



# BADMINTON TOURNAMENT

## Official Rules & Scoring Handbook

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*This document covers all tournament formats, scoring rules, group standings, differential calculations, bye treatment, trump spice rules, and knockout seeding. Keep this as your reference guide throughout the tournament.*

# 1. Tournament Formats

SportDesk supports three tournament formats. Your organiser will select one when creating the event.

Format	How It Works	Best For
<b>Knockout Only</b>	Single-elimination. Lose one match and you are out. Bracket seeded by registration order.	Quick single-day events, small groups
<b>Round Robin Only</b>	Every team plays every other team in their group. Final standings determine winner.	Fairest format — everyone plays multiple matches
<b>Round Robin + Knockout</b>	Teams play group stage (round robin), then top teams advance to knockout rounds.	Most comprehensive — combines fairness with excitement

## 1.1 Knockout Stages Available

When knockout rounds are used (either Knockout Only or post-Round Robin), the following structures are available:

Stage Option	Teams Needed	Matches	Best For
<b>Final Only</b>	2	1	Tiny events or single group
<b>SF + Final</b>	4	3	Small events, 2–4 groups
<b>QF + SF + Final</b>	8	7	Medium events, 4–8 groups
<b>R16 + QF + SF + Final</b>	16	15	Large events: 8 groups × 2 qualifiers per group

**Note:** For a tournament with 8 groups using R16+QF+SF+Final, the top 2 teams from each group (16 total) advance to the Round of 16.

## 2. Group Stage — How Groups Work

### 2.1 Group Assignment

Teams are assigned to groups in the order they registered. For example, with 42 teams across 8 groups:

- Registration positions 1, 9, 17, 25, 33, 41 → Group 1
- Registration positions 2, 10, 18, 26, 34, 42 → Group 2
- And so on for Groups 3–8

This means groups may have slightly different sizes when the team count does not divide evenly. With 42 teams across 8 groups: 2 groups get 6 teams and 6 groups get 5 teams.

### 2.2 Round Robin Schedule Within Each Group

Every team in a group plays every other team exactly once. The number of rounds is:

Rounds = (Number of teams in group) – 1 [for even-sized groups]

Rounds = Number of teams in group [for odd-sized groups, due to one bye round per team]

Teams in Group	Rounds	Total Matches	Bye Matches
4	3	6	0
5	5	10	5 (one per team)
6	5	15	0

### 2.3 Bye Matches — What They Mean

A "bye" appears when a group has an odd number of teams. Bye rules:

- Each team in an odd-sized group receives exactly one bye per full round-robin cycle
- A bye counts as a WIN — the team receives 1 point
- A bye does NOT count as a "matches played" for differential calculation purposes
- No score is recorded for a bye — it has zero differential impact
- A bye cannot be declared as a Trump match (see Section 4)
- The auto-Trump rule (last real match = auto trump) also does not apply to bye matches

**Note:** A team with 5 real matches + 1 bye has their average differential calculated over 5 matches only — this is fair to teams in 5-member groups versus 6-member groups.

## 3. Group Standings & Scoring

### 3.1 Points System

Result	Points Awarded
Win (any score)	<b>+1 point</b>
Loss	0 points
Bye (free win)	<b>+1 point</b>
Trump Win (declared)	<b>+2 points ⚡</b>
Trump Loss (declared)	<b>-1 point ⚡</b>

### 3.2 Tiebreaker — Score Differential

When two or more teams are level on points, standings are decided by Average Score Differential. This rewards dominant wins, not just wins.

#### How Differential Is Calculated

Differential for a match = Your Score ÷ Opponent's Score

Examples:

Your Score	Opponent Score	Your Differential	Their Differential
21	15	$21 \div 15 = 1.400$	$15 \div 21 = 0.714$
21	10	$21 \div 10 = 2.100$	$10 \div 21 = 0.476$
21	19	$21 \div 19 = 1.105$	$19 \div 21 = 0.904$
21	0	$21 + 0.095 = 21.095$ ⚡	-0.095 ⚡
Bye win	—	0 (not counted)	—

**Note:** When the opponent scores 0, a special bonus of +0.095 is added to the winner's differential and -0.095 to the loser's, to distinguish this from a bye.

