

POWERSMASH 2026

BADMINTON CUP FOR A CAUSE

Organized by Rotaract Club of Carmen Valley and JCI Bai Lawanen

TOURNAMENT MECHANICS & GUIDELINES

I. VENUE, REGISTRATION, DATE

A. The POWERSMASH BADMINTON TOURNAMENT FOR A CAUSE will be held at C-ONE SPORTS CENTER, Kauswagan, Cagayan de Oro City on July 18, 2026.

B. Registration Fees & Deadlines:
Registration Fee per player.

Category	Early Registration (Php)	Regular Registration (Php)
MEN'S DOUBLES		
Novice (Over 18) <i>*Exclusive for CDO Players only</i>	Php 800.00	Php 900.00
Intermediate	Php 800.00	Php 900.00
Level G	Php 850.00	Php 950.00
Level F	Php 850.00	Php 950.00
WOMEN'S DOUBLES		
Novice (Over 18) <i>*Exclusive for CDO Players only</i>	Php 800.00	Php 900.00
Intermediate	Php 800.00	Php 900.00
Level G	Php 850.00	Php 950.00
Level F	Php 850.00	Php 950.00
MIXED DOUBLES		
Novice (Over 18) <i>*Exclusive for CDO Players only</i>	Php 800.00	Php 900.00
Intermediate	Php 800.00	Php 900.00
Level G	Php 850.00	Php 950.00
NON-GENDER		

Novice (Under 18) <i>*Exclusive for CDO Players only</i>	Php 700.00	Php 800.00
Level E	Php 850.00	Php 950.00
Supermixed (C/F, D/E)	Php 950.00	Php 1000.00

"Early Bird Promo" ends on JUNE 30, 2026, 2025 (11:59 PM)

Deadline of Registration is on JULY 11, 2026 (11:59 PM)

Deadline of Payment is on JULY 13, 2026 (11:59 PM)

Only paid entries will be encoded in the tournament software. Players must follow payment instructions to avoid cancellation of their entries.

C. **Maximum of 2 entries per player.**

D. **FREE JERSEYS** will be given to participants with 2 entries. Only one jersey per player regardless of multiple entries paid. For jersey sizes, all players registered on or before June 30, sizes indicated upon registration will be followed. However, those players who will register beyond the early bird deadline will be given jersey sizes on a first come first serve basis. **Note: Limited number of jerseys per size.**

E. Entries must be submitted through the link below:

<https://powersmash2026.netlify.app/>

F. If a player officially withdraws an entry on or before 1PM of July 12, 2026, the player is entitled to a 50% refund regardless of the reason. Thus, no refund will be given once the deadline has passed.

G. Payment Options:

- **BANK TRANSFER**

Banco De Oro Unibank, Inc.

Account Name: Jasmin Ann Hallazgo

Account Number: 0100-5008-5697

ChinabankCorporation

Account Name: Rotaract Club of Carmen Valley

Account Number: 1161 0000 1908

- **GCASH**

Account Name: Jovelyn Comonsad | JO****N C*

GCash Number: 0917-713-0139

Once you have your receipt of payment, kindly send us a copy through this link:
<https://raccarmenvalley.org/payment/>

- H. Substitution Deadline: **July 12, 2026**, until 1:00 PM only. Any substitution is considered as a new entry. All the benefits such as early bird perks will be considered void. If payment has already been made before the substitution, an additional payment may be required depending on the current registration fees on that day. (Please refer to Section I VENUE, REGISTRATION, DATE)
- I. Guaranteed no prize reduction.
- J. No Pay, No Play.
- K. Requesting a schedule is STRICTLY NOT ALLOWED.
- L. Requesting of court is STRICTLY NOT ALLOWED.

II. PROTOCOLS

- A. Players are expected to follow minimum health and safety protocols at all times.
- B. Players are expected to follow all rules and regulations set by the organization.

III. RULES

The competition shall be held in accordance with the current Laws and Regulations of the Rotaract Club of Carmen Valley's- Powersmash Badminton Tournament For A Cause.

IV. ORGANIZATION

- A. The Committee shall be responsible for the technical organization of the tournament.
- B. Only the official coach or assistant coach/trainer shall be allowed to approach the Match Control/Referee with regard to the question and inquiries during the match.

V. PROTEST AND MISCONDUCT

- A. The decision of the Leveling Committee is FINAL.
- B. In cases of any complaint, only a written protest will be entertained by the Technical Committee if and only if it is within 1 hour after the incident.

- C. Any participant that exhibits severe misconduct, use of foul language - in any dialect, and evident sandbagging, or game fixing will be subjected to disqualification by the organizers.

VI. GAME MECHANICS

- A. Before the play begins, the umpire tosses a coin to decide the order of service or choice of ends. The toss winner has the choice of service or ends, and the loser has the remaining choice.
- B. Players should be at their designated courts at their scheduled time. The default time is 5 minutes. Please Note: Default time will be based on the scheduled time, not on the announcer's call. Official tournament time will be based on Globe mobile network time.
 - 1. If after 5 minutes, only 1 pair is present on the court, the match will be labeled as "NO MATCH" and the said pair will be considered the winner (will be credited 1 point for the match points). A 0 Score will be given to both pairs. For retired matches, only the scores garnered in the retirement will be credited to both pairs. However, the winning pair will be credited 1 point for the match points.
 - 2. If after 5 minutes, both teams are not complete on the court, the match will be labeled as "NO MATCH and NO WINNER".
 - 3. If in case the previous match is delayed, the next match will be right after the previous one. Players for the next scheduled match should wait in their assigned courts regardless of the delay.

