

Badminton

Categories

Mixed Doubles	Participants must be born on or before 31 March 1997
Men's Doubles	Participants must be born on or before 31 March 1997
Ladies' Doubles	Participants must be born on or before 31 March 1997

Rules & Regulations

Shuttlecocks

Feather shuttles (Yonex Feather AS-30) will be the standard as per the [International Badminton Federation Rules](#).

The use of plastic shuttles will be allowed throughout the tournament with the agreement of all participants at the beginning of each match. If an agreement cannot be reached, the standard will remain as Feather shuttles.

Toss

The winner of the toss can elect to serve or receive in the first game, or to choose to play at a particular end of the court. The loser of the toss makes the remaining choice.

Basic Aim

You win a rally if you hit the shuttle over the net and onto the floor of the opposing side's court see court layouts below.

You lose the rally if you hit the shuttle into the net, or over the net but outside of the opposing side's court. You also lose the rally if, for example, the shuttle touches you or your clothing, or if you hit it before it crosses the net.

All other rules and regulations will be based upon the rules of the game as per The International Badminton Federation rules.

SIMPLIFIED NEW RALLY POINTS SCORING SYSTEM

Scoring System

A match in the group stages consists of 1 game of 21 points. At the knockout stage, a match shall consist of the best of any odd number of games i.e. 3 games per match.

- Every time there is a serve – there is a point scored.
- The side winning a rally adds a point to its score.
- At 20 all, the side which gains a 2 point lead first, wins that game.
- At 29 all, the side scoring the 30th point, wins that game.
- The side winning a game serves first in the next game.

Change of Ends

- In the group stages, Players change ends at 11 points in the game.
- In the knockout stages, In the third game, players change ends when the leading score reaches 11 points.

Serving

Doubles

- There is only one serve in doubles (see attached diagram). The service passes consecutively to the players as shown in the attached diagram.
- At the beginning of the game and when the score is even, the server serves from the right court. When it is odd, the server serves from the left court.
- If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.
- If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.
- The player of the receiving side who served last stays in the same service court from where he served last. The reverse pattern applies to the receiver's partner.
- The players do not change their respective service courts until they win a point when their side is serving.
- If players commit an error in the service court, the error is corrected when the mistake is discovered.

A K Y S B

ISMAILI SPORTS COMMITTEE

COURSE OF ACTION / EXPLANATION	SCORE	SERVICE FROM SERVICE COURT	SERVER & RECEIVER	WINNER OF THE RALLY	
	Love All	Right Service Court. Being the score of the serving side is even.	A serves to C, A and C are the initial server and receiver.	A & B	
A & B win a point. A & B will change service courts. A serves again from Left service court. C & D will stay in the same service courts.	1-0	Left Service Court. Being the score of the serving side is odd	A serves to D	C & D	
C & D win a point and also right to serve. Nobody will change their respective service courts.	1-1	Left Service Court. Being the score of the serving side is odd.	D serves to A.	A & B	
A & B win a point and also right to serve. Nobody will change their respective service courts.	2-1	Right Service Court. Being the score of the serving side is even.	B serves to C	C & D	
C & D win a point and also right to serve. Nobody will change their respective service courts.	2-2	Right Service Court. Being the score of the serving side is even.	C serves to B	C & D	
C & D win a point. C & D will change service courts. C serves from Left service court. A & B will stay in the same service courts.	3-2	Left Service Court. Being the score of the serving side is odd.	C serves to A	A & B	
A & B win a point and also right to serve. Nobody will change their respective service courts.	3-3	Left Service Court. Being the score of the serving side is odd.	A serves to C	A & B	
A & B win a point. A & B will change service courts. A serves again from Right service court. C & D will stay in the same service courts.	4-3	Right Service Court. Being the score of the serving side is even.	A serves to D	C & D	

Note that this means:

The order of server depends on the score odd or even same as in singles.

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.

Singles

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.

If the server wins a rally, the server scores a point and then serves again from the alternate service court.

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

Requirements

- The correct footwear and attire should be worn on the court.
- Only non-marking trainers are permitted.