

SACCSS Badminton Rules and Regulations

SACCSS Badminton is conducted under the rules of Badminton Victoria, unless otherwise stated.

The Aim of Badminton is to score more points than your opposition.

For the SACCSS Badminton Tournament it is the most points scored in a 10-minute playing period.

Rounds will be 15 minutes.

Players will change ends at the 5-minute mark.

ALL SACCSS Badminton matches are played in a doubles format.

4 match points will be awarded for a win and ladders will be kept.

The tournament will be played in Pools. The 1st and 2nd places teams in each pool, per category will compete in Cross Over Semi Finals to determine the Grand Finalists in each category.

HOW TO WIN POINTS

*SACCSS Badminton is conducted under the **Laws of Badminton**, unless otherwise stated.*

The shuttle hits the court floor on your opponents' side within the lines

The shuttle is hit out of the court lines and reaches the floor by your opponent

The shuttle fails to reach your side of the net

The shuttle is served above the waist when you're receiving

The opponent's serve is faulted when you're receiving

The opponent touches the net or their racquet crosses over the net and into your end of the court during a rally

The opponent touches the shuttle more than once during a rally (racquet, any body part or clothing)

HOW TO SERVE

The server is required to hit the shuttle below the hip when serving, if the serve is above the hip, this is deemed a fault.

The shaft and the racket head of the server's racket at the instant of hitting the shuttle shall be pointing in a downward direction. Otherwise, it is deemed a fault.

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 (the server racquet moves forward) until the service is delivered (when the shuttle is hit)

If the team is serving with a score of an even number, the server will serve into right side and diagonally into the opposition's right side.

If the team is serving with a score of an odd number, the server will serve into the left side and diagonally into the opposition's left side.

BASIC RULES

The server is required to hit the shuttle below the hip when serving, if the serve is above the hip, this is deemed a fault

A shuttle can only be hit once upon returning a serve/shot

The shuttle must be volleyed over the net to continue play

A serve must be served diagonally with the opponents standing within their respective diagonal boxes

Players cannot make contact with the net

The service is always given to the winner of the previous point, meaning it will alternate on the point won.

The serve must alternate their location from left box to right box or vice versa when maintaining serve

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.

The order of server depends on the score odd or even same as in singles.

The service courts are changed by the servicing side only when a point is scored. In all other cases, the players continue to stay in their respective service court from where they played previous rally. This shall guarantee alternate server.

For more information about Doubles Service examples are given here: <https://www.thebadmintonguide.com/badminton-doubles-serving-rules/>

<https://www.badminton.org.au/about-badminton/>

SINGLES V DOUBLES COURTS

Singles and **doubles** vary in their use of the lines on the court and these are important because of the number of players means that more or less area can be covered. Below we have two diagrams showing the difference. An easy way to think about the court changes are, Singles; long and skinny all the time, **Doubles; short and fat when serving then full court during play.**