VII. LEVELING

- A. Leveling for all categories is based on the leveling committee's discretion. If the players' capability is personally known by the committee, then the committee can accept them. Otherwise, the leveling committee will have to make a call to the player to verify his playing capability and to ensure that the said player really fits the category. Additional requirements are needed for better verification like tournament videos.
- B. Any player proven to be falsifying his claims about his qualifications at any point in the competition will be disqualified from all events. No refund will be given and the player will lose his raffle entry.
- C. Any player not personally known by the leveling committee, who has presented his skill set to be at a certain level during the verification call, but has NOT played in

accordance with his claimed playing capability, is at the sole discretion of the leveling committee to disqualify the player at any point in the competition. No refund will be given and the player's raffle entry will be considered void.

D.

1. SANDBAGGING "Deliberately playing below one's actual ability in order to fool opponents into accepting higher stakes bets, or to lower one's competitive rating in order to play in a future event with a higher handicap and consequently have a better chance to win"
2. MATCH FIXING "Manipulation of badminton results or match fixing means: influencing the course or the result of a badminton match in order to obtain an advantage for yourself or for others".

Example: Player A and Player B Top 2, the same team, deliberately setting a particular outcome for their own benefit.

The committee will call the attention of the players who will be noticed exhibiting such acts.

- E. For doubles categories, **if entries do not reach 8 pairs, the category will be dissolved.** However, it is at the sole discretion of the committee whether to proceed or not. Categories will be finalized on **November 5, 2024**. For players located far from the tournament venue, the committee will not be liable for any expenses made before the category is dissolved.

VIII. SCORING

Bracketing-Single Round Robin.

Elimination to Finals: 1-31 points. No Deuce.

IX. RANKING

Players are put in brackets randomly. In Round Robin elimination:

- A. If 4 or more brackets are being matched, the Top 1 pair per bracket will advance to the next round.
- B. If 2 to 3 brackets, the Top 2 pairs will advance to the next round.
- C. If 1 bracket is considered a round-robin final.
- D. The ranking of pairs will be determined by the highest number of matches won. (Match Points) Each winning game will give each pair/player 1 match point.

Example: X Player and Y Player won, as they gathered the highest number of matches won.

- E. In all cases of ties (tie or triple tie) of matches won, the ranking will be decided by the difference between the total points won and total points lost in all games in the bracket, with the greater difference ranked higher. (Point Difference)

Example:

a) C Player / H Player and E Player / J Player pairs gathered the same number of matches won (2).

b) The system will compute the point difference of each pair.

(1)C Player /H Player: 21

(2)E Player / J Player: 17

c) C Player /H Player pair won the bracket as they have the greater point difference.

Note: All games will be accounted for to get the point difference.

Point Difference Calculation Sample

	Pair A		Pair B		Pair C		Pair D	
	Earned	Given	Earned	Given	Earned	Given	Earned	Given
Pair A			31	22	29	31	18	31
Pair B	22	31			31	29	17	31
Pair C	31	29	29	31			27	31
Pair D	31	18	31	17	31	27		
Sum	84	78	91	70	91	87	62	93
Difference	6		21		4		-31	

Pairs A, B and C all have 2-1 records(win-loss). This results in a triple tie.

Ranking will be as follow:

Rank 1: Pair B

Rank 2: Pair A

Rank 3: Pair C

Rank 4: Pair D

- F. However, if the same pairs acquired the same point difference, the ranking will be decided by the result of the match between them.

Example:

a) E Player / J Player, D Player / I Player, and B Player / G Player pairs gathered the same number of matches won (2)

b) The system will compute the point differences of each pair.

(1)E Player /J Player: 1

(2)D Player / I Player; 1

(3)B Player / GPlayer: -1

c) E Player / J Player, D Player / I Player pairs gathered the same point differences. The winner will then be determined by the match between the said pairs. In this case, E Player / J Player won the match between D Player / I Player.

Therefore E Player /J Player won the bracket.

G. Order of Breaking the ties; Match Points, Points Difference then Win-Over-The-Other Rule.

H. Byes are also automatically generated, randomly.

X. INJURIES

A. Injured players will be asked by the umpire, "Are you retiring?" If the player says, "NO" the player must continue to play after 5 minutes.

B. If the injury persists the second time, the player will be asked if he's retiring or not. If NO, the player must continue to play after 3 minutes. Please note: The second occurrence is the final chance. If the injury still persists the third time, the game will be ended and the match will be labeled as retired.

XI. OTHER MATTERS

In all other matters not covered by the preceding rules, the decision of the organizers shall be final. For other technical concerns, please do approach the Match Control Table.

Source: PREVIOUS KZC VERSION, PLAYBACK 2 BACK Badminton Cup, C-ONE Badminton Challenge Guidelines V5.0 & PBC Cup V.

-----**NOTHING FOLLOWS**-----