

# KOTESHWARA CULTURAL AND SPORTS FOUNDATION

## N.R SHUTTLE BADMINTON TOURNAMENT

### RULES AND REGULATIONS

- A player must wait until his opponent is ready before serving. If the opponent attempts a return then he is ruled having been ready.
- The feet of both players must remain in a stationary position until the serve is made. Your feet can not be touching the line at this time.
- It is not a fault if you miss the shuttle while serving.
- The shuttle cannot be caught and slung with the racket.
- A player cannot hold his racket near the net to ward off a downward stroke by his opponent or to interfere with his racket.

### FAULTS

- The shuttle, at the instant of being hit is higher than the servers waist or the head of the racket is higher than the servers racket hand.
- The shuttle does not land in the correct service court.
- The server's feet are not in the service court or if the feet of the receiver are not in the court diagonally opposite the server.
- The server steps forward as he/she serves.
- Any player balking or feinting his opponent before serve or during serve.
- A serve or shot that lands outside the court boundaries, passes under or through the net, touches any other obstructions or a players body or clothing. The boundary and service lines are considered in play.
- The shuttle in play is struck before it crosses the net to the striker's side of the net. You may follow through over the net.
- A player touching the net or its supports with his body or racket while the shuttle is in play.
- Hitting the shuttle twice in succession by a player or team.

### SCORING SYSTEM

- There will be two league games.
- Each match will have only 1 set.
- League matches are golden point system.
- The side winning a rally adds a point to its score.
- Each match the winning person or team will be rewarded two points, along with this average point rate will be calculated.
- The average point rate is Points scored – Points given
- Example :- 15-12= 3 in first match and 15-14=1 in second match, so a player average point rate would total 4 divided by two matches that is 2.
- After two league games best 8 players or team would go to the next round that is quarterfinals and that would be knock out stage.
- Top eight will be calculated on the basis of win and then points rate.
- If players get tied in both of the above bench marks then super set points will be played amongst tied players. This super set match will be played for 7 points, whoever scores 7 points first will be the winner. [ The sequence of this matches would be decided through rating system, the system followed for knockout matches]

- Quarter finals stage is played only mens singles
- For Mens and women's doubles 4 best teams will play in direct semi finals
- Semi finals for all 3 categories will have 3 set match, where each set will be played for 15 points, this will be super point where a person or a team who scores 15 first would be winner.
- Finals for all categories will have 3 set match of 21 points each and each set will be played on deuce points basis where a player should win with difference of two points. The maximum point would be 30 in each set. A person can win on a deuce set or a person who reaches 30 points first would win the set.

### SINGLES

- 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

- A side has only one 'set'.
- 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.