



Rules and Regulations

Faults

1. The shuttle, at the instant of being hit is higher than the server's waist or the head of the racket is higher than the server's racket hand.
2. The shuttle does not land in the correct service court.
3. The server's feet are not in the service court or if the feet of the receiver are not in the court diagonally opposite the server.
4. The server steps forward as he/she serves.
5. Any player balking or feinting his opponent before serve or during serve.
6. A serve or shot that lands outside the court boundaries, passes under or through the net, touches any other obstructions or a players' body or clothing. The boundary and service lines are considered in play.
7. The shuttle in play is struck before it crosses the net to the striker's side of the net. You may follow through over the net.
8. A player touching the net or its supports with his body or racket while the shuttle is in play.
9. Hitting the shuttle twice in succession by a player or team.

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 and then serves again from the alternate service court.
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 'set'.
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.
7. The order of server depends on the score odd or even same as in singles.
9. The service courts are changed by the servicing side only when a point is scored. In all other cases, the players continue to stay in their respective service court from where they played previous rally. This shall guarantee alternate server.

Registration Fees: Not Applicable

Prizes: Winning Team: Trophy, Medals + Certificates (Lot of other Exciting Gifts)

Runner up Team: Trophy, Medals + Certificates (Lot of other Exciting Gifts)

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