



Badminton

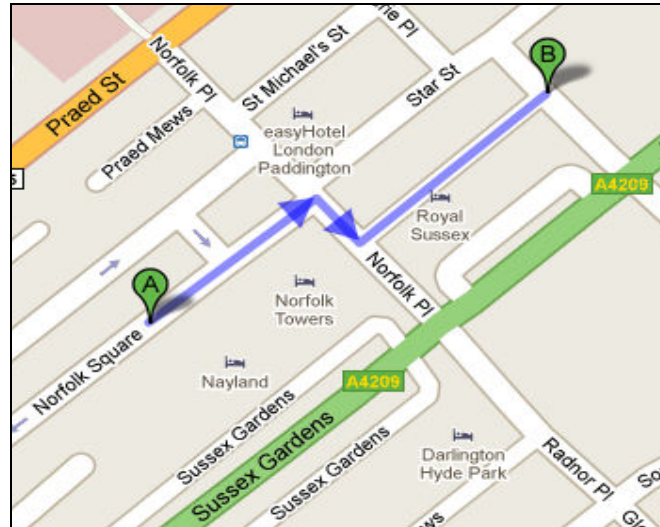
Info Pack

BSUNION Winter Games 2009

Venue: Westway Sports Center

Venue

Matches will take place in Wilson house, Imperial College London at Southwick Street, about 2 to 3 minutes walk from Brunei Hall, see map below.



General Information

- Dress code: Complete Sports attire, possibly a proper badminton shoe (non-marking sole)
- Smoking is prohibited in the premises.
- The Brunei Students Union committee and the “Wilson House, Imperial College London” will not be responsible for any loss of valuables, injuries incurred or breakage of equipment during the tournament. Participants are advised to take the appropriate measures to ensure the safety of their belongings.
- Praying area/room would not be provided by Wilson House, Imperial College London, therefore if any players who wish to perform their prayers can do it at Brunei Hall Surau at the Basement are, all players will need to inform the Brunei Student union committee beforehand. This is to make sure all the games are running smoothly.
- All participants must abide by all the rules set by the Brunei Student Union Winter Games Committee. Unruly behaviour from players or spectators such as fighting will not be tolerated. Individual/s or team/s that is/are in breach on any aspect of the rules may be asked to leave or in the worse case, be entirely disqualified from the tournament.
- The Brunei Student Union Winter Games Committee has the right to alter the rules and format of the event to ensure that it ends on time. All participants, supporters and spectators are requested to observe the rules of the Wilson House at all times. This includes disposing of rubbish in the appropriate areas and

maintaining the cleanliness of the premises.

- Plastic type of Shuttle will be used for these event, but if any players or teams has their own shuttle and wish to use it, will need to inform their umpire or Brunei Student Union Committee before the match starts.

General and Standard Rules of Game Play

General Information for Badminton

- The event will take place on
 - **Sunday, 20th December 2009.**
- This is a one day event and are schedule for two sessions:
 - Morning session 0900 to 1600 **Men's and Women's Singles**
 - Afternoon session 1600 to 1900 **Mix doubles**

Programme:

Morning Session

- 8.40 am: Registration for Men's and Women's Singles Categories.
- 8.55 am: Welcome Speech, Doa Selamat.
- 9.00 am: Men's and Women's Singles Games Commence.
- 10.00 am: Registration for Mixed Doubles Category.
- 12.00 am: Lunch break for 30 minutes.
- 12.30 am: Resume game
- 3.00 pm: Winner of Group 1 v Winner of Group 2 (Women's Singles Semi Final)
 Winner of Group 3 v Winner of Group 4 (Women's Singles Semi Final)
- 3.30 am: Winner of Group 1 v Winner of Group 2 (Men's Singles Semi Final)
 Winner of Group 3 v Winner of Group 4 (Men's Singles Semi Final)

Afternoon Session

- 3.00 pm: Registration for Mixed Doubles Games Category.
- 3.40 pm: Mixed Doubles Games Commence.
- 6.00 pm: Winner of Group 1 v Winner of Group 2 (Mix Double Semi Final)
- 6.30 pm: Women's Singles Final
 Men's Singles Final
 Mix Double Final

Game Format

For **Men's Singles, Women's Singles, Category**, the matches will be played in a **ROUND ROBIN FORMAT** or **LEAGUE**. However, players will be divided into four groups, **Group 1, Group 2, Group 3 and Group 4**. There will only be **ONE** set per game and a win will give the player **TWO POINTS**. Standings will be based upon the number of points the players have after all matches have been played, i.e. the players with the most points will be on top.

