players:

- **Group 1:** #1–4
- **Group 2:** #5–8
- **Group 3:** #9–12
- **Group 4:** #13–16
- **Group 5:** #17–20

The initial ranking is only used to establish the starting groups.

After Week 1, rankings will be determined by **cumulative league points**.

5. Weekly Ranking Groups

During normal weeks, players are divided according to their current ranking:

Group 1

Rankings #1–4

Group 2

Rankings #5–8

Group 3

Rankings #9–12

Group 4

Rankings #13–16

Group 5

Rankings #17–20

Players are not permanently assigned to a group.

Their group may change every week based on their cumulative points as players move up and down the ladder.

6. Weekly Doubles Format

Each group of four players will play **3 doubles matches**.

Partners rotate so that each player in the group partners with each of the other three players exactly once.

For players A, B, C, and D:

Match 1

A + B vs C + D

Match 2

A + C vs B + D

Match 3

A + D vs B + C

Each player therefore:

- Plays 3 matches
- Has 3 different partners
- Partners with every other player in the group exactly once

This format evaluates the individual player rather than a permanent doubles team.

7. Match Format

Each match is **best 2 out of 3 games**.

Each game uses standard badminton rally scoring:

- First team to 21 points wins
- At 20–20, a team must win by 2 points
- At 29–29, the next point wins
- The first team to win 2 games wins the match

Example

Game 1: **21–18**

Game 2: **18–21**

Game 3: **21–17**

Result: **2–1 Match Win**

8. Match Point System

Points are awarded individually based on the result of each best-of-3 match.

Match Points

2–0 Win = 4 points

2–1 Win = 3 points

1–2 Loss = 2 points

0–2 Loss = 1 point

Both players on the winning team receive the applicable winning points.

Both players on the losing team receive the applicable losing points.

Example

A + B defeat C + D:

21–18, 21–17

A = 4 points

B = 4 points

C = 1 point

D = 1 point

If the result is:

21–18, 18–21, 21–19

A = 3 points

B = 3 points

C = 2 points

D = 2 points

9. Weekly Participation Bonus

A player who **completes all three scheduled matches** receives an additional:

+2 Participation Points

The participation bonus rewards players each week for committing to and completing the full weekly competition.

Maximum Weekly Points

A player who wins all three matches 2–0 receives:

4 + 4 + 4 + 2 = 14 points

A player who loses all three matches 0–2 but completes all three matches receives:

1 + 1 + 1 + 2 = 5 points

10. Weekly Point Examples

Weekly Record	Match Results	Match Points	Participation	Total
3–0	Three 2–0 wins	12	+2	14
3–0	Two 2–0 + one 2–1	11	+2	13
2–1	Two 2–0 + one 0–2	9	+2	11

2-1	Two 2-1 + one 1-2	8	+2	10
1-2	One 2-0 + two 0-2	6	+2	8
0-3	Three 0-2 losses	3	+2	5

The system rewards winning while still giving players meaningful points for participating and completing their weekly matches.

11. Ranking System

After each weekly competition:

1. Match points are calculated.
2. Eligible participation points are added.
3. Weekly points are added to each player's cumulative season total.
4. All players are ranked from highest to lowest.
5. The new ranking determines the groups for the following week.

The ladder therefore changes continuously throughout the season.

12. Movement Between Groups

Players can move up or down between groups based on their cumulative points.

For example:

A player is ranked #10 after Week 2 and plays in Group 3.

After Week 3, the player moves to #7.

The player will compete in **Group 2** during Week 4.

Similarly, a player who drops from #6 to #10 will move from Group 2 to Group 3.

Every player has the opportunity to climb the ladder throughout the season.

13. Crossover Weeks

To ensure players regularly compete against players from different ranking levels, the league will have **two Crossover Weeks**:

- **Week 4**
- **Week 8**

Crossover Weeks are official league weeks and all results count toward the individual season standings.

14. Crossover Format — All 5 Groups

During Crossover Weeks, the five groups will be rearranged so that **every group contains two players from one ranking group and two players from another ranking group.**

The crossover is designed so that all 20 players participate in a crossover group.

Crossover Group 1

Top 2 from Group 1 + Bottom 2 from Group 2

Rankings:

#1, #2, #7, #8

Crossover Group 2

Top 2 from Group 2 + Bottom 2 from Group 3

Rankings:

#5, #6, #11, #12

Crossover Group 3

Top 2 from Group 3 + Bottom 2 from Group 4

Rankings:

#9, #10, #15, #16

Crossover Group 4

Top 2 from Group 4 + Bottom 2 from Group 5

Rankings:

#13, #14, #19, #20

Crossover Group 5

Top 2 from Group 5 + Bottom 2 from Group 1

Rankings:

#17, #18, #3, #4

This means **all 20 players are included exactly once** in the crossover format.

