

Badminton

Location

Badminton Hall Hataitai

1 Ruahine Street, Hataitai

Formation

- Teams number from 4-5 players
- Every match is worth 2 points to the final score (2 games). Each game win goes toward final score as well.
- Top 2 teams scores will enter the final. If there is a draw, then game points will be counted.
- The winner of the final will be the champion of the competition
- If a team whitewashes another team, then the winning team will be awarded 5 bonus points towards the final score of the match.
- Competitors not playing, will be required for scoring duty.
- ♣ 5 games in a match for men
- ♣ 7 games in a match for women
- ♣

Rules

No changes of line rules and general.

1. Scoring will be according to the New International Badminton Scoring system.
 2. Must win by 2 points on all games. If score is 29 all, first player reach 30 will win the set.
 3. Change ends when first player reaches 11 points (final set).
 4. Best of 3 set in every game (up to 21).
 5. Umpire will request 1 team\player to select for a coin toss. If successful that player/team shall select the starting side or services end.
- ♣ A Player cannot play more then 2 games in a match. (Unless team only has 3 members, players can play 2 doubles and 1 single)
 - ♣ A Player is only allowed to play 1 game of single and 2nd game must be double.
 - ♣ All 5 games must be played regardless, if a team scores 3 games.

- ♣ A player cannot play more than 3 games in a match.
- ♣ A player is only allowed maximum of 2 singles and 3rd match must be doubles
- ♣ All 7 games must be played regardless if a team scores 4 points.

Scoring

New International Badminton serving system (Rally points)

Singles

1. First serve is to start on right hand side and serve diagonally to the opponent on the other side of the court. (Line rules stay the same as classic badminton rules)
2. When a player loses a rally, the opposition will also gain a point and the services.
3. Player gain a serve will serve on the right hand side, if its new score is an even number or if new score is an odd number then serve will be perform on the left hand side.
4. If the serve hits the net it will stay alive. The opponent has a choice to play the shot or leave it. If shuttle lands in, server team will gain a point, if shuttle land out, server will lose the serve and opponent will also gain a point.

Doubles

1. First serve is to start on right hand side and serve diagonally to the opponent on the other side of the court. (Line rules stay the same as classic badminton rules)
2. When services team has gain a point, then it swap side on the serve.
3. When services team lose a rally, it will also lose the serve and opponent team will also gain a point. (No second server)
4. When opponent gain a serve, if new score is an even number, player on the right hand side will become the server, if new score is odd number, player on the left hand side will become the server.
5. If the serve hits the net it will stay alive. The opponent has a choice to play the shot or leave it. If shuttle lands in, server team will gain a point, if shuttle lands out, server team will lose the serve and opponent will also gain a point.

If any question in regards to this document, please contact:

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