#### Average Differential

Average Differential = Total Differential Sum ÷ Number of Real Matches Played

Bye matches are excluded from this calculation. Truncated to 3 decimal places (not rounded).

### 3.3 Full Tiebreaker Order

When teams are level, standings are resolved in this order:

- 1st: Total Points (more points = higher rank)
- 2nd: Average Score Differential (higher = better)
- 3rd: Head-to-head result between the tied teams

## 4. Trump Spice (Optional Feature)

Trump is an optional feature that your organiser may enable. It adds a strategic element to round-robin matches.

### 4.1 How Trump Works

- Each team may declare exactly one match as their "Trump Match" before that match begins
- If you win a trump match: you earn +2 points instead of +1
- If you lose a trump match: you lose 1 point (-1) instead of scoring 0
- You can declare trump on any match of your choice — but only once per tournament
- Once declared, it cannot be undone

Trump Declared?	Result	Points
No	Win	+1
No	Loss	0
Yes	Win	+2 ⚡
Yes	Loss	-1 ⚡

### 4.2 Auto-Trump — Last Match Rule

If a team reaches their final real match without having declared trump, that last match is automatically declared as their trump match.

- This applies to the last real match only — bye matches do not count
- The system displays a notification before the match is scored so both teams are aware
- You cannot opt out of auto-trump once your last match begins

**Note:** Strategy tip: Declaring trump early on a match you are confident about is high-reward. Saving it for the last match removes the choice but guarantees it is used.

### 4.3 Trump Does Not Apply In

- Knockout phase matches — Trump is a round-robin only feature
- Bye matches — no trump declaration or auto-trump on byes

## 5. Knockout Phase

### 5.1 Qualifying — Who Advances

After all round-robin matches are complete, the top teams from each group advance to the knockout stage. The number of qualifiers depends on the knockout structure chosen:

Groups	Knockout Stage	Advance Per Group	Total Advancing
8	R16 + QF + SF + F	Top 2	16
8	QF + SF + Final	Top 1	8
4	QF + SF + Final	Top 2	8
4	SF + Final	Top 1	4
2	SF + Final	Top 2	4
1	SF + Final	Top 4	4

### 5.2 Seeding for Knockout

Advancing teams are seeded based on their overall group standings performance. Seeding determines the bracket draw:

| Seed 1 vs Seed 16 · Seed 2 vs Seed 15 · Seed 3 vs Seed 14 · ...and so on

This universal seeding principle ensures the strongest teams can only meet in the final rounds — the highest seed faces the lowest seed first.

**Note:** For Knockout Only events (no group stage), teams are seeded in registration order. The first team to register receives Seed 1.

### 5.3 Byes in the Knockout Draw

If the number of advancing teams is not a power of 2 (4, 8, 16, 32...), the top-seeded teams receive byes in the first round:

- Example: 12 teams advance → bracket pads to 16 → 4 byes → Seeds 1–4 receive byes
- Bye teams automatically advance to the next round (Quarter-finals)
- Remaining 8 teams play Round 1, and the 4 winners join the 4 bye teams in QF

**Note:** Receiving a bye is an advantage earned by finishing higher in the group stage.

### 5.4 3rd Place

The organiser may configure 3rd place to be decided by either:

- Playoff Match: The two semi-final losers play an additional match for 3rd place
- Differential: 3rd place goes to the semi-final loser with the higher average score differential — no extra match

## 6. Tournament Format Examples

### 6.1 Example A — 42 Teams, 8 Groups, R16 + QF + SF + Final

Phase	Details
<b>Group Assignment</b>	Groups 1–2: 6 teams each. Groups 3–8: 5 teams each.
<b>Group Stage Rounds</b>	5 rounds per group (5-team groups have 1 bye per team; 6-team groups have 0 byes)
<b>Qualification</b>	Top 2 from each group = 16 teams advance to Round of 16
<b>Round of 16</b>	8 matches. Winners (8 teams) advance to Quarter-finals
<b>Quarter-finals</b>	4 matches. Winners (4 teams) advance to Semi-finals
<b>Semi-finals</b>	2 matches. Winners advance to Final. Losers play for 3rd place.
<b>Final</b>	1 match. Winner = Champion.