It also creates an exciting feature where the players at the bottom of the ladder can potentially compete directly against players from the top of the ladder.

15. Crossover Week Rotation

The crossover structure will be adjusted between Week 4 and Week 8 so that players have opportunities to experience different opponents and partners.

TS Badminton may modify the exact crossover combinations based on the current rankings while maintaining the basic principle:

2 players from one ranking group + 2 players from another ranking group

The objective is to prevent players from repeatedly playing the same opponents throughout the season.

16. Crossover Scoring

Crossover matches use exactly the same scoring system as normal weeks:

- **2–0 Win = 4 points**
- **2–1 Win = 3 points**
- **1–2 Loss = 2 points**
- **0–2 Loss = 1 point**
- **Complete all 3 matches = +2 participation points**

There are no additional points simply because a player competed against a higher-ranked player.

17. Purpose of Crossover Weeks

Crossover Weeks are designed to:

- Give lower-ranked players opportunities to compete against higher-ranked players.
- Give higher-ranked players different opponents and partners.
- Prevent players from remaining within the same four-player group for the entire season.
- Encourage players to improve and climb the ladder.
- Make the league more dynamic and competitive.
- Create opportunities for players from different skill levels to interact.

18. Group 1

Group 1 consists of the highest-ranked players on the ladder.

Players must continue earning points to maintain their positions.

Being ranked in Group 1 does not guarantee remaining there.

Depending on points, a player may move both up and down the ladder!

19. Group 2

Group 2 consists of players ranked immediately below Group 1.

Strong performances can move players into Group 1.

Players may also move down to Group 3.

20. Group 3

Group 3 consists of players ranked in the middle of the ladder.

Players can move upward into Group 2 or downward into Group 4.

21. Group 4

Group 4 consists of players ranked below Group 3.

Strong performances can move players toward the top half of the ladder.

22. Group 5

Group 5 consists of the lowest-ranked players.

Players in Group 5 remain fully eligible to climb the ladder and compete for the season championship.

The crossover format also gives Group 5 players opportunities to compete against players from higher groups.

23. Absence

Players are expected to attend their scheduled weekly competition.

If a player cannot attend:

1. The player should notify TS Badminton as soon as possible.
2. The player receives **0 points for that week**.
3. TS Badminton's discretion, another player may be added to the group to substitute an absent player.
4. The substitute player's results count toward the substitute player's season total.

Repeated absences may result in removal from the active ladder at the discretion of TS Badminton.

24. Late Arrival

Players must arrive on time and be ready to play.

If a player arrives late:

- Player will be counted as Absence, rule #23

The league administrator has final authority regarding late-arrival situations.

25. Injury

If a player is injured and cannot continue:

- Completed matches will be recorded according to their actual results.
- An unfinished match may be recorded as a loss.
- The player receives points for completed matches.
- The 2-point participation bonus will generally not be awarded unless all three matches are completed.
- TS Badminton may substitute another eligible player if practical.

TS Badminton may make reasonable adjustments for unusual circumstances.

26. Partner Selection

Players do not select their partners.

The partner rotation is predetermined to ensure fairness.

Each player partners with every other player in their group once during the three-match session.

27. Shuttlecocks

Players are responsible for providing their own shuttlecocks.

Official league matches must use **tournament-grade feather shuttlecocks**.

Minimum Standard:

Yonex AS-30 or equivalent

Players may use higher-grade tournament shuttlecocks, including:

- Yonex AS-40
- Yonex AS-50
- Equivalent premium tournament-grade feather shuttlecocks

Plastic/nylon shuttlecocks are not permitted for official league matches.

If players cannot agree on the appropriate shuttlecock, the league administrator or coach will make the final decision.

28. Equipment

Players are responsible for bringing:

- Badminton racket
- Indoor court shoes
- Appropriate athletic clothing
- Tournament-grade feather shuttlecocks
- Water

TS Badminton will provide the court and league playing environment.

29. Tie-Breaking Rules

If two or more players have the same cumulative point total, the following tie-breakers will be used in order:

1. Total Match Wins

The player with more match wins ranks higher.

2. Match Win Percentage

The player with the higher match-winning percentage ranks higher.

3. Game Win Percentage

The player with the higher percentage of games won ranks higher.

4. Head-to-Head Record

Where applicable, direct results between tied players will be considered.

5. Point Differential

Total points scored minus total points allowed may be used.

6. Deciding Match

If a tie still cannot be resolved, TS Badminton may conduct a deciding match or playoff.

30. Game Scores

The score of every official game will be recorded.

Game scores may be used as a secondary tie-breaker when necessary.

Players are responsible for confirming the score with their opponents after each match.

31. Sportsmanship

All players are expected to demonstrate good sportsmanship.

