

BADMINTON

1. Each team must consist of a minimum of 3 and a maximum of 4 players.
2. The sequence of play will be: ● 1st singles. ● Doubles. ● 2 nd singles.
3. Only one player can play a maximum of one singles and one doubles.
4. A team wins if it wins 2 of the 3 games.
5. The captain and the team must report 30 minutes before the scheduled time. Late teams will receive a Final warning, followed by disqualification if they fail to comply.
6. Yonex Mavis 350 (Nylon) shuttles will be used on a proper wooden court.
7. Teams must have a proper kit. **Players without non-marking shoes will not be allowed to participate.**

Scoring System:

1. A match consists of one game of 30 points up to the pre-quarterfinals; afterward, one game will be of 3 sets of 21 points.
2. Every time there is a serve, a point is scored.
3. The side winning a rally adds a point to its score.
4. At 20 all, the side that gains a 2-point lead first wins that game, and a maximum of 2 deuce and advantage will be there. After that, the golden point will be there.
5. At 29 all, the side scoring the 30th point, wins that game.
6. The side winning a game serves first in the next game.
7. When the leading score reaches 11 points (in a game of 21) and 15 points (in a game of 30), players will have a 60-second interval.
8. A 2-minute interval between each game is allowed.



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. 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.
2. If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.
3. If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.
4. The players do not change their respective service courts until they win a point when their side is serving.

IMPORTANT NOTE:

RULES & SCHEDULE ARE SUBJECT TO CHANGE IN THE SPIRIT OF THE GAME & FESTIVAL AND THE FINAL DECISION IN ALL MATTERS RESTS WITH THE SHAURYOTSAVA TEAM .

