



## **SPANDAN 2025- BADMINTON**

### **RULE BOOK**

(May be revised before the commencement of Spandan 25)



#### **GENERAL RULES-**

- All games will be held at Garrison indoor court.
- Each department coordinator must provide the names of 5 men and 5 women, for 10 players.
- 2 men and 2 women can play in the singles tournament (men's singles and women's singles).
- For the doubles tournament, each department shall have 1 men's, 1 women's, and 1 mixed doubles team.
- The doubles teams should be constituted exclusively from the list of players provided by the department coordinator.

**IMPORTANT:** Men can participate in a maximum of 1 event while women are allowed to participate in 2 events out of singles, doubles and mixed doubles.

Eg: If Mr X plays Men's singles, then he is not allowed to participate in the rest of the event events.

Similarly for doubles and mixed doubles.

Ms Y plays Women's singles then she can participate in either Women's doubles or mixed doubles.

- Particularities of the rounds ( for singles and doubles tournaments) are given below:
- All rounds until the quarterfinals will have only 1 set of 15 points (15 x 1).
- The Quarter Finals will contain 3 sets of 15 points each (15 x 3).
- The semi-finals and the finals will contain 3 sets of 21 points each (21 x 3).
- Players should bring their racquets for the tournament. The event organisers will not provide racquets.
- Non-marking shoes are not compulsory. It is advised that no players play barefoot.

#### **GAME RULES:**

- **Schedules for badminton will be released 1 day before the match.**

### **TOSS**

Before play commences, a toss shall be conducted and the side winning the toss shall exercise the choice in either :

- to serve or receive first **OR**
- to start play at one end of the court or the other.

The side losing the toss shall then exercise the remaining choice.

## CHANGE OF ENDS

Players shall change ends

- at the end of the first game;
- at the end of the second game,
- if there is to be a third game;
- in the third game when a side first scores 11 points in a 21-point match or 7 points in a 15-point match.

## **SERVICE**

In a correct service,

- Neither side shall cause undue delay to the delivery of the service once the server and the receiver are ready for the service.
- 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;
- The server and the receiver shall stand within diagonally opposite service courts without touching the boundary lines of these service courts;
- 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;
- The server's racket shall initially hit the base of the shuttle;
- The whole shuttle shall be below the server's waist at the instant of being hit by the server's racket. The waist shall be considered to be an imaginary line around the body, level with the lowest part of the server's bottom rib;
- The shaft and the racket head of the server's racket at the instant of hitting the shuttle shall be pointing in a downward direction;
- The movement of the server's racket shall continue forward from the start of the service until the service is delivered;
- The flight of the shuttle shall be upwards from the server's racket to pass over the net so that, if not intercepted, it shall land in the receiver's service court (i.e. on or within the boundary lines); and
- In attempting to serve, the server shall not miss the shuttle.
- Once the players are ready for the service, the first forward movement of the server's racket head shall be the start of the service.

- Once started, the service is delivered when the shuttle is hit by the server's racket or, in attempting to serve, the server misses the shuttle.
- 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.
- In doubles, during the delivery of service, the partners may take up their respective positions within their respective courts.

Serving and receiving courts:

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
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.
3. No player shall serve or receive out of turn, or receive two consecutive services in the same game.
4. Either player of the winning side may serve first in the next game, and either player of the losing side may receive first in the next game.
5. The players from either side should not ask the umpire for their positions after the end of a rally before attempting to serve for the next point.

## **FAULTS**

**It shall be a 'fault':**

- If a service is not correct;
- If, in service, the shuttle: is caught on the net and remains suspended on its top; OR after passing over the net, is caught in the net; or is hit by the receiver's partner;
- If in play, the shuttle: lands outside the boundaries of the court (i.e. not on or within the boundary lines); OR fails to pass over the net; OR touches the ceiling or side walls; OR touches the person or dress of a player;
- Touches any other object or person outside the court;
- Is caught and held on the racket and then slung during the execution of a stroke;
- Is hit twice in succession by the same player. However, a shuttle hitting the head and the stringed area of the racket in one stroke shall not be a 'fault';
- Is hit by a player and the player's partner successively; or touches a player's racket and does not travel towards the opponent's court;
- If, in play, a player: touches the net or its supports with racket, person or dress;

- Invades an opponent's court over the net with racket or person except that the striker may follow the shuttle over the net with the racket in the course of a stroke after the initial point of contact with the shuttle is on the striker's side of the net;
- Invades an opponent's court under the net with racket or person such that an opponent is obstructed or distracted; or obstructs an opponent, i.e. prevents an opponent from making a legal stroke where the shuttle is followed over the net;
- Deliberately distracts an opponent by any action such as shouting or making gestures.

Intervals:

- Not exceeding 60 seconds during each game when the leading score reaches 11 points (in 21 points game) and 7 points (in 15 points game); and
- Not exceeding 120 seconds between the first and second game, and between the second and third game shall be allowed in all matches.

#### **NOTE FOR THE PLAYERS-**

- Players are expected to be present on the court at least 15 minutes before the start of their allocated match time slot.
- In case of any issues in scheduling, the players are requested to inform the Badminton Coordination team WITH A VALID REASON about the same, at least 2 hours before their designated time slot. Failure to do so will result in the walkover of the opponent and hence, disqualification.
- In case a player is not available during their allocated match time, there will be a grace period of 10 minutes, for failing to report after which, the respective opponent gets a walkover, and hence resulting in the disqualification of the player.
- Players and their audience are expected to maintain discipline in the court and are requested not to do anything that may interrupt the proceedings of the matches. Failing to do this may lead to the disqualification of the concerned player.
- In case of any discrepancy during matches, the players are requested to approach the Coordinators with the same.
- Usage of Obscene language/gestures inside the court will not be tolerated and will result in the disqualification of the player.
- In case of any issue/conflict, the decision of the Badminton Coordination team will be treated as final.

**Tentative date of commencement of Badminton event: 12th Feb 2025**