### 6.2 Example B — 42 Teams, 8 Groups, QF + SF + Final

Phase	Details
<b>Group Stage</b>	Same as Example A — 5 rounds per group
<b>Qualification</b>	Top 1 from each group = 8 teams advance
<b>Quarter-finals</b>	4 matches. Winners advance to Semi-finals
<b>Semi-finals</b>	2 matches. Winners advance to Final
<b>Final</b>	1 match. Winner = Champion

### 6.3 Example C — Knockout Only, 12 Teams

Phase	Details
<b>Seeding</b>	Teams seeded 1–12 by registration order
<b>Bracket Size</b>	Padded to 16 — 4 byes given to Seeds 1, 2, 3, 4
<b>Round 1</b>	4 matches: Seed 5v12, 6v11, 7v10, 8v9. Seeds 1–4 get byes.
<b>Quarter-finals</b>	4 matches: Bye teams join Round 1 winners
<b>Semi-finals</b>	2 matches
<b>Final</b>	1 match. Winner = Champion

## 7. Referee & Score Entry

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### 7.1 Referee Access

- Each event has a Referee PIN that the court referee uses to access the scoring screen
- Referee access is via a public URL — no login required, only the PIN
- Referees enter scores locally and submit once at the end of the match
- Submitted scores go to the HR Admin for approval before the official standings update
- Only one referee session can be active per match at a time

### 7.2 HR Score Entry

- HR Admins can also enter scores directly from the Live Scores page
- HR Admin scores are applied immediately without an approval step
- If a score is entered incorrectly, the HR Admin can reset it and re-enter

### 7.3 Score Misconduct Override

In exceptional circumstances, the HR Admin may declare a winner that is different from the score (for example, misconduct disqualification). This is done by selecting the correct winner regardless of scores entered. The system records both the score and the declared winner separately.

## 8. Walk-Over & Misconduct

The following rules apply when a team is unable or unwilling to play a scheduled match.

### 8.1 Walk-Over (W/O)

A walk-over occurs when a confirmed team does not show up for a scheduled match, or formally withdraws from a match before it begins.

Scenario	Score Recorded	Winner	Differential Impact
Walk-over — match not played	21 – 0	<b>Opposing team</b>	W/O team: -0.095 · Opponent: +21.095
Walk-over — team forfeits remaining matches	21 – 0 per forfeited match	<b>Opposing team each</b>	Same as above, applied per forfeited match

Walk-over scores are NOT recorded as 21-19. A 21-19 result implies a real, closely-contested match was played — a walk-over is fundamentally different and must be clearly distinguishable in the standings.

**Note:** Universal standard (BWF): Walk-overs are recorded as 21-0 to the opposing team. This is the harshest possible differential outcome and correctly penalises the forfeiting team in standings.

### Walk-Over Mid-Tournament — Partial Matches Played

If a team played some matches in the round-robin phase but then walks over remaining matches:

- All previously played matches retain their real scores and differentials
- Each forfeited match is recorded separately as 21-0, opponent wins
- All forfeited matches count toward matches\_played for differential calculation
- This is correct — a walk-over is a forfeited match, not a scheduling bye
- The W/O team carries the -0.095 differential penalty for each forfeited match

Example: A team played 3 real matches, then walked over matches 4 and 5:

Match	Score	Result	Differential Added
Match 1	21 – 15	Win	+1.400
Match 2	18 – 21	Loss	+0.857
Match 3	21 – 18	Win	+1.166
Match 4 (W/O)	0 – 21	Loss (W/O)	-0.095
Match 5 (W/O)	0 – 21	Loss (W/O)	-0.095
<b>TOTAL</b>	—	<b>2 Wins / 3 Losses</b>	Avg = (1.400 + 0.857 + 1.166 - 0.095 - 0.095) ÷ 5 = 0.646

### 8.2 Misconduct

Misconduct rules follow the same scoring standard as walk-overs, regardless of the stage of play when misconduct occurs.

