

HCG Sports Meet: KRIDA 2.0

BADMINTON

Playing Rules

The Matches will be played with the YONEX MAVIS 350 Shuttlecock

General:

- The Participants should strictly abide by the rules and requirements to enter the court.
- Barefoot playing is not allowed
- A suitable non-marking shoes should be worn by the participant.
- The decision of Match referee shall be final.
- Any disputes shall be resolved in accordance with the rules of the game as laid down by Badminton World Federation.

Scoring system

- All singles and doubles matches are the best-of-three games. In quarterfinals, the first side to win 15 points wins a game. However, in Semi-finals and finals, the first side to win 21 points wins a game
- A point is scored on every serve and awarded to whichever side wins the rally. The winning side gets the next serve.
- If the score is 20-20, a side must win by two clear points to win the game.
- The side winning a game serves first in the next game.

Change of ends

- Players are required to change ends under specific conditions. They should change ends at the conclusion of the first game. If a third game is required, they should also change ends at the end of the second game. In the third game, the change of ends occurs when one side reaches a score of 8 for 15 points in quarter finals and, 11 for 21 points in semi-finals and finals.

Winning a point

- A point is won if the birdie (shuttlecock) hits the ground in the opponent's half of the court, including the lines.
- A point can therefore be conceded if a shot goes outside the court boundaries, if the birdie hits the net or passes through/under it, or if a player strikes the birdie twice with their racket.
- Players must wait for the birdie to cross the net before playing a shot, and while you can follow through over it, touching the net with your body or racket results in a point being conceded.

Interval and Change of Ends

- When the leading score reaches 11 points, players have a 60 second interval.
- A 2 minute interval between each game is allowed in semi finals and finals and 1 minute for quarter finals.
- In the third game, players change ends when the leading score reaches 11 points.

Singles Event

- At the beginning of the game (0-0) and when the server's score is even, the server serves from the right service court. When the server's score is odd, the server serves from the left service court.
- If the server wins a rally, the server scores a point and then serves again from the alternate service court.
- If the receiver wins a rally, the receiver scores a point and becomes the new server. They serve from the appropriate service court – left if their score is odd, and right if it is even.

Doubles Event

- A side has only one 'set'.
- The service passes consecutively to the players.
- At the beginning of the game and when the score is even, the server serves from the right service 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 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.
- In a doubles match between A & B against C & D. A & B won the toss and decided to serve. A to serve to C. A shall be the initial server while C shall be the initial receiver.

Rules serving techniques

- Players must serve diagonally into their opponent's service box and hit the birdie from below waist height. Until the service is made, neither player may move.
- Every time they have an equal number of points in singles, the server will serve from that side, starting with the right service court. When a player has an odd number of points, they always serve from the left.
- As long as they maintain scoring points, each player keeps their serve.
- The player who begins serving in **badminton singles** with a score of 0-0 will do so from the right side of the court. This is because the server will always serve from the right side if their score is equal. On the other hand, the server will always serve from the left side of the court if their score is odd.
- In badminton doubles, as long as the team keeps scoring points, the server will begin on the right side and continue serving while switching sides with their teammate.
- The serving side assumes serve if the receiving side wins the point. The player who did not serve initially for each team will now only serve after their side has won a point as the receiving side.
- The following are the first two rules:
 1. First off, each side offers just one service. This implies that the service "passes" to the other team if you begin serving and lose the point.
 2. Second, players don't switch to their new service courts until after they've won a point.
- Any delay at the start of the service might be viewed as an excessive delay if you begin by moving backward to serve. In that situation, the umpire or service judge might declare a fault, which would result in you losing the rally.
- When serving, the server's and receiver's feet must make contact with the court and remain inside the lines.
- Additionally, it is necessary to strike the shuttle's base first when serving. The cork, a semi-spherical component that always faces you when the shuttle is in play, is the shuttle's base.
- The shuttle must be below waist level while it is being struck in the service activities for the service to be performed successfully.
- The waist is seen as a line that circles the body and is at the same height as the server's bottom rib.
- The racket head and shaft must be facing downward during serving, which is another crucial component in addition to the shuttle being below waist height.

Rules for ends change

- Change of ends merely implies that, as is typical in most sports, the teams or people must switch sides of the



court. By allowing both teams to play there, it will be ensured that whatever slight advantage one side may have will be eliminated.

- After the first game, the ends are always switched. If the match proceeds to a third game, a change of end will also take place after the second game. A change of ends will also take place amid the third game to maintain equality when the first player from each side achieves point number 11.
- If the ends are not moved in any of these situations and the error is later discovered while the shuttle is still in play, the players shall exchange ends the first time the shuttle is out of the game.

No performance enhancers are allowed during the game. If found, the team/player will be disqualified.