

BADMINTON RULES AND REGULATIONS

1. **The entry fee for the tournament is 350/- per head.(only singles)**
2. A match consists of the best of three games. Each game is played for 21 points, with players scoring a point whenever they win a rally.
3. The tournament will be a knockout matches.
4. **Serve has to be done underarm below waist.**
5. At the start of the rally, the server and receiver stand in diagonally opposite service courts. This is similar to tennis, except that a badminton serve must be hit below waist height and with the racquet shaft pointing downwards, the shuttlecock is not allowed to bounce and in badminton, the players stand inside their service courts unlike tennis.
6. When the serving side loses a rally, the serve passes to their opponent(s).
7. In singles,(**only men's singles and women's singles**) the server stands in her/his right service court when her/his score is even, and in her/his left service court when her/his score is odd.
8. The player's service courts are determined by their positions at the start of the previous rally, not by where they were standing at the end of the rally. A consequence of this system is that, each time a side regains the service, the server will be the player who did not serve last time.
9. When the server serves, the shuttlecock must pass over the short service line on the opponents' court or it will count as a fault.
10. If the score reaches 20-all, then the game continues until one side gains a two point lead (such as 24-22), up to a maximum of 30 points (30-29 is a winning score).
11. At the start of a match, a coin is tossed. The winners of the coin toss may choose whether to serve or receive first, or they may choose which end of the court they wish to occupy.
12. A service court error has been made when a player has served out of turn, has served from the wrong service or standing on the wrong service court while being prepared to receive the service and it has been delivered.
13. If the receiver is not ready when the service is delivered, a let shall be called; yet, if the receiver attempts to return the shuttlecock, he shall be judged to have been ready.
14. During the Server, the shuttle can touch the net as long as it crosses or touches the serve line. Any time the shuttle touches the line, it is considered in or right play.
15. **It is a fault:**
 - 1) If a player(s) touches the net or its supports with racket, person or dress, invades an opponent's court over the net with racket or person except as permitted it is considered a fault.
 - 2) If a player invades an opponent's court under the net with racket or person such that an opponent is obstructed or distracted or obstructs an opponent that prevents an opponent from making a legal stroke it is a fault.
 - 3) If a player deliberately distracts an opponent by any action such as shouting or making gestures.
 - 4) If the shuttle is caught and held on the racket and then slung during the execution of a stroke.
 - 5) If the shuttle is hit twice in succession by the same player with two strokes.

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- 6) If, on service, the shuttle is caught on the net and remains suspended on top, or, on service, after passing over the net is caught in the net.
16. **NOTE : Each participant has to get their own Racquet to participate in this tournament.** Shuttles will be provided by event organizers.
17. . Umpire decision is final.
18. **After registering for the tournament , if the participant is not available during the match, the participant will be disqualified.**
- **In order to participate in this event, all participants must be registered in the ekarikthin page. Please go to www.ekarikthin.com/registration to register.**