



# Union Sports Women Association

## *New York Ar-Raad*

### **Badminton Double Rules and Regulations:**

- Shuttles : Wilson Tournament Shuttles (Feather)
- Teams will get 2 minutes to warm up before each game. Clock will run as soon as last game end
- If you are not there at the start of your game, automatic loss.
- Court Dimensions: 44ft x 22 ft

#### **Toss:**

- A coin toss shall be conducted before a game starts. If you win, you can choose between serving first or to start play at either end of the court. Your opponent will take the other side.

#### **Scoring:**

- The first team to score 15 points wins the game.
- A time limit of 15 minutes in a game. If 15 minutes are up and the neither team has reached 15 points, the team with the most points will win the game. If there is tie then one more play will determine the winner.
- Only the serving side can add points to its score.
- If the receiving side makes a "fault" or the shuttle ceases to be in play because it touches the surface of the court inside the receiving side's court, the serving side scores a point, and the server serves again.
- If the serving side makes a "fault" or the shuttle ceases to be in play because it touches the surface of the court inside the serving side's court, the server loses the right to continue serving, with no point scored by either side.

#### **Rules of Badminton**

- 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. Only your opponent standing diagonally opposite of you shall return the service.
  - Should your opponent's partner touched or hit the shuttle, it shall be a "fault" and your side scores a point.
- After the service is returned, either you or your partner may hit the shuttle from any position on your side of the net.
  - Then either player from the opposing side may do the same, and so on, until the shuttle ceases to be in play.
- In a correct service:
  - Neither side shall cause undue delay to the delivery of the serve.
  - The server and 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 receiver must remain in contact with the surface of the court in a stationary position until the service is delivered
  - The server's racket shall initially hit the base of the shuttle while the whole of the shuttle is below the server's waist;
  - The shaft of the server's racket at the instant of hitting the shuttle shall be pointing in a downward direction to such an extent that the whole of the head of the racket is discernible below the whole of the server's hand holding the racket;
  - The movement of the server's racket must continue forwards after the start of the service until the service is delivered; and

- 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.
- 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.
- The player who serves at the start of any 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.
- 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.
- The reverse pattern applies to partners.
- In any game, the right to serve passes consecutively from the initial server to the initial receiver, then to that initial's receiver's partner, then to the opponent who is due to serve from the right service court, then to that player's partner, and so on.
- You shall not serve out of turn, receive out of turn, or receive two consecutive services in the same game, except as provided in service court errors and 'lets'.

### **Service court errors**

- A service court error has been made when a player has served out of turn, has served from the wrong service or standing on the wrong service court while being prepared to receive the service and it has been delivered.
- If a service court error is discovered after the next service had been delivered, the error shall not be corrected. If a service court error is discovered before the next service is delivered, the following rules apply.
- If both sides committed an error, it shall be a 'let'. If one side committed the error and won the rally, it shall be a 'let'. If one side committed the error and lost the rally, the error shall not be corrected.
- If there is a 'let' because of a service court error, the rally is replayed with the error corrected. If a service court error is not to be corrected, play in that game shall proceed without changing the player's new service courts.

### **Faults**

- The rules of badminton consider the following as **faults**:
  - If the shuttle lands outside the boundaries of the court, passes through or under the net, fail to pass the net, touches the ceiling or side walls, touches the person or dress of a player or touches any other object or person.
  - If 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.)
  - If 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 as permitted.
  - If a player invades an opponent's court under the net with racket or person such that an opponent is obstructed or distracted or obstructs an opponent, that is prevents an opponent from making a legal stroke where the shuttle is followed over the net.
  - If a player deliberately distracts an opponent by any action such as shouting or making gestures.
  - If the shuttle is caught and held on the racket and then slung during the execution of a stroke.
  - If the shuttle is hit twice in succession by the same player with two strokes.
  - If the shuttle is hit by a player and the player's partner successively or touches a player's racket and continues towards the back of that player's court.

- If a player is guilty of flagrant, repeated or persistent offences under Law of Continuous Play, Misconduct, Penalties.
- If, on service, the shuttle is caught on the net and remains suspended on top, or, on service, after passing over the net is caught in the net.

### Lets

- '**Let**' is called by the umpire, or by a player (if there is no umpire), to halt play.
- A 'let' may be given for any unforeseen or accidental occurrence. The rules of badminton consider the following as 'lets':
  - If a shuttle is caught in the net and remains suspended on top or, after passing over the net, is caught in the net, it shall be a 'let' except on service.
  - If, during service, the receiver and server are both faulted at the same time, it shall be a 'let'.
  - If the server serves before the receiver is ready, it shall be a 'let'.
  - If, during play, the shuttle disintegrates and the base completely separates from the rest of the shuttle, it shall be a 'let'.
  - If a line judge is unsighted and the umpire is unable to make a decision, it shall be a 'let'.
  - A 'let' may occur following a service court error. When a 'let' occurs, the play since the last service shall not count and the player who served shall serve again

### Shuttle not in play

- A shuttle is not in play when it strikes the net and remains attached there or suspended on top.
- A shuttle is not in play when it strikes the net or post and starts to fall towards the surface of the court on the striker's side of the net.
- A shuttle is not in play when it hits the surface of the court or a 'fault' or 'let' has occurred.

### Officials

- All badminton teams will have an opportunity to be officials of the game. Please check the schedule that will be given to you on the opening ceremony. Your assistance is greatly appreciated.
- The referee is in overall charge of the tournament. The umpire, where appointed, is in charge of the match, the court and its immediate surrounds. The umpire shall report to the referee. The service judge shall call [service faults made by the server should they occur](#).
- A line judge shall indicate whether a shuttle landed 'in' or 'out' on the line or lines assigned. An official's decision is final on all points of fact for which that official is responsible.
- An **umpire** shall:
  - Upload and enforce the Rules of Badminton and, especially, call a 'fault' or 'let' should either occur.
  - Give a decision on any appeal regarding a point of dispute, if made before the next service is delivered.
  - Ensure players and spectators are kept informed of the progress of the match.
  - Appoint or remove line judges or a service judge in consultation with the referee.
  - Where another court official is not appointed, arrange for that official's duties to be carried out.
  - Where an appointed official is unsighted, carry out the official's duties or play a 'let'.
  - Record and report to the referee all matters in relation to continuous play, misconduct and penalties.
  - Take to the referee all unsatisfied appeals on questions of law only. (Such appeals must be made before the next service is delivered, or, if at the end of the game, before the side that appeals has left the court.)

Union Sports Women Association Committee has discretion to change any rules anytime. This includes but not limited to timings - shorter timings later games if necessary, Automatic wins if gym time runs out and any additional rules necessary