

Spandan Badminton Rules

1. TOSS

- 1.1. Before play commences, a toss shall be conducted and the side winning the toss shall exercise the choice in either Law 1.1.1 or 1.1.2:
 - 1.1.1. to serve or receive first;
 - 1.1.2. to start play at one end of the court or the other.
- 1.2. The side losing the toss shall then exercise the remaining choice

2. SCORING SYSTEM

2.1. KNOCKOUT MATCHES

- 2.1.1. A match shall consist of the best of three games, unless otherwise arranged (If number of registrations are greater than expected).
- 2.1.2. A game shall be won by the side which first scores 15 points, except as provided in Law 2.1.4 and 2.1.5.
- 2.1.3. The side winning a rally shall add a point to its score. A side shall win a rally, if the opposing side commits a 'fault' or the shuttle ceases to be in play because it touches the surface of the court inside the opponent's court.
- 2.1.4. If the score becomes 14-all, the side which gains a two point lead first, shall win that game.
- 2.1.5. If the score becomes 24-all, the side scoring the 25th point shall win that game.
- 2.1.6. The side winning a game shall serve first in the next game.

2.2. SEMIFINALS AND FINALS

- 2.2.1. A match shall consist of the best of three games.
- 2.2.2. A game shall be won by the side which first scores 21 points, except as provided in Law 2.2.4 and 2.2.5.
- 2.2.3. The side winning a rally shall add a point to its score. A side shall win a rally, if the opposing side commits a 'fault' or the shuttle ceases to be in play because it touches the surface of the court inside the opponent's court.
- 2.2.4. If the score becomes 20-all, the side which gains a two point lead first, shall win that game.
- 2.2.5. If the score becomes 29-all, the side scoring the 30th point shall win that game.
- 2.2.6. The side winning a game shall serve first in the next game.

3. SERVICE

- 3.1. In a correct service,
 - 3.1.1. Neither side shall cause undue delay to the delivery of the service once the server and the receiver are ready for the service.
 - 3.1.2. on completion of the backward movement of the server's racket head, any delay in the start of the service shall be considered to be an undue delay;

- 3.1.3. the server and the receiver shall stand within diagonally opposite service courts without touching the boundary lines of these service courts;
- 3.1.4. some part of both feet of the server and the receiver shall remain in contact with the surface of the court in a stationary position from the start of the service until the service is delivered;
- 3.1.5. the server's racket shall initially hit the base of the shuttle;
- 3.1.6. The whole of the shuttle shall be below 1.10 meters from the surface of the court at the instant of being hit by the server's racket.
- 3.1.7. in attempting to serve, the server shall not miss the shuttle. If missed it is considered a fault and a point is awarded to the opponent.
- 3.2. The server shall not serve before the receiver is ready. However, the receiver shall be considered to have been ready if a return of the service is attempted.

4. SERVICE COURT ERRORS

- 4.1. A service court error has been made when a player:
 - 4.1.1. has served or received out of turn; or
 - 4.1.2. has served or received from the wrong service court;
- 4.2. If a service court error is discovered, the error shall be corrected and the existing score shall stand.

5. FAULTS

- 5.1. if a service is not correct (law 3.1);
- 5.2. if, in service, the shuttle:
 - 5.2.1. is caught on the net and remains suspended on its top;
 - 5.2.2. after passing over the net, is caught in the net; or
 - 5.2.3. is hit/touched by the receiver's partner;
- 5.3. if in play, the shuttle:
 - 5.3.1. lands outside the boundaries of the court (i.e. not on or within the boundary lines);
 - 5.3.2. fails to pass over the net;
 - 5.3.3. touches the person or dress of a player;
 - 5.3.4. touches the ceiling or side walls;
 - 5.3.5. touches any other object or person outside the court;
 - 5.3.6. is caught and held on the racket and then slung during the execution of a stroke;
 - 5.3.7. is hit twice in succession by the same player. However, a shuttle hitting the head and the strung area of the racket in one stroke shall not be a 'fault';
 - 5.3.8. is hit by a player and the player's partner successively; or
- 5.4. if, in play, a player:
 - 5.4.1. deliberately distracts an opponent by any action such as shouting or making gestures;

6. CONTINUOUS PLAY

- 6.1. Play shall be continuous from the first service until the match is concluded, except as allowed in Laws 16.2 and 16.3
- 6.2. **Intervals:**

- 6.2.1. not exceeding 60 seconds during each game when the leading score reaches 8 points for league games and 11 points for semi's or finals; and
- 6.2.2. not exceeding 120 seconds between the first and second game, and between the second and third game shall be allowed in all matches.

6.3. Suspension of Play:

- 6.3.1. When necessitated by circumstances not within the control of the players, the umpire may suspend play for such a period as the umpire may consider necessary. 16.3.2 Under special circumstances the Referee may instruct the SPOC to suspend play.
- 6.3.2. If play is suspended, the existing score shall stand and play shall be resumed from that point.

6.4. Delay in play

- 6.4.1. Under no circumstances shall play be delayed to enable a player to recover strength or wind or to receive advice.
- 6.4.2. The umpire shall be the sole judge of any delay in play.

6.5. Advice and leaving the court

- 6.5.1. Only in Intervals, shall a player be permitted to receive advice during a match.
- 6.5.2. No player shall leave the court during a match without the umpire's permission, except during the intervals

6.6. A player shall not:

- 6.6.1. deliberately cause delay in, or suspension of, play;
- 6.6.2. deliberately modify or damage the shuttle in order to change its speed or its flight;
- 6.6.3. behave in an offensive manner;

6.7. Administration of Breach:

- 6.7.1. issuing a warning to the offending side; or
- 6.7.2. faulting the offending side, if previously warned; or

7. OFFICIALS AND APPEALS

- 7.1. SPOC's shall be in overall charge of the tournament or championship(s) of which a match forms part.
- 7.2. The umpire, where appointed, shall be in charge of the match, the court and its immediate surroundings. The umpire shall report to the Referee. **UMPIRE'S DECISION IS FINAL. UMPIRE MAY DISQUALIFY A TEAM IF ARGUED.**
- 7.3. The service judge shall call service faults made by the server should they occur
- 7.4. A line judge shall indicate whether a shuttle landed 'in' or 'out' on the line(s) assigned.
- 7.5. An official's decision shall be final on all points of fact for which that official is responsible except that if,
 - 7.5.1. in the opinion of the umpire, it is beyond reasonable doubt that a line judge has clearly made a wrong call, the umpire shall overrule the decision of the line judge
- 7.6. An umpire shall:

- 7.6.1. uphold and enforce the Laws of Badminton and, especially, call a 'fault' should either occur;
- 7.6.2. give a decision on any appeal regarding a point of dispute, if made before the next service is delivered;
- 7.6.3. ensure players and spectators are kept informed of the progress of the match;
- 7.6.4. appoint or replace line judges or a service judge in consultation with the Referee.

NOTE:

1. ONLY BADMINTON NON-MARKING SHOE ARE ALLOWED IN SPORTS ARENA.
2. THOROUGHLY CLEAN YOUR SHOE BEFORE ENTERING COURT.