Semi Finals, **the winner of Group 1 will compete against winner of Group 2, winner of Group 3 will compete with winner of Group 4.**

Finals, the winner of **each match as stated above will compete against each other to determine the winner in their respective category**. For the **final** matches, the normal **BEST-OF-THREE** will be used.

For **Mix Doubles Category**, these matches will be played in a **ROUND ROBIN FORMAT** or **LEAGUE**. However, players will be divided into two groups, **Group 1 and Group 2**. There will only be **ONE** set per game and a win will give their team **TWO POINTS**. Standings will be based upon the number of points the teams have after all matches have been played, i.e. the teams with the most points will be the winner for this category.

Finals, the winner of **each winner from their respective group match as stated above will compete against each other to determine the Winner for this category**. For the **final** matches, the normal **BEST-OF-THREE** will be used.

For **ALL** the matches, the new **IBF 21-point** scoring system will be used.

Rules and Scoring

1. Starting the Game:

Before commencing play the opposing sides shall toss, and the side winning the toss shall have the option of:

- a) serving first, or
- b) not serving first, or
- c) choosing sides

The side losing the toss shall then have the choice of any remaining alternative.

2. Scoring:

For **ALL** the matches, the new IBF 21-point scoring system will be used.

Explanations of the rules are as follows:

- One service only
- Back service line remains and the current rule applies.
- The chart below explains the 1x21 rally point scoring system for doubles matches.

Course of action / Explanation	Score			Service from Service Court	Server & Receiver	Winner of the rally
	Love All	C	D	Right Service Court. Being the score of the serving side is even.	A serves to C A and C are the initial server and receiver.	A & B.
		B	A			
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	C	D	Left Service Court. Being the score of the serving side is odd.	A serves to D	C & D.
		A	B			
C & D win a point and also right to serve. Nobody will change their respective service courts.	1-1	C	D	Left Service Court. Being the score of the serving side is odd.	D serves to A.	A & B.
		A	B			
A & B win a point and also right to serve. Nobody will change their respective service courts.	2-1	C	D	Right Service Court. Being the score of the serving side is even.	B serves to C	C & D
		A	B			
C & D win a point and also right to serve. Nobody will change their respective service courts.	2-2	C	D	Right Service Court. Being the score of the serving side is even.	C serves to B	C & D
		A	B			
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	D	C	Left Service Court. Being the score of the serving side is odd.	C serves to A	A & B
		A	B			
A & B win a point and also right to serve. Nobody will change their respective service courts.	3-3	D	C	Left Service Court. Being the score of the serving side is odd.	A serves to C	A & B
		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	D	C	Right Service Court. Being the score of the serving side is even.	A serves to D	C & D
		B	A			

