

MEN'S BADMINTON RULES & REGULATIONS

GENERAL

- All games will be played with plastic shuttles.
- Badminton is played with a certain amount of respect. The referee's ruling on a play is final. If there is no referee for your game, respect the call of your opponents. If there is a strong disagreement, play a let.
- The Al-Wahda Tournament Committee Officials reserve the right to modify these rules at any time.
- The Al-Wahda Festival has a zero-tolerance drug and alcohol policy for all participants and guests.

THE FOLLOWING ARE THE RULES GOVERNING A GAME OF BADMINTON:

- At no time during the game should a player touch the net, with their racquet or body
- The shuttle should not be carried on or come to rest on the racquet
- A player should not reach over the net to hit the shuttle
- A serve must be cross court (diagonally) to the opponent's side to be valid (the shuttle must fall between the short service line and the long service line of a double's court – see diagram)
- During the serve, a player should not touch any of the lines of the court until the server strikes the shuttle. During the serve, the shuttle must be hit from a maximum of 1.15 meters or 3.8 feet height (for most, below the waist).
- A point is added to a team's score when they win a rally.
- A team wins a rally when the shuttle is hit and it touches the floor of the opponent's side of the court or when the opponent commits a fault.
- Each side can strike the shuttle only once before it passes over the net. Once hit, a player cannot strike the shuttle in a new movement or shot.
- The shuttle hitting the ceiling or sidewalls is counted as a fault.

SCORING

- To win a match, the team has to win 2 out of 3 games (in the semi finals and finals only). The Round Robins will be 1 game only for Intermediate and Casual divisions and 2 games for Advanced.

- To win a game, the team has to score 21 points
- If a score becomes 20-20, the side which scores 2 consecutive points shall win that game with a score of 21-19
- If the score becomes 29-29, the side that scores the 30th point shall win that game
- Standings in the Tournament round will be determined by points won in the Round Robin stage. In the event of a tie, the sum of point differentials for all games played by the tied teams will be the deciding factor. Should that also result in a tie, a game will be played to determine the team that will move on.

SERVING

- When serving, the server must stand behind the short service line on either the right (if the team's score is an even number) or the left side (if an odd number) of the court. The first serve of a game is always from the right side.
- During the serve, a player should not touch any of the lines of the court until the server strikes the shuttle. During the serve, the shuttle must be hit from a maximum of 1.15 meters or 3.8 feet height (for most, below the waist).
- In a serve, the shuttle must travel forward in an upward direction until it passes the net
- In attempting to serve, the server shall not miss the shuttle. Failing to hit the shuttle in a valid serve is a fault.
- If during a serve the shuttle touches the net and crosses over, the game is still in play. If the shuttle lands within the opposite service area, the service is correct.

IN PLAY

- Each side has only one service – and the number of points accumulated after each rally determines who the server will be
- When the score is even, the player in the right service court will be the server. When the score is odd, the player in the left service court will be the server
- When the serving side wins a rally – a point is awarded and the same server will serve again from the alternate service court
- If the receiving side wins a rally – a point is awarded and they become the serving side
- A rally is started after a player successfully serves the shuttle over the net in a valid serve
- A rally stops when a team fails to hit the shuttle back into their opponent's side of the court, or if a fault occurs

- Clashing racquets does not end the rally unless both players hit the shuttle, in which case the rally ends and the point is lost.

FAULTS

- Faults indicate a loss of serve. Faults occur when any of the below-mentioned rules are violated.
- Service Faults
 - If the serve is not valid
 - If the shuttle is hit by the receiver's partner
- In Play Faults
 - The shuttle lands outside the boundary lines of the court. Note: If the shuttle lands on the line, it is considered to be valid or "in"
 - The shuttle passes through or under the net
 - The shuttle hits the ceiling or side walls
- Player Obstruction Faults
 - A player prevents an opponent from making a legal stroke where the shuttle is followed over the net
 - Deliberately distracts an opponent by any action (i.e. shouting, making gestures)
 - Deliberately causes a delay of play
- And also:
 - If at anytime a player hits the shuttle more than once or it touches a part of their body (or clothes)
 - In doubles, only one person is allowed to hit the shuttle once before it goes back to the opponent's side – two hits is considered a fault
 - If you or your racquet touch the net or go over the net onto the opponent's side of the court (except in the course of a follow-through initially hit on your side of the court that does not impede your opponent)

LETS

- Can be called by the umpire or a player to halt play
- It shall be a let if:
 - The server serves before the receiver is ready
 - If the shuttle is caught in the net, after the service is returned
 - During play the shuttle disintegrates and the base completely separates from the rest of the shuttle

