

## MIXED TEAM RELAY RULES

August 2022

DEFINITIONS	
<b>Player</b>	Any person playing AirBadminton.
<b>Team</b>	A group of players forming one side of a minimum of two and a maximum of four men and women.
<b>Match</b>	The basic contest in AirBadminton between opposing sides, each of two or three players.
<b>Tie</b>	Two teams playing against each other, with a predefined set of matches.
<b>Doubles / Triples</b>	A match of two/three players on each of the opposing sides.
<b>Dead Zone</b>	The area between the playing areas where players are not allowed to step in to hit the shuttle.
<b>Serving area</b>	The area behind an imaginary line connecting the service markers; laterally limited by the respective side lines on both sides and the back boundary line.
<b>Serving side</b>	The side having the right to serve.
<b>Receiving area/ Playing area</b>	The area between the dead zone, respective side lines, and the back boundary line.
<b>Receiving side</b>	The side opposing the serving side.
<b>Stroke</b>	A movement of the player's racket with an intention to hit the AirShuttle.
<b>Rally</b>	A sequence of one or more strokes starting with the service until the AirShuttle ceases to be in play.

## PLAYING FORMAT

### 1. PARTICIPANTS

#### 1.1 TEAM COMPOSITION

- 1.1.1 A team shall comprise a minimum of two and a maximum of four men and women.
- 1.1.2 Each player must play at least one match in each tie.

### 2. METHOD OF COMPETITION

#### 2.1 MATCHES IN THE TIE

- 2.1.1 Each tie will consist of 5 matches:
  - One women's doubles (WD);
  - One men's doubles (MD);
  - One mixed doubles (XD);
  - One triples consisting of two male players and one female player (XT1); and
  - One triples consisting of two female players and one male player (XT2).

#### 2.2 TOSS & ORDER OF PLAY

- 2.2.1 The team manager will submit their respective team composition one hour before the start of each tie.
- 2.2.2 Thirty minutes before the team tie starts, a draw will be made between the team managers to determine the order of play and to choose either to serve or receive first; or to start play at one end of the court or the other.
- 2.2.3 The draw process would be as follow:
  - The winner of the toss will choose the first match.
  - The opposing team will choose the second match, and either of the following
    - serve or receive first, or
    - start play at one end of the court or the other.
  - The toss winner will choose the third match and the remaining choice.
  - The opposing team will choose the fourth match.
  - The match not having been chosen will be played fifth.
- 2.2.4 Before each match commences, the umpire will ask for the sequence of players serving in each team.
- 2.2.5 Before each tie match, the teams will have a one-minute warm-up period.

## 2.3 SCORING SYSTEM

- 2.3.1 The first match will play until one of the teams reaches 16 points (change of ends when the leading score reaches 08 points).
- 2.3.2 The second match will start at the score of the first match and continue from that score.
- 2.3.3 The second match will play until one of the teams reaches 32 points (change of ends when the leading score reaches 24 points).
- 2.3.4 The third match will start at the score of the second match and continue from that score.
- 2.3.5 The third match will play until one of the teams reaches 48 points (change of ends when the leading score reaches 40 points).
- 2.3.6 The fourth match will start at the score of the third match and continue from that score.
- 2.3.7 The fourth match will play until one of the teams reaches 64 points (change of ends when the leading score reaches 56 points).
- 2.3.8 The fifth and final match will start at the score of the fourth match and continue from that score.
- 2.3.9 The fifth match will play until one of the teams reaches 80 points and thereby wins the tie (change of ends when the leading score reaches 72 points).
- 2.3.10 A team winning a match shall serve first in the next match.

