

BADMINTON

GENERAL RULES

Each team should have 6 (5+1S) members.

Each player can play a maximum of one single and one double.

A match consists of the best of 3 rounds, each consisting of 15 points.

The side winning a round will serve first in the next round.

A 2-minute interval between each round is allowed.

In the third round, players will change sides when the leading score will reach 11 points.

A player should never touch the net with his racquet or body while playing.

A badminton serve must be hit underarm and below the server's waist height with the racquet shaft pointing downwards.

A service must cross the court (diagonally) for it to be valid. Until the server strikes the shuttlecock, a player cannot touch any lines on the court.

When a player wins a rally, they will get the point added to his

score.

Each side can only strike a shuttlecock once before it crosses the net. If the shuttlecock is hit, it cannot be attacked again in a new movement or shot.

Shuttlecocks that hit the ceiling are counted as faults.

The server serves from the right service court at the beginning of the round and when their score is tied. When the server's score is odd, the server serves from the left service court.

If the server wins a rally, the server scores a point and then serves again from the alternate service court.

If the receiver wins a rally, the receiver scores a point and becomes the new server.

They serve from the appropriate service court – left if their score is odd and right if it is even.

Note: The umpire's decision shall be the final call.

Important Note: RULES & SCHEDULE ARE SUBJECT TO CHANGE IN THE SPIRIT OF THE GAME & THE FESTIVAL. THE FINAL DECISION IN ALL MATTERS RESTS WITH THE VRIDDHI TEAM.