



CURTIN STADIUM

BADMINTON SOCIAL SPORT RULES

These <i>Social Sport Rules</i> must be read together with	<input checked="" type="checkbox"/> The Curtin Stadium Conditions of Entry. <input checked="" type="checkbox"/> The Social Sport Participation Conditions. See links on the Curtin Stadium Website (Website) .
Contacting Curtin	For general enquiries, please contact the Sports Program Coordinator (p: 9266 7052 e: stadiumprograms@curtin.edu.au)
Playing Area	Curtin Stadium Main Arena Indoor
Game Length	Teams have 40 minutes to complete their 3 games. When time expires, play is to continue until the ball becomes 'dead'.
Half Time break	NA

1. GENERALLY APPLICABLE RULES

- (a) All games will be self-umpired and all participants will be abide by our badminton rules.

2. PLAYERS

- (a) As an open competition, there is no ratio of players on court.

3. SUBSTITUTION OF PLAYERS

- (a) Substitution of players can only occur after a set is complete.

4. PENALTIES

- (a) All games must start at the scheduled time.
 (b) Teams must have the requisite number of players on the court (TWO) to be considered "ready to play". If a team is late, they will be penalised as follows:

Number of minutes late	Point penalties
2 minutes	2 points
3 minutes	3 points
4 minutes	4 points
> 4 minutes < 10 minutes	5 points + 1 points for each extra minute
> 10 minutes	NA - forfeit

5. BASIC RULES

- (a) Each team will play for serve.
 (b) All games will be self-umpired, with a supervisor on duty for all courts.
 (c) At the beginning of the game and when the score is even, the server serves from the right of the service court. When it's odd, they will serve from the left of the service court.
 (d) A serve must be hit underarm and below the server's waist, no overarm serves allowed. Server's feet must be behind the line and all players stationary until the serve is made.
 (e) Players serve diagonally across the net to their opponent. As points are won, then serving stations move from one side to the other. There are no second serves, if your serve hits the net, or goes out, then your opponent wins the point and will serve the next point.
 (f) A player is not allowed to touch the net with their racquet or their body, if this happens, their opposition will win that point.
 (g) To score a point, the shuttlecock must hit the ground within the parameters of the opponent's court.
 (h) If the shuttlecock hits the net or lands you, then a point is awarded to you opponent.
 (i) Players will have 1 minute between games.



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6. SCORING

- (a) A match consists of the best of 3 games of 21 points.
- (b) Every time there is a serve, a point is scored.
- (c) A point is scored when you successfully hit the shuttlecock over the net and land it in your opponent's court before they hit it.
- (d) A point can also be gained when you opponent hits the shuttlecock into either the net or outside the parameters.
- (e) At 20 all, the side that gains a 2 point advantage, wins that game.
- (f) At 29 all, the side winning the 30th point, wins that game.
- (g) The side winning a game, serves first in the next game.

7. SUSPENSIONS AND EJECTIONS

- (a) Incidents of a dangerous or unsporting nature will be taken seriously.
- (b) All information regarding the incident will be taken into account and Curtin will make a decision on the appropriate action which may include immediate removal from the game or venue when the incident occurs, an official warning or a suspension of at least 1 game.

8. FORFEITS

If a team forfeits their match, the opposing team:

- (a) Will be awarded a win of 3 – 0; and
- (b) Will have their game fee (already paid) held over and applied to the next game unless a scratch match is organised in its place.

9. FINALS

- (a) The top 4 teams (according to competition points for the season) will be eligible to play finals.

10. REFEREE AND CURTIN DISCRETION

All games will be self umpired, therefore teams will need to agree on all calls. If a situation arises which is not covered by these Social Rules, the Supervisor on duty will use their discretion in making a final decision.