## 2.4 SUBSTITUTIONS

- 2.4.1 If, as a result of injury or illness sustained after arrival at the competition location, substitutions of players of the same gender can be made before submitting the Team Composition Form. No further substitutions are allowed after submitting the team composition forms and after the team tie starts.
- 2.4.2 If a player/pair retires due to an injury, the concerning match(es) shall be conceded in favour of the opponent, following the points structure outlined in Clause 2.3 (Scoring System).  
*Example: While leading 28-23 against Team B in the second match of the tie, the Team A player/pair has sustained a significant injury and decided to retire; the match shall be awarded to Team B, completing the score as 28-32.*
- 2.4.3 In the event of an injury sustained during the tie, the following substitutions can be made subject to the approval of the Referee:
- 2.4.3.1 For a team of two men and two women:
- If one of the two men or one of the two women designated to play in the tie is injured, that remaining male player or remaining female player may play in the remaining matches.
  - If the team is reduced to two players only, either of the same gender or one of each gender, the whole tie shall be conceded.
- 2.4.3.2 For a team of more than two men and two women:
- If one or more of the men or one or more of the women designated to play in the tie are injured, another player of the team may play in the remaining matches.
  - Further to the above, if the team cannot maintain the quorum of players required for any of the remaining matches, those matches shall be conceded. The points will be awarded in favour of the opponent team, as outlined in 2.4.2.
  - If the team is reduced to two players only, either of the same gender or one of each gender, the whole tie shall be conceded.

## PLAYING ACTIONS

### 3. STATES OF PLAY

#### 3.1 TO SCORE A POINT

- 3.1.1 A team scores a point:
- 3.1.1.1 by successfully landing the AirShuttle on the opponent's court; or
  - 3.1.1.2 when the opposing team commits a fault.

#### 3.2 SERVICE

- 3.2.1 In a correct service,
- 3.2.1.1 the server shall stand within the serving area;
  - 3.2.1.2 neither side shall cause undue delay to the delivery of the service once the server and the receiver are ready for the service;
  - 3.2.1.3 on completion of the backward movement of the server's racket head, any delay in the start of the service (Clause 3.2.2) shall be considered to be an undue delay;
  - 3.2.1.4 at the moment of hitting the AirShuttle during the service, the server must not cross the service marker or touch the boundary lines that mark the serving area;
  - 3.2.1.5 after the service is delivered (3.2.3), the server may step outside the serving area;
  - 3.2.1.6 some part of both feet of the server and the receivers shall remain in contact with the surface of the court in a stationary position from the start of the service (Clause 3.2.2), until the service is delivered (3.2.3);
  - 3.2.1.7 the server's racket shall initially hit the base of the AirShuttle;
  - 3.2.1.8 the whole AirShuttle should be below the height of the net (1.45 metres) at the instant of being hit by the server's racket;
  - 3.2.1.9 the movement of the server's racket shall continue forwards from the start of the service (Clause 3.2.2) until the service is delivered (Clause 3.2.3);
  - 3.2.1.10 in attempting to serve, the server shall not miss the AirShuttle.
- 3.2.2 Once the players are ready for the service, the first forward movement of the server's racket head shall be the start of the service.
- 3.2.3 Once started (Clause 3.2.2), the service is delivered when the AirShuttle is hit by the server's racket or, in attempting to serve, the server misses the AirShuttle.
- 3.2.4 The server shall not serve before the receiving team is ready. However, the receiving team shall be considered to have been ready if a return of the service is attempted.
- 3.2.5 During the delivery of service (Clause 3.2.2, 3.2.3), the players may take up any positions within their respective playing areas which do not unsight the opposing server or receivers.

#### 3.3 SERVICE COURT ERRORS

- 3.3.1 A service court error has been made when a player has served out of turn.

- 3.3.2 If a service court error is discovered, the error shall be corrected when the AirShuttle is not in play, and the existing score shall stand.

### **3.4 SERVING AND RECEIVING POSITIONS**

- 3.4.1 A player of the serving side shall serve from any place within the serving area, as shown in Diagram 1.
- 3.4.2 Any player of the receiving side can return the service; they shall receive from any place within the receiving area, as shown in Diagram 1.

