



Malaysia Midwest Games

Sports Rules

Badminton

1. Forfeits

- 1.1. Please refer to Section 9 of the General rules
- 1.2. A team is required to have at least one player (even for doubles) to start and continue a game.
- 1.3. Should a team be issued **three** technical fouls (yellow, red, then black card) in one game, the game shall be forfeited to the opposing team.

2. Category

- 2.1. There will be five tournaments for Badminton.

- 2.1.1. Men Singles
- 2.1.2. Women Singles
- 2.1.3. Men Doubles
- 2.1.4. Women Doubles
- 2.1.5. Mixed Doubles

3. Team Logistics

- 3.1. There will be the following number of players allowed in each team for each category

- 3.1.1. Men Singles: 1
- 3.1.2. Women Singles: 1
- 3.1.3. Men Doubles: 2
- 3.1.4. Women Doubles: 2
- 3.1.5. Mixed Doubles: 2

- 3.2. Badminton will be held in CCRB.

4. Game Play and Timing

- 4.1. Each tournament will feature a single elimination knockout format.
- 4.2. All matchups will feature a best out of three sets, with each set/match is played by whoever gets 21 points first with a 2 points lead.
- 4.3. In the case of a deduce at 20-20 or above points, i.e. both teams have the same points and their points are 20 and above, a deuce will be automatically called, where in order to win the match, a 2-point lead must be present until one of the teams hit 30 points, which the team that has 30 points will win the match.
- 4.4. A shuttlecock will be thrown by the referee to determine who will serve first. Players can choose their own side of the court initially, but after the shuttlecock is thrown, no changes can be made for the first match. For the second match, players will play at the opposite of side of the court from the first match. For the third match, the players will play the first 11 points in the same court of their first match, and the remaining 10+ points in the same side of the court of the second match.

5. Change of Ends

- 5.1. Players shall change ends:
 - 5.1.1. at the end of the first game,
 - 5.1.2. at the end of the second game, and
 - 5.1.3. in the third game when a side first scores 11 points.

- 5.2. If the players fail to change ends at 11 points during the third game, they shall do so immediately when the mistake is discovered, and the existing score shall stand.

6. Service

- 6.1. The server and the receiver shall stand within diagonally opposite courts without touching the boundary lines of these service courts. Some part of both feet of the server and the receiver must remain in contact with the surface of the court in a stationary position until the serve is delivered.
- 6.2. The server's racket shall initially hit the base of the shuttle while the whole of the shuttle is below the server's waist.
- 6.3. There are no overhand servers in badminton. The head of the racket must be discernibly below the server's hand holding the racket.
- 6.4. The movement of the server's racket must continue forwards after the start of the service until the service is delivered.
- 6.5. The flight of the shuttle shall be upwards from the server's racket to pass over the net, so that if not intercepted, it falls in the receiver's service court.
- 6.6. The server shall not serve before the receiver is ready, but the receiver shall be considered to have been ready if a return of service is attempted.
- 6.7. The service is delivered when, once started, the shuttle is hit by the server's racket of the shuttle lands on the floor. Note: It is not a fault if the server, in attempting the serve, misses the shuttle. However, if the shuttle is touched by the racket, the service is considered to have been delivered.

7. Singles Service

- 7.1. The players shall serve from, and receive in, their respective right service courts when the server has not scored or has scored an even number of points in that game.
- 7.2. The players shall serve from, and receive in, their respective left service courts when the server has scored an odd number of points in that game.
- 7.3. The shuttle is hit alternately by the server and the receiver until a fault is made, or the shuttle ceases to be in play.

8. Doubles Service

- 8.1. At the start of the game, and each time a side gains the right to serve, the service shall be delivered from the right service court.
- 8.2. Only the receiver shall return the service. It is a fault if the shuttle touches or is hit by the receiver's partner.
- 8.3. Service Courts
- 8.3.1. The player who serves at the start of the game shall serve from, or receive in, the right service court when that player's side has not scored or has scored an even number of points in that game and the left service court otherwise.

8.3.2. The player who receives at the start of any game shall receive in, or serve from, the right service court when that player's side has not scored or has scored an even number of points in that game and the left service court otherwise.

8.3.3. The reverse pattern applies to partner.

8.4. The right to serve passes consecutively from the initial server in any game to the initial receiver in that game, and then consecutively from that player to that player's partner and then to one of the opponents and then the opponent's partner, and so on.

8.5. Either player of the winning side may serve first in the next game, and either player of the losing side may receive.

9. Service Court Errors

9.1. A service court error has been made when a player:

9.1.1. has served out of turn,

9.1.2. has served from the wrong service court, or

9.1.3. standing in the wrong service court was prepared to receive the service and it has been delivered.

9.2. When a service court error has been made, then,

9.2.1. if the error is discovered before the next service is delivered, it is a "let" unless only one side was at fault and lost the rally, in which case the error shall not be corrected.

9.2.2. if the error is not discovered before the next service is delivered; the error shall not be corrected.

9.3. If there is a "let" because of a service court error, the rally is replayed with the error corrected.

9.4. If a service court error is not to be corrected, play in that game shall proceed without changing the players' new service courts (nor, when relevant, the new serving order).

10. Faults

10.1. It is a fault:

10.1.1. if a service is not correct.

10.1.2. if, after passing over the net on service, the shuttle is caught in/on the net.

10.1.3. if, in play, the shuttle

10.1.3.1. lands outside the boundaries of the court,

10.1.3.2. passes through or under the net,

10.1.3.3. fails to pass the net,

10.1.3.4. touches the roof, ceiling, or side walls, or

10.1.3.5. touches the person or dress of a player.

10.1.4. if, when in play, the initial point of contact with the shuttle is not on the striker's side of the net. The striker may, however, follow the shuttle over the net with the racket in the course of a stroke.

10.1.5. if, when the shuttle is in play, a player

- 10.1.5.1. touches the net or its supports with racket, person, or dress, or
- 10.1.5.2. invades an opponent's court under the net with racket or person such that an opponent is obstructed or distracted, or
- 10.1.6. if, in play, a player deliberately distracts an opponent by any action such as shouting or making gestures.
- 10.1.7. if, in play, the shuttle
 - 10.1.7.1. be caught and held on the racket and slung during the execution of a stroke.
 - 10.1.7.2. be hit twice in succession by the same player with two strokes. A double hit by one player with one stroke is not a fault.
 - 10.1.7.3. be hit by a player and the player's partner successively.
 - 10.1.7.4. touches a player's racket and continues toward the back of that player's court

11. Lets

11.1. A 'LET' IS CALLED TO HALT PLAY.

- 11.1.1. A let may be given for any unforeseen or accidental occurrence.
- 11.1.2. If a shuttle, after passing over the net, is caught in or on the net, it is a let except during service.
- 11.1.3. If the server serves before the receiver is ready, it shall be a let.
- 11.1.4. When a let occurs, the play since the last service shall not count, and the player who served shall serve again.