



## Smashing Yodhas

### 1. DOUBLES

#### 1.1 Serving and receiving courts

1.1.1 A player of the serving side shall serve from the right service court when the serving side has not scored.

1.1.2 The player of the receiving side standing in the diagonally opposite service court to the server shall be the receiver.

1.1.5 The players shall not change their respective service courts until they win a point when their side is serving.

1.1.6 Service in any turn of serving shall be delivered from the service court corresponding to the serving side's score.

#### 1.2 Order of play and position on court

After the service is returned, in a rally, the shuttle may be hit by either player of the serving side and either player of the receiving side alternately, from any position on that player's side of the net, until the shuttle ceases to be in play.

#### 1.3 Scoring and serving

1.3.1 If the serving side wins a rally, the serving side shall score a point. The server shall then serve again from the alternate service court.

1.3.2 If the receiving side wins a rally, the receiving side shall score a point. The receiving side shall then become the new serving side.

#### 1.4 Sequence of serving

In any game, the right to serve shall pass consecutively:

1.4.1 from the initial server who started the game from the right service court,

1.4.2 to the partner of the initial receiver,

1.4.3 to the partner of the initial server,

1.4.4 to the initial receiver,

1.4.5 to the initial server, and so on.

1.5 No player shall serve or receive out of turn, or receive two consecutive services in the same game.

1.6 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.

## 2. SERVICE COURT ERRORS

2.1 A service court error has been made when a player:

2.1.1 has served or received out of turn; or

2.1.2 has served or received from the wrong service court;

2.2 If a service court error is discovered, the error shall be corrected and the existing score shall stand.

## 3. FAULTS

It shall be a "fault":

3.1 if a service is not correct (Law A);

3.2 if, in service, the shuttle:

3.2.1 is caught on the net and remains suspended on its top;

3.2.2 after passing over the net, is caught in the net; or

3.2.3 is hit by the receiver's partner;

3.3 if in play, the shuttle:

3.3.1 lands outside the boundaries of the court (i.e. not on or within the boundary lines);

3.3.2 passes through or under the net;

3.3.3 fails to pass over the net;

3.3.4 touches the ceiling or side walls;

3.3.5 touches the person or dress of a player;

3.3.6 touches any other object or person outside the court;

3.3.7 is caught and held on the racket and then slung during the execution of a stroke;

3.3.8 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";

3.3.9 is hit by a player and the player's partner successively; or

3.3.10 touches a player's racket and does not travel towards the opponent's court;

3.4 if, in play, a player:

3.4.1 touches the net or its supports with racket, person or dress;

3.4.2 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;

3.4.3 invades an opponent's court under the net with racket or person such that an opponent is obstructed or distracted; or

3.4.4 obstructs an opponent, i.e. prevents an opponent from making a legal stroke where the shuttle is followed over the net;

3.4.5 deliberately distracts an opponent by any action such as shouting or making gestures;

3.5 if a player is guilty of flagrant, repeated or persistent offences under Law 16;

4. LETS

4.1 "Let" shall be called by the umpire, or by a player (if there is no umpire), to halt play.

4.2 It shall be a "let", if:

4.2.1 the server serves before the receiver is ready (Law A);

4.2.2 during service, the receiver and the server are both faulted;

4.2.3 after the service is returned, the shuttle is:

4.2.3.1 caught on the net and remains suspended on its top, or

4.2.3.2 after passing over the net is caught in the net;

4.2.4 during play, the shuttle disintegrates and the base completely separates from the rest of the shuttle;

4.2.5 in the opinion of the umpire, play is disrupted or a player of the opposing side is distracted by a coach;

4.2.6 a line judge is unsighted and the umpire is unable to make a decision; or

4.2.7 any unforeseen or accidental situation has occurred.

4.3 When a "let" occurs, play since the last service shall not count and the player who served last shall serve again.

## 5. SHUTTLE NOT IN PLAY

A shuttle is not in play when:

5.1 it strikes the net or post and starts to fall towards the surface of the court on the striker's side of the net;

5.2 it hits the surface of the court; or

5.3 a "fault" or a "let" has occurred.

## 6. CONTINUOUS PLAY, MISCONDUCT AND PENALTIES

6.1 Play shall be continuous from the first service until the match is concluded, except as allowed in Laws 6.2 and 6.3.

6.2 Intervals:

6.2.1 not exceeding 120 seconds during each game when the leading score reaches 1 points; and

6.2.2 not exceeding 180 seconds between the first and second game, and between the second and third game shall be allowed in all matches.

### 6.3 Suspension of play

6.3.1 When necessitated by circumstances not within the control of the players, the umpire may suspend play for such a period as the umpire may consider necessary.