### **3.5 ORDER OF PLAY AND POSITION ON COURT**

- 3.5.1 After the service is returned, in a rally, the AirShuttle may be hit by either player of the serving side and either player of the receiving side alternately, from any position on the player's side of the net and within their playing area until the AirShuttle ceases to be in play (Clause 3.12). In the case of Triples, no player of either side is allowed to hit two consecutive returns.

### **3.6 SCORING AND SERVING**

- 3.6.1 If the serving side wins a rally (Clause 3.1.1), the serving side shall score a point. The server shall then serve again from any place within the serving area.
- 3.6.2 If the receiving side wins a rally (Clause 3.1.1), the receiving side shall score a point. The receiving side shall then become the new serving side.

### **3.7 SEQUENCE OF SERVING IN DOUBLES**

- 3.7.1 In any doubles game, the right to serve shall pass consecutively:
- 3.7.1.1 from the initial server who started the game;
  - 3.7.1.2 to any player of the receiving side;
  - 3.7.1.3 to the partner of the initial server;
  - 3.7.1.4 to the second player of the receiving side;
  - 3.7.1.5 to the initial server and so on.
- 3.7.2 No player shall serve out of turn.

### **3.8 SEQUENCE OF SERVING IN TRIPLES**

- 3.8.1 In any triples game, the right to serve shall pass consecutively:
- 3.8.1.1 from the initial server who started the game;
  - 3.8.1.2 to any player of the receiving side;
  - 3.8.1.3 to one of the other team members of the initial server;
  - 3.8.1.4 to any of the other two players of the receiving side;
  - 3.8.1.5 to the third team member of the initial server;
  - 3.8.1.6 to the third player of the receiving side;
  - 3.8.1.7 to the initial server and so on.
- 3.8.2 No player shall serve out of turn.

### **3.9 DEAD ZONE**

- 3.9.1 The players must not step inside the dead zone to hit the AirShuttle.

- 3.9.2 After a legal stroke, the players can step or land inside the dead zone, in which case the player should immediately return to their playing area.

### 3.10 FAULTS

It shall be a "fault":

3.10.1 if a service is not correct (Clause 3.2.1):

3.10.2 if in play, the AirShuttle:

3.10.2.1 is caught on the net and remains suspended on the top;

3.10.2.2 after passing over the net is caught in the net;

3.10.2.3 lands outside the boundaries of the playing area (i.e., not on or within the boundary lines);

3.10.2.4 lands within the dead zone;

3.10.2.5 fails to pass over the net;

3.10.2.6 touches the person or the player's clothing/equipment;

3.10.2.7 touches any other object or person outside the court;

3.10.2.8 is caught and held on the racket and then slung during the execution of a stroke;

3.10.2.9 is hit twice in succession by the same player. However, an AirShuttle hitting the head and the stringed area of the racket in one stroke shall not be a fault;

3.10.2.10 is hit by a player and the player's partner successively;

3.10.2.11 touches a player's racket and does not travel towards the opponent's court; or

3.10.2.12 gets caught in the strings.

3.10.3 if in play, a player:

3.10.3.1 touches the net or its supports with racket, person, or clothing;

3.10.3.2 invades an opponent's court over or under the net with racket or person;

3.10.3.3 steps inside the dead zone, except as allowed in Clause 3.9.2;

3.10.3.4 obstructs an opponent, i.e., staying in the dead zone to prevent an opponent from making a legal stroke;

3.10.3.5 deliberately distracts an opponent by any action such as shouting or making gestures;

3.10.3.6 hits two consecutive returns in a triples match.

3.10.4 if a player is guilty of flagrant, repeated or persistent offences under Clause 4.7.1.

### 3.11 LETS

3.11.1 'Let' shall be called by the umpire, or a player (if there is no umpire), to halt play.

