CURTIN STADIUM INTER-DEPARTMENTAL SPORTS CHALLENGE
BADMINTON RULES & REGULATIONS

PLEASE NOTE: The following are basic rules and regulations specific to the Curtin Inter-Departmental Sports Challenge Badminton Competition.

1. The Playing Area
   - Curtin Stadium Sports Hall.

2. Players
   - Teams will be made up of two players. This is an open competition, allowing teams to have any combination of men and women.

3. Player Equipment
   - All players must remove objects such as watches/jewellery (taping of facial jewellery is expected) that may be dangerous to other players. A wedding band or a medic alert bracelet may be worn, but must be appropriately taped.
   - Appropriate covered footwear must be worn.
   - Curtin Stadium has hire racquets available for $2.50.

4. To Play
   - All weekly game fees must be paid prior to the start of scheduled games.
   - Team captains are required to write the names of each of their players on the back of the payment receipt and give it to the umpire before the game.
   - Games will be forfeited if a team is not ready to play within five (5) minutes of the scheduled start time.
   - Teams are required to referee and score their own games, if there is a dispute over a point and no observers watching the game then the point is to be replayed.

5. Game composition
   - A toss of the coin shall be conducted and whoever wins can elect to serve first or choose the end from which they would like to start.
   - Matches will be played with both singles matches played at once, followed by a doubles match upon completion of the first singles matches. After the doubles game the reverse singles matches will take place.
6. **Scoring**
- Each game will be played first to 13 points with a lead of two (2). A point can be won on every point of the match not just on your serve but also when you are receiving.
- At 16 all, the team scoring the 17th point wins that game.
- The team that wins three games (out of the four singles and one doubles game) within the whole match will be declared the winner.

7. **Competition points**
- Win = 3 points
- Draw = 2 points
- Loss = 1 point
- Forfeit = 0 points (a 5 – nil score will be given to the winning team)
- Bye = 0 points

8. **Timing**
- Games will take around 25 minutes to play with a couple minutes warm-up and a minute between each of the matches. Teams must take the court within 5 minutes of the scheduled starting time, after this, a forfeit score applies to the late team.

9. **Group Standings**
- If two or more teams are equal on points at the end of the group matches, the team with the greater games won for and against percentage will rank higher within the group standings.
- If two or more teams are on equal points and have equal games won for and against percentage at the end of the group matches, the team who has won the greater number of games will rank higher within the group standings.
- If two or more teams are on equal points, have equal games won for and against percentage and have won the same number of games at the end of the group matches, the team who won the match between the two teams during the group stages will rank higher within the group standings.

10. **General Rules**
- General badminton rules apply.
- At the beginning of the game and when the score is even, the server serves from the right court. When the score 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 and becomes the new serving side. The player on the receiving side who served last stays in the same service court from where they served last. The reverse pattern applies to the receiver’s partner. The players do not change their respective service courts until they win a point when their side is serving.
- A rally is lost if a player touches the net with any part of their racquet or body, if the shuttle cock touches the player’s clothing or body, if the ball is hit before it crosses over the net or if the shuttle cock bounces on your side of the court within the boundary of the court.

11. **Court Playing Size**

   - During singles matches service and general play the court size does not include the tram lines to the side of the court but does include the back tram line. This is also known as ‘long and skinny’.
   - During doubles matches service the court size does include the tram lines to the side of the court but does not include the tram lines to the back. This is also known as ‘short and fat’.
   - During general play in a doubles match the court includes all tram lines.

12. **Have fun!**