



BADMINTON

1. Rules:

- The competition shall be conducted as per the rules presented by Badminton World Federation (BWF), which are adopted time to time by Badminton Federation of India (BAI), unless otherwise modified.
- Initially the teams of different college's will be divided into groups in which they will play matches in league fashion, best team(s) from the group will play knockout matches then.
- If a player is not able to play a match due to injury, he or she will forfeit the match but he or she can participate in subsequent matches of the team match.
- Any new rule or a change in rules will be informed to the teams by the event coordinators prior to the beginning of the match.
- In the event of a disagreement, the decision of the ENERGIA committee will be considered final.

2. Team Division:

- **Men:** There should be a minimum of 3 players and 5 players maximum representing any college's team.
- **Women:** There should be a minimum of 2 players and 3 players maximum representing any college's team.

3. Court Rules:

- Non-marking shoes are compulsory.
- The players must have ENERGIA's ID card, their college's ID card in order to play the match .
- The players must wear their college jersey while in the court.
- During the match only team's coach is permitted to stand near the court with the team. If the team does not have any coach, the captain assumes the responsibility and no one else is permitted near the court.



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4. Order of the play:

- **Men:**

- a. Singles / Doubles / Singles / Doubles / Singles.
- b. The captain of the team will be given a form in which he will fill the names of the player from his team for different event as follows: 1st Singles / 1st Doubles / 2nd Singles / 2nd Doubles / 3rd Singles
- c. It is to be ensured by the captain that no player repeats the match in singles, in doubles the team may repeat the pair or change as per captain's choice.

- **Women:**

- a. Singles / Doubles / Singles .
- b. The captain of the team will be given a form in which he will fill the names of the player from his team for different event as follows: 1st Singles / 1st Doubles / 2nd Singles
- c. It is to be ensured by the captain that no player repeats the match in singles, in doubles the team may repeat the pair or change as per captain's choice.

5. Tie Resolution: Tie will be resolved by successively applying the following criteria:

- Individual matches won/lost.
- Games won/lost by the team.
- Points for/against the team.

6. Scoring System:

- A match consists of best of 3 games and is of 15 points.
- Every time there is a serve – there's a point scored.
- The side winning a rally adds a point to its score and serves next.
- At 14 all, the side which gains a point led first wins the game.
- The side winning the game serves the next game first.



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7. Interval and Change of Ends:

- When the leading score reaches 7, there will be a 60 second break
- A 2-minute interval is provided between each game.
- If the matches reach 3rd game, in the 3rd game there will be a change of ends in when the leading score reaches 7.

8. Singles Event Rules:

- 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 the rally, the server scores a point and serves from the alternative 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.

9. Doubles Event Rules:

- A side has only one 'service'.
- The service passes consecutively to the players as shown in the diagram.
- 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.

In a doubles match between A & B against C & D. Toss will be done and if 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.



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	Love All	Right Service Court because the score of the serving side is even	A serves to C. A & C are the initial server and receiver.	A & B	
A & B win a point. A & B will change service courts. A serves again from Left service court. C & D will stay in the same service courts.	1-0	Left Service Court because the score of the serving side is odd.	A serves to D.	C & D	
C & D win a point and also right to serve. Nobody will change their respective service courts.	1-1	Left Service Court because the score of the serving side is odd.	D serves to A.	A & B	
A & B win a point and also right to serve. Nobody will change their respective service courts.	2-1	Right Service Court because the score of the serving side is even.	B serves to C.	C & D	
C & D win a point and also right to serve. Nobody will change their respective service courts.	2-2	Right Service Court because the score of the serving side is even.	C serves to B.	C & D	
C & D win a point. C & D will change service courts. C serves from Left service court. A & B will stay in the same service courts.	3-2	Left Service Court because the score of the serving side is odd.	C serves to A.	A & B	
A & B win a point and also right to serve. Nobody will change their respective service courts.	3-3	Left Service Court because the score of the serving side is odd.	A serves to C.	A & B	
A & B win a point. A & B will change service courts. A serves again from Right service court. C & D will stay in the same service courts.	4-3	Right Service Court because the score of the serving side is even.	A serves to D.	C & D	

The service court is 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 the previous rally. This guarantees an alternate server.

10. Point of Contact:

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