6.3.2 Under special circumstances the Referee may instruct the umpire to suspend play.

6.3.3 If play is suspended, the existing score shall stand and play shall be resumed from that point.

### 6.4 Delay in play

6.4.1 Under no circumstances shall play be delayed to enable a player to recover strength or wind or to receive advice.

6.4.2 The umpire shall be the sole judge of any delay in play however the Referee of the tournament override the umpire decision.

### 6.5 Advice and leaving the court

6.5.1 Only when the shuttle is not in play, shall a player be permitted to receive advice during a match.

6.5.2 No player shall leave the court during a match without the umpire's permission, except during the intervals.

### 6.6 A player shall not:

6.6.1 deliberately cause delay in, or suspension of, play;

6.6.2 deliberately modify or damage the shuttle in order to change its speed or its flight;

6.6.3 behave in an offensive manner; or

6.6.4 be guilty of misconduct not otherwise covered by the Laws of Badminton.

## 6.7 Administration of breach

6.7.1 The umpire shall administer any breach of Law 6.4, 6.5 or 6.6 by:

6.7.1.1 issuing a warning to the offending side;

6.7.1.2 faulting the offending side, if previously warned. Two such faults by a side shall be considered to be a persistent offence; or

6.7.2 in cases of flagrant offence, persistent offences or breach of Law 6.2, the umpire shall fault the offending side and report the offending side immediately to the Referee, who shall have the power to disqualify the offending side from the match.

## 7. OFFICIALS AND APPEALS

7.1 The Referee shall be in overall charge of the tournament or event of which a match forms part.

7.2 The umpire, where appointed, shall be in charge of the match, the court and its immediate surrounds. The umpire shall report to the Referee.

7.3 The service judge shall call service faults made by the server should they occur.

7.4 A line judge shall indicate whether a shuttle landed "in" or "out" on the line(s) assigned.

7.5 An official's decision shall be final on all points of fact for which that official is responsible except that if, in the opinion of the umpire, it is beyond reasonable doubt that a line judge has clearly made a wrong call, the umpire shall overrule the decision of the line judge.

**Important Note:** there will be no line judge or service judge in our context. Please refer point (D).

7.6 An umpire shall:

7.6.1 uphold and enforce the Laws of Badminton and, especially, call a "fault" or a "let" should either occur;

7.6.2 give a decision on any appeal regarding a point of dispute, if made before the next service is delivered;

7.6.3 ensure players and spectators are kept informed of the progress of the match;

7.6.4 appoint or replace line judges or a service judge in consultation with the Referee;

7.6.5 where another court official is not appointed, arrange for that official's duties to be carried out;

7.6.6 where an appointed official is unsighted, carry out that official's duties or play a "let";

7.6.8 refer 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 match, before the side that appeals has left the court).

A:

The main points to note about a legal serve are

Both server and receiver must be stationary within their service box.

The serve starts with the first forward motion, regardless of if the server misses the shuttle.

The point of contact between the shuttle and racket must be below the server waist, as defined by the bottom rib.

The shaft of the racket must be pointing down.

The shuttle must travel upwards to pass over the net.

B.

In round robin a match consists of the best of 1 game of 15 points however in semi or final a match consists of the best of 3 games of 21 points. The side winning a rally adds a point to its score.

For 15 points game, at 14 all, the side which gains a 2 point lead first, wins that game. At 24 all, the side scoring the 25th point, wins that game.

For 21 points game, 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.



There will be toss to decide the side of the court, whoever will win the toss will decide the side and then other side will serve first, in the 2<sup>nd</sup> match the side will have to change and in the 3<sup>rd</sup> match after 11 points the side will change.

C.

There will be no umpire in this tournament and with the sports man spirit the both party to take the call however the decision will be override by the party which receives the shuttle in the case of doubt if the shuttle is inside or outside. "The Umpire" term has been used in this document which should be understood in our game context that it should be discussed between both the teams in a positive and sports man spirit manner.

D.

There will be no line judge or service judge and in our context it will be decided by the mutual agreement between two teams by keeping the sports man spirit.

E. During the game If the shuttle will hit the roof by a player then the opponent side will score a point.

F. If any team cannot attend the game on time then the team will be disqualified. (subject to committee decision in case of unavoidable scenarios).

G. if any team will be injured during the game and they are unable to play within 5mins of the injury then the opponent team will get full 21 points for that set. In the final match if a team player will get injured then the partner can put a substitute player however the substitute player cannot be a player from the semi-finalist team.

H. Managing committee of our club which consists of Mr Prashant, Mr Ketan, Mr Narayan, Mr Ashok and Mr Ravi decide unanimously about any issue which will arise which are not in the part of the rule book.