

# Rules and Regulations

## Nations Cup

### 1. General Information

The Nations Cup is a doubles only competition, normally held every 2 years to coincide with the year in which the World Senior Championships takes place. It is held over 3 – 4 days in one of the participating countries. The timing of the event is normally during early summer months, however this may vary according to the timing of other events and availability of venues / accommodation.

The hosting nation is responsible for:

- Providing the venue
- Providing officials
- Providing shuttles
- Providing physiotherapy (which can be charged separately)
- Ensuring that there are sufficient hotels within reasonable distance of the venue and that these are available at the time of the competition. Ideally preferential rates should be sought if possible.
- Providing catering on site or nearby during the competition (which can be charged separately)
- Organising a players' gathering on one evening of the event (which can be charged separately).

### 2. Competition format and definitions

**Tie:** A Tie is the meeting between 2 Teams (countries). The number of ties played, and overall competition format will depend on the number of teams entered (see point 5 below)

**Match:** A Match is each meeting of 2 pairs within a Tie. Each tie will consist of 24 matches: 1 x WD, 1 x MD and 2 x XD in each age-group: +40, +45, +50, +55, +60, +65. Each match will consist of a best of 3 games to 21 points, including setting.

### 3. Team Composition

Each age-group can include a minimum of 2 women + 2 men and a maximum of 3 women + 3 men, so the team for each tie can comprise between 12 women + 12 men and 18 women + 18 men.

A maximum of an additional 4 players is allowed for each team, so the maximum team size can be 40 players with a maximum of 36 playing each tie.

The required qualification age is the player's age on the first day of the competition.

All players must be registered with their national association on the first day of the competition.

### 4. Country Representation

A National team can include a maximum of 3 players from other countries which do not have their own National team. These players must be entered by the National team, the team is considered to come from one country and the name of that country will be used.

This option should only be used by exception where a nation genuinely cannot complete a team from its own players in a small number of age-groups. It is not intended to be used to 'strengthen' a team and other countries may challenge the inclusion of a player(s) if they deem that the 'spirit of the competition' is not being followed. The hosting nation will have the final decision on whether an entry which includes non-national players is allowed. Any players from other countries must be clearly identified on the entry form.

### 5. Competition Format based on number of teams

The number of teams entered will determine the format of the competition. Where the number of teams is not detailed below, an appropriate format will be determined by the organizing country which results in a similar number of ties per team. Teams will be seeded according to their finishing position in the previous Nations Cup(s).

*NOTE: where court availability is a deciding factor, formats may be varied by the organizing country.*

➤ Nine nations (4 ties per team):

The initial round will be played in three groups, with each team playing both the other teams in their group. The top teams, second teams and third teams from each group will form three new groups for a final round and play both other teams in their new group to decide finishing positions.

➤ Eight nations (4 or 5 ties per team):

The first round will be played in two groups, with each team playing all the other teams in their group. Teams will then progress to a Final Stage, the format of which will depend on court time availability:

Option 1 (ideally, if court time allows): the winner of group 1 plays the second team from group 2 and vice versa. The winners of these ties then progress to a final and the losing teams play off for the 3<sup>rd</sup> / 4<sup>th</sup> places. A similar knockout stage is held between the 4 bottom teams from each group.

Option 2 (where court time is restrictive): Final matches are played between the teams from each group based on their finishing position in the group (1v1, 2v2 etc)

➤ Seven nations or less (6 ties per team):

Teams will play in a single group. Each team will play all the other teams in the group. The winner of the group will win the competition.

## Determining a Winner

The following regulations are aligned with the BWF General Competition Rules section 16.3, other than the consideration of Age-groups, which is a variation to this.

There can be no 'draw' in a Group, Tie, Age-groups, Match or Game, a winner always has to be determined.

### 6. Determining a Group Winner

At all stages:

- If only 2 teams are equal, the winner is always based on the result of the head-to-head tie between those 2 teams, with no account taken of any results in other ties, matches or games.
- If 3 or more teams are equal, the winner is based on countback of all results in the current group but not in any previous stages.