Players must:

- Respect opponents and partners.
- Follow badminton rules.
- Make fair line calls.
- Avoid inappropriate arguments or behavior.
- Respect coaches and staff.
- Maintain appropriate conduct throughout the competition.

Unsportsmanlike conduct may result in:

- Warning
- Loss of points
- Match forfeiture
- Suspension
- Removal from the league

TS Badminton reserves the right to make the final determination in serious cases.

32. Line Calls & Disputes

Players are responsible for making fair line calls.

When a disagreement occurs:

1. Players should attempt to resolve the issue calmly.
2. If necessary, the league administrator or coach may make a ruling.
3. The administrator's decision during the match is final.

Players should not allow disputes to unnecessarily delay competition.

33. Scheduling

TS Badminton will publish the weekly league schedule.

Players are responsible for checking the schedule and arriving on time.

TS Badminton reserves the right to adjust:

- Match times
- Court assignments
- Schedule
- Match format

when necessary due to facility availability, tournaments, emergencies, or other operational circumstances.

Reasonable notice will be provided whenever possible.

34. Cancellation or Rescheduling

If a league session must be cancelled because of weather, facility issues, tournament scheduling, or circumstances beyond TS Badminton's control, TS Badminton may:

- Reschedule the session;
- Move the session to another available time;
- Extend the season if necessary; or
- Modify the weekly format.

Any adjustment will be communicated to players.

35. Final Season Standings

At the conclusion of Week 10, all accumulated points will be totaled.

The player with the highest cumulative point total will be declared:

TS BADMINTON INDIVIDUAL DOUBLES LADDER CHAMPION

Additional awards may include:



Runner-Up



Third Place



Sportsmanship Award

36. Final Week

Week 10 will be the **final regular-season competition**.

All points earned during Week 10 will count toward the final standings.

The final ranking after Week 10 determines the season champion unless TS Badminton announces a separate championship playoff before registration closes.

37. Withdrawal

Players who wish to withdraw should notify TS Badminton as soon as possible.

Previously earned points will normally remain in the standings.

However, a player who withdraws may no longer be eligible for any prizes.

TS Badminton may remove inactive players from the active standings.

38. League Administration

TS Badminton will maintain the official standings and administer the league.

The league administrator has final authority regarding:

- Player eligibility
- Initial ranking
- Scheduling
- Match disputes
- Point calculations
- Tie-breaking
- Absences
- Substitutions
- Crossover group assignments
- Sportsmanship
- Interpretation of these rules

The purpose of this authority is to ensure that the league remains **fair, competitive, organized, and enjoyable for everyone.**

39. Rule Changes

TS Badminton reserves the right to make reasonable changes to these rules when necessary.

Any significant rule change affecting scoring, ranking, or championship eligibility will be communicated to all players before it takes effect.

40. Player Agreement

By registering for the TS Badminton Individual Doubles Ladder, each player agrees to:

1. Follow these rules and regulations.
2. Respect all players, coaches, and staff.
3. Attend scheduled matches whenever possible.
4. Accept the rotating-partner format.
5. Accept the official scoring and ranking system.
6. Accept the official standings.
7. Provide tournament-grade feather shuttlecocks.
8. Conduct themselves in a sportsmanlike manner.
9. Accept crossover weeks and group assignments.

41. Season Prizes & Awards

The league will offer **TS Pro Shop Gift Cards** as prizes for the top performers and special award recipients.

Prize amounts will be based on the **total league entry-fee pool**.

Prize money for 1st, 2nd, and 3rd place will be calculated separately for each gender category based on the number of registered players of that gender.

Gender Prize Pool = Number of Players in the league of that gender × \$95 Entry Fee

*Example with 15 male players and 5 female players, with a \$95 entry fee per player:

💰 Prize Pool Calculation

Male Prize Pool

$$15 \times \$95 = \$1,425$$

🏆 1st Place — 10% = \$142.50 **TS Pro Shop Gift Card**

🥈 2nd Place — 5% = \$71.25 **TS Pro Shop Gift Card**

🥉 3rd Place — 3% = \$42.75 **TS Pro Shop Gift Card**

Female Prize Pool

$$5 \times \$95 = \$475$$

🏆 1st Place — 10% = \$47.50 **TS Pro Shop Gift Card**

🥈 2nd Place — 5% = \$23.75 **TS Pro Shop Gift Card**

🥉 3rd Place — 3% = \$14.25 **TS Pro Shop Gift Card**

🤝 **Sportsmanship Award**

5% of the total entry-fee pool

Example with 20 players:

\$95 TS Pro Shop Gift Card

The **Sportsmanship Award** will be determined by a vote among the league participants.

Each participating player may vote for the player they believe has best demonstrated:

- Respect toward partners and opponents
- Fair play
- Positive attitude

- Good sportsmanship
- Respect for coaches and staff
- Appropriate conduct during competition
- Willingness to support and encourage other players

The Sportsmanship Award is gender-neutral, and will be awarded to one (1) player only, regardless of gender.

