

Badminton

Format:

Men:

1. Each team must consist of a minimum of 4 players and a maximum of 5 players.
2. The sequence of play will be:
 - 1st singles.
 - 2nd singles.
 - 1st doubles.
 - 3rd singles.
 - 2nd doubles.
3. A team wins if it wins 3 of the 5 games.

Women:

1. Each team must consist of a minimum of 3 players and a maximum of 4 players.
2. The sequence of play will be:
 - 1st singles.
 - 1st doubles.
 - 2nd singles.
3. A team wins if it wins 2 of the 3 games.

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

A maximum of 2 teams per category will be allowed per college and a player can't be in more than one team

Shuttle to be used for the tournament: Yonex Mavis 350.

Scoring System:

1. A match consists of the best of 3 games of 21 points.
2. Every time there is a serve – there is a point scored.
3. The side winning a rally adds a point to its score.
4. At 20 all, the side which gains a 2-point lead, wins that game.
At 29 all, the side scoring the 30th point first wins that game.
5. The side winning a game serves first in the next game.
6. When the leading score reaches 11 points, players have a 60-second break.
7. A 2-minute interval between each game is allowed. In the third game, players change sides after 11 points are scored by a side.

Singles:

1. At the beginning of the game (0-0) and when the server's score is even, the server serves from the right service court. When the server's score is odd, the server serves from the left service court.
2. If the server wins a rally, the server scores a point.

3. 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.

Doubles:

1. A side has only one 'service'.

2. The service passes consecutively to the players as shown in the diagram.

3. At the beginning of the game and when the score is even, the server serves from the right service court. When it is odd, the server serves from the left court.

4. If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.

5. If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.

6. The players do not change their respective service courts until they win a point when their side is serving.

Faults:

1. If the shuttle lands outside the boundaries of the court pass through or under the net fail to pass the net, touches the person or dress of a player or touches any other object or person.

*2. If the shuttle touches the ceiling during play.

3. If a player touches the net or its supports with a racket, person or dress, invades an opponent's court over the net with racket or person except as permitted.

*4. If a player deliberately distracts an opponent by any action such as shouting or making gestures.

5. If the shuttle is caught and held on the racket and then slung during the execution of a stroke.

6. If the shuttle is hit twice in succession by the same player with two strokes.

7. If the shuttle is hit by a player and the player's partner successively touches a player's racket and continues towards the back of that player's court.

*8. If a player is guilty of flagrant, repeated or persistent offences under the Law of Continuous Play, Misconduct.

9. 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.

Note: For all the faults marked as “*”, a warning will be given for the first offence. If the fault is repeated, then the point goes to the opponent.

The rest of the faults will have no warnings and a point will be awarded to the opponent.

CONTINUOUS PLAY:

1. Play shall be continuous from the first service until the match is concluded.
2. The umpire shall be the sole judge of any delay in play.
3. Only in Intervals, shall a player be permitted to receive advice during a match.
4. No player shall leave the court during a match without the umpire's permission, except during intervals.

Officials And Appeals:

1. The umpire, where appointed, shall be in charge of the match, the court and its immediate surroundings. **The Umpire's decision is final. Umpires may disqualify a team if they argue.**
2. A player can't modify or damage the shuttle to change its speed or its flight.
3. Any offensive behaviour will lead to the disqualification of the player.
4. Only badminton non-marking shoes are allowed on the court.
5. Thoroughly clean your shoe before entering the court.

Rules and schedules are subject to change in the spirit of the game and the event. The final decision in all matters rests with the Umang team.