The winner of a group will be determined in order of priority, by Ties, then Age-groups, then Matches, then Games, then Points as follows:

- 6.1. The group winner will be the team which wins the most ties. See section 7 for how to determine a tie winner.
- 6.2. If 2 teams are equal on ties won, the winner of the head-to-head result between those 2 teams.
- 6.3. If 3 or more teams are equal on **ties** won, the winner will be determined by the difference between total ties won and total ties lost in the group.
- 6.4. If 2 teams are equal on the difference between ties won and ties lost, the winner will be the winner of the head-to-head result between those 2 teams.
- 6.5. If 3 or more teams are equal on the difference between ties won and ties lost, the winner will be determined by the difference between the total number of **age-groups** won and the total number of age-groups lost in the group (see point 8 for determining an age-groups winner).
- 6.6. If 2 teams are equal on the difference between the number of age-groups won and the number of age-groups lost, the winner will be the winner of the head-to-head result between those 2 teams.
- 6.7. If 3 or more teams are equal on the difference between the number of age-groups won and the number of age-groups, the winner will be determined by the difference between the number of **matches** won and the number of matches lost in the group.
- 6.8. If 2 teams are equal on the difference between matches won and matches lost, the winner will be the winner of the tie between those 2 teams.
- 6.9. If 3 or more teams are equal in the difference between ties won and ties lost, the winner will be determined by the difference between the number of matches won and matches lost in the group.
- 6.10. If 2 teams are equal on the difference in matches, the winner will be the winner of the tie between those 2 teams

- 6.11. If 3 or more teams are equal on the difference in matches, the winner will be determined by the total number of **games** won minus the total number of games lost in the group.
- 6.12. If 2 teams are equal on the difference in games, the winner will be the winner of the tie between those 2 teams.
- 6.13. If 3 or more teams are equal on the difference in games, the winner will be determined by the total number of **points** won minus the total number of points lost in the group.
- 6.14. If 2 teams are equal on points, the winner will be the winner of the tie between those 2 teams.

## 7. Determining a Tie Winner

A winner of each Tie must be determined, there can be NO draw in any Tie. The winner of the Tie will be determined by:

- a) The team which wins the most **age-groups** in the tie (see section 8 for determining an age-groups winner)
- b) If teams are equal on age-groups, by the total number of **matches** won minus the total number of matches lost in all age-groups in the tie
- c) If teams are equal on matches won minus matches lost, by the total number of games won minus the total number of games lost in all age-groups in the tie.
- d) If teams are equal on games won minus games lost, by the total number of points won minus the total number of points lost in all age-groups in the tie.

## 8. Determining an Age-groups Winner

A winner of each Age-groups must be determined, there can be NO draw in any Age-groups. The winner of each age-groups will be determined by:

- a) the team which wins the most matches in that age-groups.
- b) In the event of a 2-2 draw on matches, by the total number of games won minus the total number of games lost in that age-groups.
- c) In the event that teams are equal on games, by the total number of points won minus the total number of points lost in that age-groups.
- d) In the event that teams are equal on points, the win will be awarded to the team which won the first mixed doubles.

## 9. Determining a Final Stage Winner - 9 Teams

The winner of the final stage groups will be determined **ONLY** on the results of the final stage ties. No account will be taken of results in the initial round. The criteria in Section 6 apply.

## 10. Determining a Final Stage Winner - 8 Teams

The winner of each tie will be determined **ONLY** on the head-to-head result of that tie. No account will be taken of results in Group stages. The criteria in Section 7 apply.

## 11. Entries

No entries can be accepted unless accompanied by the entry fee. Entry fees and method for payment will be advised by the organizing country. Each nation will make a single payment for its entire team.

The closing date for entering a team will be advised by the organizing country. Entries must include the team name, name of team captain with telephone and e-mail address, name of vice-captain, name of each player with their date of birth, gender and nationality.

The final date for modifying teams will be advised by the organizing country.

## 12. General Rules and Regulations

- 12.1. Matches will be played in accordance with the BWF rules.
- 12.2. All ties will be self-umpired. Challenges will be managed jointly by the referee and the captains of both teams.

- 12.3. In the case of a dispute where a consensus cannot be reached, the referee has the power to make decisions, and their decisions are final.
- 12.4. 30 minutes before the start of each tie, the captain will hand the team composition (including only players present at that moment) to the referee.
- 12.5. No player can play in more than one age-groups in the same tie.
- 12.6. Once a match has started, no player substitution will be allowed even in the event of injury. If a player is injured during his/her first match and is also playing a second match, that match will be a walkover if the player cannot play. The player may be replaced for the next tie.
- 12.7. In case of a retirement after a match has started, the result of that match shall be recorded as if completed without the conceding pair scoring another point (the current game rounded up to 21 and any un-played games recorded as 21-0).