

A K Y S B

ISMAILI SPORTS COMMITTEE

Badminton Rules

Categories

Men's Doubles	Participants must be born on or before 25 August 1997
Ladies' Doubles	Participants must be born on or before 25 August 1997

Rules & Regulations

Shuttlecocks

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

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 the best of 3 games of 21 points.

- 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

- Players change ends after the 1st and 2nd games.
- In the third game, players change ends when the leading score reaches 11 points.

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Serving

Doubles

- There is only one serve in doubles (see diagram on next page). 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.

Please refer to table below and note:

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.

Requirements

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

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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	

AKYSB

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FAQs

Q: Where must the shuttle land on the court?

A: When serving the shuttle must land in the short/wide part of the court. For the rest of the game the shuttle may land anywhere within the court lines.

Q: Are second serves allowed?

A: There will be no second serves.

Q: What happens if the shuttle hits the net on the serve?

A: If the shuttle hits the net first and then goes over, play continues. There is no "let".

Q: What happens if I touch the net?

A: If you touch the net with any part of your body or your racket at any point, then you forfeit the point.

Q: What side do I serve from?

A: When the score of the serving side is even (including at the beginning of the game), service is from the right court. When the score of the serving side is odd, service is from the left court. The 'serving side' is switched when a point is scored by the serving side. If there is an error then this is rectified when discovered.

Q: What is the grace period if I am late for a match?

A: The grace period for a player being late for a match is 3 minutes from the later of a) the end of the preceding match or b) the scheduled start time for your match.

Q: What happens if I miss a match?

A: If a player does not turn up for a match after the grace period, then the match is considered a walk-over and the doubles team with both players present, wins the match. It will be recorded as 21-0. Please note, we are running on a tight schedule and this policy will be strictly enforced.

Q: How will the games be formatted?

A: All matches will consist of a set of 3 games, first to 21 points. The top two pairs from each group will advance to the knockout stage.

Q: What happens if there is a tie?

A: In the event of a tie on points after group stages, the following rules will apply in this order:

- a. If two pairs are tied, the pair who won the head to head will progress;
- b. If three pairs are tied the points difference during group stages will be reviewed;
- c. The points won during group stages will be reviewed;
- d. All the pairs will replay each other.

Q: How will matches be scored?

A: Players will keep score themselves in each match. The results of matches will be recorded on a match ticket that is signed by each player. If a conflict arises where players are not happy with the self-scoring system, players can request assistance from their respective court coordinators.

Q: What happens in the event of injuries?

A: Each pair / player may take a maximum of one 90 second injury timeout per set. This means if a player is injured and needs to stop playing, they can have up to 90 seconds within the match to recover. First aid will be available, if required. After this point if the player feels unable to play on, the match will be considered a walkover and the result will be a win in the opponent's favour.

Q: Are spectators allowed?

A: Spectators are encouraged to support participants. There will be designated viewing areas by the walls surrounding the court, with limited bench space as well. Under no circumstances should spectators be on or in between the courts.