Players may **not vote for themselves**.

The player receiving the most votes will receive the Sportsmanship Award.

In the event of a tie, TS Badminton may conduct a runoff vote or make the final determination.

42. Prize Eligibility

To be eligible for season awards, a player must remain in good standing with TS Badminton throughout the season.

Players who withdraw from the league or are removed because of disciplinary issues may be ineligible for season awards.

All prizes are issued as **TS Pro Shop Gift Cards** and are not redeemable for cash.

TS Badminton reserves the right to make the final determination regarding prize eligibility and award recipients.

43. Prize Pool Adjustment

The percentages above are based on the **actual number of registered players and the applicable league entry fee**.

If fewer than 20 players register, the prize amounts will be adjusted accordingly based on the actual total entry-fee pool.

If the league reaches the maximum of 20 players, the prize pool will be based on:

20 players × \$95 entry fee = \$1,900

THE GOAL

SHOW UP. COMPETE. IMPROVE. EARN POINTS. CLIMB THE LADDER.

\$95 • 10 Weeks • Individual Doubles • Rotating Partners

Different partners. Different matchups. One individual ranking.

Every week is an opportunity to earn points.

Every fourth week is an opportunity to test yourself against players from different levels.

The ladder gives every player a path to move up, while the crossover weeks ensure that players don't spend the entire season competing against the same four players.

Who will finish #1?



TS Badminton Individual Doubles Ladder

10-Week Season | \$95/Player | Maximum 20 Players

Show Up. Compete. Improve. Earn Points. Climb the Ladder.

The TS Badminton Individual Doubles Ladder is a **10-week individual doubles competition** where you register as an individual and compete with a different partner each week. Your personal performance determines your ranking throughout the season.



How It Works

- **20 players maximum**
- Players are ranked individually from **#1–20**
- Players are divided into **5 groups of 4**
 - Group 1: #1–4
 - Group 2: #5–8
 - Group 3: #9–12
 - Group 4: #13–16
 - Group 5: #17–20
- Rankings are updated **every week** based on cumulative points.
- Players can move up or down the ladder throughout the season.



Weekly Competition

Each group of 4 players plays **3 doubles matches**.

Partners rotate so every player partners with each of the other three players once:

Match 1: A+B vs C+D

Match 2: A+C vs B+D

Match 3: A+D vs B+C

Each match is **Best 2 of 3 games**, using standard badminton scoring.

Point System

Result	Points
Win 2–0	4 pts
Win 2–1	3 pts
Loss 1–2	2 pts
Loss 0–2	1 pt
Complete all 3 matches	+2 pts

Maximum: 14 points per week

Your points accumulate throughout the entire 10-week season.

Crossover Weeks

To prevent players from competing only against the same level throughout the season, **Weeks 4 and 8 are Crossover Weeks**.

All **5 groups** participate.

Players from different ranking groups will be mixed together, with the crossover designed to give lower-ranked players opportunities to compete against higher-ranked players while maintaining the individual ranking system.

The same **3-match rotating-partner format and scoring system** applies during crossover weeks.

Season Awards

Prize money for 1st, 2nd, and 3rd place will be calculated separately for each gender category based on the number of registered players of that gender.

Gender Prize Pool = Number of Players in the league of that gender × \$95 Entry Fee

Prize distribution for each gender category:

 1st Place: 10% of the gender prize pool

 2nd Place: 5% of the gender prize pool

 3rd Place: 3% of the gender prize pool

Sportsmanship Award

The Sportsmanship Award is not gender-specific and will be selected from all league participants.

Sportsmanship Award: 5% of the total entry-fee pool

Final prize amounts will be determined after registration closes based on the actual number of registered players in each gender category.

The **Sportsmanship Award is voted on by league participants**. Players may not vote for themselves.



Shuttlecocks

Players must **bring their own tournament-grade feather shuttlecocks**.

Minimum: Yonex AS-30 or equivalent tournament-grade shuttlecock.

Higher-grade tournament shuttles are permitted.



Important

- Registration is **individual**, not by permanent doubles teams.
- Players are responsible for attending their scheduled weekly matches.
- Missed weeks receive **0 points** and no participation bonus.
- All points count toward the final season ranking.
- TS Badminton will maintain the official standings and has final authority regarding league administration, scheduling, disputes, and rule interpretation.

\$95 FOR THE ENTIRE 10-WEEK SEASON

20 Players Maximum — Register Early to Secure Your Spot!

TS Badminton Individual Doubles Ladder

Climb the Ladder. Challenge Yourself. Earn Your Spot.

A 10-week individual doubles competition where players rotate partners, compete for points, and battle their way up the rankings. Register individually, play every week, and see how high you can climb.