Scenario	Score Recorded	Winner
Misconduct — match not yet started	21 – 0	<b>Opposing team</b>
Misconduct — match in progress (any score at time of incident)	21 – 0	<b>Opposing team</b>

The score at the time of the misconduct incident is disregarded entirely. Even if the misconduct team was winning 20-5 at the time, the result is recorded as 21-0 to the opposing team. This is consistent with the universal standard and prevents any benefit arising from misconduct.

**Note:** Reason: Awarding the mid-match score at the time of misconduct would mean the opposing team "benefits" from the misconduct team's lead, which is unfair. 21-0 is clean, unambiguous, and consistent with walk-over treatment.

### 8.3 Trump Declarations on Walk-Over Matches

Because Trump is a strategic feature tied to real competitive play, the following rules apply when a walk-over or misconduct match intersects with trump:

Scenario	Trump Applied?	Points	Trump Slot Used?
W/O is the winning team's LAST real match (auto-trump fires automatically)	<b>YES — auto-trump applies</b>	<b>+2</b>	Yes — slot consumed on last match
W/O is NOT the last match, winning team had manually declared trump	<b>NO — trump voided</b>	+1	No — slot returned for use on a real match
W/O is not the last match, no trump declared	No	+1	No change

The principle: Trump is a strategic gamble on a real competitive contest. A walk-over is not a contest — the opposing team simply did not play. Therefore:

- Auto-trump on the last real match is allowed — it is a deterministic rule that fires regardless of how the match ends
- A voluntary trump declaration on a walk-over should be voided — it was not earned through competition
- The winning team's trump slot is preserved so they can use it on a real match

**Note:** HR Admin action: When recording a walk-over, check the trump box ONLY if the system shows auto-trump (last match indicator). If the winning team manually declared trump and this is not their last match, leave the trump box unchecked — their slot remains available.

### 8.4 Knockout Phase — Walk-Over & Misconduct

The same 21-0 rule applies in knockout matches:

- The opposing team advances as winner
- The 21-0 differential is recorded for knockout stats

- This is relevant when 3rd place is decided by differential — the 21-0 knockout differential is included in the calculation

**Note:** For fairness in 3rd place differential comparison: both semi-final losers are compared on their total knockout differential. A team that received a 21-0 walkover win carries a strong differential advantage — and correctly so, since their opponent forfeited.

## 8.5 How HR Admins Record Walk-Overs & Misconduct

There is no separate walk-over button. HR Admins handle this through normal score entry:

- Step 1: Go to Live Scores page and select the forfeited match
- Step 2: Enter Score: 21 for the opposing team, 0 for the walk-over/misconduct team
- Step 3: Click the opposing team as the Winner
- Step 4: Save the result

Score to enter: Opposing team = 21 · Forfeiting team = 0 · Winner = Opposing team

**Note:** If a score was already entered incorrectly, use the Reset Result button to clear it and re-enter with the correct 21-0 score.

## 9. Quick Reference Summary

Rule	Value
Win points	+1
Loss points	0
Bye points	+1 (counts as win)
Bye — matches played count?	No — excluded from differential denominator
Trump win	+2
Trump loss	-1
Trump per tournament	1 declaration only
Trump on bye?	Never
Auto-trump trigger	Last REAL match (bye excluded)
Trump in knockout?	No — round-robin only
Differential formula	Your score ÷ Opponent score
Zero-score differential bonus	±0.095
Differential precision	3 decimal places, truncated (not rounded)
Tiebreaker order	1) Points 2) Avg Differential 3) Head-to-head
Knockout seeding	Strongest vs weakest — top seed vs bottom seed

— End of Rulebook —