

<p style="text-align: center;">DIAL/SELF Official Modified International Semi-Regulation Badminton Tournament Guidelines, Rules, and Procedures 2-11-2010</p>
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Tournament Format

1. Games will be played to 15 points, with teams needing to win by 2 points or to be the first team to score 19 points. There is a 10 minute time limit for each game. If after 10 minutes a team has not yet won the game, the team with the higher score will be declared the winner. In the event of a tie at the 10 minute mark, one final volley will be played to determine the winner.
2. There will be a 3 minute break between games to allow for court shifting and water.
3. The Badminton Czar will use a whistle or megaphone to start and end each game.
4. At the end of each game, a member from each team must fill in the score sheet, initial it, and deliver it to the Master Scorekeeper at Bash Central (in the middle of the gym). The Master Scorekeeper will keep track of how many games each team wins.
5. There will be 9 games per tournament. The first 7 games will be random play with teams assigned to play against each other by the tournament director, according to an ancient and secret formula, handed down from Czar to Czar, since 2002.
6. Games 8 and 9 will be the Championship Rounds, to determine 1st and 2nd place for each tournament.
7. All teams play in the Championship Rounds (Games 8 and 9) because Bash officials will be watching closely (with the assistance of highly trained spies) to make a final decision on the awarding of the coveted Wildcard Trophies (awarded according to another ancient and secret formula that may take into account factors such as Extraordinary Effort, Colorful Costuming, Extreme Enthusiasm, Spectacular Sportsmanship, and Incredible Improvement).
8. Bash Officials are pleased to report that there has not been a serious Bash injury in over 365 days. Keep up the safe play all day! Remember to “call for it” when you plan to hit the birdie, in order to avoid colliding with a teammate (or hitting her/him in the face with your racket).

Rules of Play

1. Have fun. It's only a game! If someone “breaks a rule” please respectfully communicate this to him/her. Please see a Bash Official if there is a significant disagreement.

2. Each team must have 3 players. They may be positioned anywhere on their side of the court.
3. If a player must leave the game, (s)he may return at the beginning of the next game. Subs are only allowed under special circumstances, with the approval of the Tournament Director or Badminton Czar.
4. **Serves cannot be made overhand!** On a serve the racket must strike the birdie below the shoulder. The serve can go to any part of the court - and any player - on the opposing team's side.
5. Only one player per team can hit the birdie (and only 1 time) to get the birdie over the net. No part of a player's racket may hit the net or extend over the net.
6. **Super Major Really Important Rule!!!** Where a birdie lies at rest after hitting the court determines whether it is "in" or "out" of bounds. It is "in bounds" if it lies inside of, or in contact with, the outer boundary line.
7. If a birdie strikes an object that is out of bounds (such as a chair, wall, or person), then the bird is automatically deemed out of bounds regardless of where it finally stops.
8. If a birdie gets caught in the net, or in a racket, or on any object that is directly above the court, or hits any object directly above the court, it is a "do over".
9. A point is scored by a team either when the opposing team is unable to return the birdie over the net and into the "in-bound" area of the court, or when the serving team is unable to serve the birdie over the net and into the "in-bound" area on the other side of the net (after 2 attempts). **A point is scored regardless of which team is serving.**
10. **Servers must rotate within each team**, and serves must be from the center of the court (with one foot on the center line). The rotation of servers occurs each time the serve returns to your team from the other team.
11. The serve is made by the team on whose side of the court the birdie rests after the prior serve, unless the prior server failed in 2 attempts to get the birdie over the net (in which case the serve goes to the other team).
12. A player's racket or body must not come into contact with an opposing player or the net.
13. A player's body or clothing may not touch the birdie.
14. **Remember to have fun and play safely. It's only a game!**