

## MAMT 2019 – Badminton

Please note that singles and doubles will be considered as separate sports and your ability in each may be different.

The following categories will be implemented for the 16+ singles and doubles:

- ❖ Beginner/Intermediate 1
- ❖ Intermediate 2
- ❖ Intermediate 3
- ❖ Advanced

(These categories will only be implemented if we get a **minimum of 10** registrants/pairs in each category. If we don't meet this minimum we may decide to combine categories and you will be notified if this applies to you)

Please rate yourselves based on your level of play at weekly sessions. Individual jamaat badminton coordinators will be responsible for moderating their players. Previous tournaments can be used as a guideline but will not be the determining factor for ability.

If you and your partner are a mixed ability pair, then you will be categorized as the higher ability of your pairing.

Due to feedback received, the 55+ category will now be mixed level and players of all abilities are able to sign up.

Doubles will be played over both days with the majority of the games on Saturday; singles will be played on Sunday. It is important that you arrive on time and are present at your respective courts so that we are able to complete all the games as per schedule.

# Rules of Play

## **1. Toss**

Before play commences, a toss shall be conducted and the side winning the toss shall exercise one of the following two options:

1.1 to serve or receive first

1.2 to start play at one end of the court or the other.

The side losing the toss shall then exercise the remaining choice.

## **2. Scoring system**

Each match will consist of one game only.

2.1 In the round robin stages, a game shall be won by the side which first scores 15 points. If the score becomes 14-all the side scoring the 15th point shall win that game.

2.2 In the knockout stages upto and including the semi-final matches, a game shall be won by the side which first scores 15 points. If the score becomes 14-all, the side which gains a two point lead first, shall win that game. If the score becomes 20-all, the side scoring the 21st point shall win that game.

2.3 In the final match, a game shall be won by the side which first scores 21 points. If the score becomes 20-all, the side which gains a two point lead first shall win that game. If the score becomes 29-all, the side scoring the 30th point shall win that game.

The side winning a rally shall add a point to its score. A side shall win a rally, if the opposing side commits a 'fault' or the shuttle ceases to be in play because it touches the surface of the court inside the opponent's court.

## **3. Service**

In a correct service,

3.1 Neither side shall cause undue delay to the delivery of the service once the server and the receiver are ready for the service; on completion of the backward movement of the server's racket head, any delay in the start of the service shall be considered to be an undue delay.

3.2 The server and the receiver shall stand within diagonally opposite service courts without touching the boundary lines of these service courts.

3.3 Some part of both feet of the server and the receiver shall remain in contact with the surface of the court in a stationary position from the start of the service (Law 9.2) until the service is delivered (Law 9.3);

3.4 The server's racket shall initially hit the base of the shuttle

3.5 The whole shuttle shall be below 1.15 metres from the surface of the court at the instant of being hit by the server's racket

3.6 The movement of the server's racket shall continue forwards from the start of the service until the service is delivered

3.7 The flight of the shuttle shall be upwards from the server's racket to pass over the net so that, if not intercepted, it shall land in the receiver's service court (i.e. on or within the boundary lines)

3.8 In attempting to serve, the server shall not miss the shuttle.

3.9 Once the players are ready for the service, the first forward movement of the server's racket head shall be the start of the service.

3.10 Once started, the service is delivered when the shuttle is hit by the server's racket or, in attempting to serve, the server misses the shuttle.

3.11 The server shall not serve before the receiver is ready. However, the receiver shall be considered to have been ready if a return of the service is attempted.

3.12 In doubles, during the delivery of service, the partners may take up any positions within their respective courts, which do not unsight the opposing server or receiver.

## **4. Singles**

4.1 The players shall serve from, and receive in, their respective right service courts when the server has not scored or has scored an even number of points in that game.

4.2 The players shall serve from, and receive in, their respective left service courts when the server has scored an odd number of points in that game.

4.3 In a rally, the shuttle may be hit by the server and the receiver alternately, from any position on that player's side of the net, until the shuttle ceases to be in play

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

4.5 If the receiver wins a rally, the receiver shall score a point. The receiver shall then become the new server.

## **5. Doubles**

5.1 A player of the serving side shall serve from the right service court when the serving side has not scored or has scored an even number of points in that game.

5.2 A player of the serving side shall serve from the left service court when the serving side has scored an odd number of points in that game.

5.3 The player of the receiving side who served last shall stay in the same service court from where he served last. The reverse pattern shall apply to the receiver's partner.

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

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

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

5.7 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.

5.8 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.

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

5.10 In any game, the right to serve shall pass consecutively from the initial server who started the game from the right service court to the partner of the initial receiver to the partner of the initial server to the initial receiver, to the initial server and so on.

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

## **6. Service Court Errors**

A service court error has been made when a player has served or received out of turn or has served or received from the wrong service court. If a service court error is discovered, the error shall be corrected and the existing score shall stand.

## **7. Faults**

It shall be a 'fault' if:

7.1 if a service is not correct

7.2 If in service:

- the shuttle is caught on the net and remains suspended on its top
- after passing over the net, the shuttle gets caught in the net
- the shuttle is hit by the receiver's partner;

7.3 If in play:

- the shuttle lands outside the boundaries of the court (i. e. not on or within the boundary lines)
- the shuttle fails to pass over the net
- the shuttle touches the ceiling or side walls
- the shuttle touches the person or dress of a player
- the shuttle touches any other object or person outside the court

- the shuttle is caught and held on the racket and then slung during the execution of a stroke
- the shuttle 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')
- the shuttle is hit by a player and the player's partner successively
- the shuttle touches a player's racket and does not travel towards the opponent's court;

7.4 If, in play:

- a player touches the net or its supports with racket, person or dress
- a player 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
- a player invades an opponent's court under the net with racket or person such that an opponent is obstructed or distracted
- a player obstructs an opponent, i.e. prevents an opponent from making a legal stroke where the shuttle is followed over the net
- a player deliberately distracts an opponent by any action such as shouting or making gestures

## 8. Lets

'Let' shall be called by the umpire to halt play. It shall be a 'let', if:

8.1 The server serves before the receiver is ready

8.2 During service, the receiver and the server are both faulted

8.3 After the service is returned, the shuttle is:

- caught on the net and remains suspended on its top
- after passing over the net is caught in the net
- during play, the shuttle disintegrates and the base completely separates from the rest of the shuttle
- in the opinion of the umpire, play is disrupted or a player of the opposing side is distracted by a coach
- a line judge is unsighted and the umpire is unable to make a decision
- any unforeseen or accidental situation has occurred.

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

## 9. Officials and Appeals

9.1 An umpire's decision shall be final on all points of fact in the match.

9.2 Appeals on a particular point by a player must be made before the next service is delivered. If an appeal is made, the umpire will consult with the lines officials and revert back with their collective verdict before the next point is played. If an agreement cannot be reached between the umpire and the lines officials, the point will be replayed at the umpire's discretion.

## **10. Badminton court boundaries**

See diagram on next page for details

## **11. References**

11.1 Badminton Umpires England Association:  
(<https://buaofe.org.uk/Laws/LawsofBadminton.aspx>)

11.2 Badminton World Federation  
([http://www.worldbadminton.com/rules/documents/20180119\\_statutes.pdf](http://www.worldbadminton.com/rules/documents/20180119_statutes.pdf))