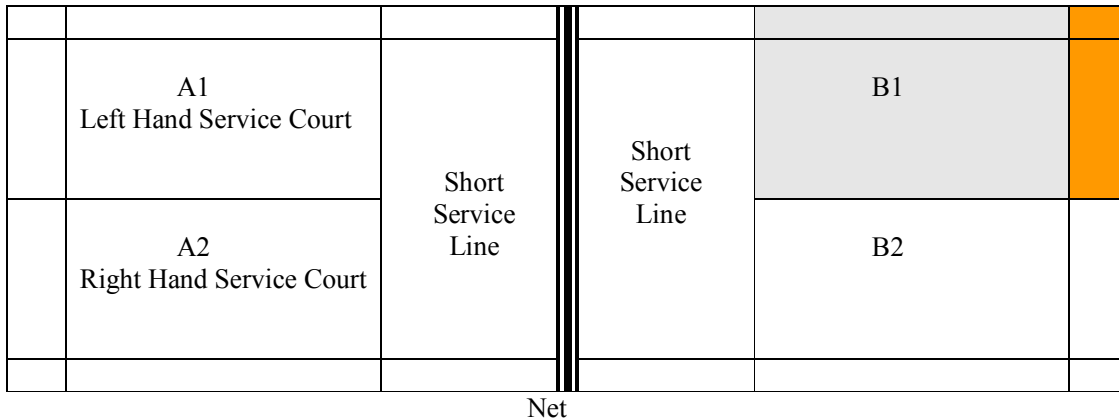
Summary of Procedure Rules

- a) The server and receiver must stand within the boundary of their respective half courts when the service is being made. Their partners can stand anywhere in their respective courts providing they are not interfering with the serve.
- b) Points are scored by the server only.
- c) When the server fails to score, he loses service.
- d) The server's score is called first.
- e) Only one player of the side beginning a game shall be entitled to serve in its first inning. In all subsequent innings each partner shall have the right, and they shall serve consecutively.
- f) A serve is not legal if the shuttle is struck at a point above the waistline, or the head of the racquet above the hand holding the racquet.
- g) Shuttle falling on the line are **not** out of bounds.
- h) If a player misses a shuttle when attempting to return it and falls out of bounds, he/she wins the point or service according to which side is "in service". In other words, the result is the same as though he/she had purposely allowed it to pass.
- i) If, during a volley, the shuttle hits the player or the latter touches the net (with the body, clothing or racquet) either he/she forfeits the serve or the opponent scores, according to which side is in service.
- j) The shuttle may not be hit legally until it has crossed the net. The racquet, however; may pass over the net, in the follow-through, provided the net is not touched while the shuttle is in play.
- k) Legally, the shuttle may not be hit twice in succession, by a player or his/her partner, in a single return.
- l) Each point counts one or an "ace". If the score and the player who first served for a team is kept in mind, the proper serving court can be determined by a simple rule. If a team has 0 or an even number, then the player who first served for that team should be in the right hand court. If a team has an odd score, then the player who first served for that team should be in the left hand court.

Faults

- a) On the serve, if the shuttle is higher than the server's waist, or any part of the racquet head is higher than the racquet hand when making contact with the shuttle.
- b) If the shuttle falls outside the diagonally opposite service court on the serve. (If it touches the line, it is "in".)
- c) If the server or receiver has any part of the foot on or over the boundary line of the service court as the shuttle is contacted.
- d) If the server or receiver moves one or both feet completely off the floor as the shuttle is contacted.
- e) If A1 is the receiver but the partner A2 returns or touches the serve (point for server).
- f) If a player calls a shuttle "out" but catches it or touches it before it contacts the floor.
- g) If a player reaches over the net to play a shuttle (follow-through over the net is permitted).
- h) If any player touches the net in any way during play.
- i) If the shuttle is "thrown" rather than contacted sharply.
- j) If the shuttle touches the ceiling or basketball backboard. In some gyms, a shuttle touching the mesh or overhanging hoop would be a re-serve.
- k) If the shuttle touches the floor outside the boundary. On the line is "in". If it touches the net, play continues.
- l) If the shuttle touches anyone's clothing or body.
- m) If an opponent has a chance to smash at the net, you may not hold up your racquet at the net to block the shot so it rebounds from your racquet. Players may use the racquet to protect the face.
- n) 1. **NOTE:** If the server touches the shuttle on the serve, it is considered a serve, but if he/she misses it completely, he/she may try again. He/she may not serve until opponents are ready; if they are not ready and do not attempt to play the shuttle, you must serve again.
2. **LET:** If, during a rally, a shuttle passes over the net and is caught in or on the net, it is a let (re-serve).

Court Diagram



When A2 serves and B1 receives.

The area where it is considered as "IN" when shuttle falls on it.	
The area considered as "LONG" when shuttle falls on it	

	Serving only	Normal play
Sidelines	Opened	Opened
Backlines	Closed	Opened