3.11.2 It shall be a 'let,' if:

3.11.2.1 the server serves before the receiver is ready (Clause 3.2.4);

3.11.2.2 during service, the receiver and the server are both faulted;

3.11.2.3 during play, the AirShuttle disintegrates, and the base completely separates from the rest of the AirShuttle;

- 3.11.2.4 in the opinion of the umpire, play is disrupted, or a player of the opposing side is distracted by a coach or other players not participating in the match;
  - 3.11.2.5 a line judge is unsighted, and the umpire is unable to make a decision; or
  - 3.11.2.6 any unforeseen or accidental situation has occurred.
- 3.11.3 When a let occurs, play since the last service shall not count, and the player who served last shall serve again.

### **3.12 AIRSHUTTLE NOT IN PLAY**

- 3.12.1 An AirShuttle is not in play when:
- 3.12.1.1 it strikes the net or post and starts to fall towards the surface of the court on the striker's side of the net;
  - 3.12.1.2 it hits the surface of the court; or
  - 3.12.1.3 a fault or a let has occurred.

## **4. CONTINUOUS PLAY, MISCONDUCT & PENALTIES**

- 4.1 Play shall be continuous from the first service until the match is concluded, except as allowed in clauses 4.2 & 4.3

### **4.2 INTERVALS**

- 4.2.1 Not exceeding 3 minutes between all matches (including the one-minute warm-up period).
- 4.2.2 Not exceeding 60 seconds during every match when the players shall change ends.

### **4.3 SUSPENSION OF PLAY**

- 4.3.1 When necessitated by circumstances not within the control of the players, the umpire may suspend play for such a period as the umpire may consider necessary.
- 4.3.2 Under special circumstances, the Referee may instruct the umpire to suspend play.
- 4.3.3 When weather conditions are not favourable for optimal play, the Referee, or the umpire in consultation with the Referee may suspend the play.
- 4.3.4 If play is suspended, the existing score shall stand, and play shall be resumed from that point.

### **4.4 DELAY IN PLAY**

- 4.4.1 Under no circumstances shall play be delayed to enable a player to recover strength, air or to receive advice.
- 4.4.2 The umpire shall be the sole judge of any delay in play.

### **4.5 ADVICE AND LEAVING THE COURT**

- 4.5.1 Only when the AirShuttle is not in play (Clause 3.12), and until the players have taken up position to serve and receive shall a player be permitted to receive advice during a match.
- 4.5.2 No player shall leave the court during a match without the umpire's permission, causing delay to play, except during the intervals as described in Clause 4.2.

### **4.6 INJURY / ILLNESS**

- 4.6.1 No substitutions can be made during a match because of injury/illness during the match.
- 4.6.2 Substitutions during a tie are only allowed as per Clause 2.4.3.

#### **4.7 MISCONDUCT**

- 4.7.1 A player shall not:
  - 4.7.1.1 deliberately cause delay in, or suspension of play;
  - 4.7.1.2 deliberately modify or damage the AirShuttle in order to change its speed or its flight;
  - 4.7.1.3 behave in an offensive or inappropriate manner; or
  - 4.7.1.4 be guilty of misconduct not otherwise covered by the AirBadminton Competition Rules.

#### **4.8 ADMINISTRATION OF BREACH**

- 4.8.1 The umpire shall administer any breach of Clause 4.4.1, 4.5.2 or 4.7.1 by:
  - 4.8.1.1 issuing a warning to the offending side; or
  - 4.8.1.2 faulting the offending side, if previously warned; or
  - 4.8.1.3 faulting the offending side in cases of flagrant offence or breach of Clause 4.1
- 4.8.2 On faulting a side (Clause 4.8.1.2 or 4.8.1.3), the umpire shall report the offending side immediately to the Referee, who shall have the power to disqualify the offending side from the match or the tie.

#### **4.9 DISQUALIFICATIONS**

- 4.9.1 The Referee may disqualify any team which fails to fulfill their team obligations, including but not limited to:
  - 4.9.1.1 reporting for the competition on time to compete in the first scheduled tie of the team;
  - 4.9.1.2 submitting the team composition on time.

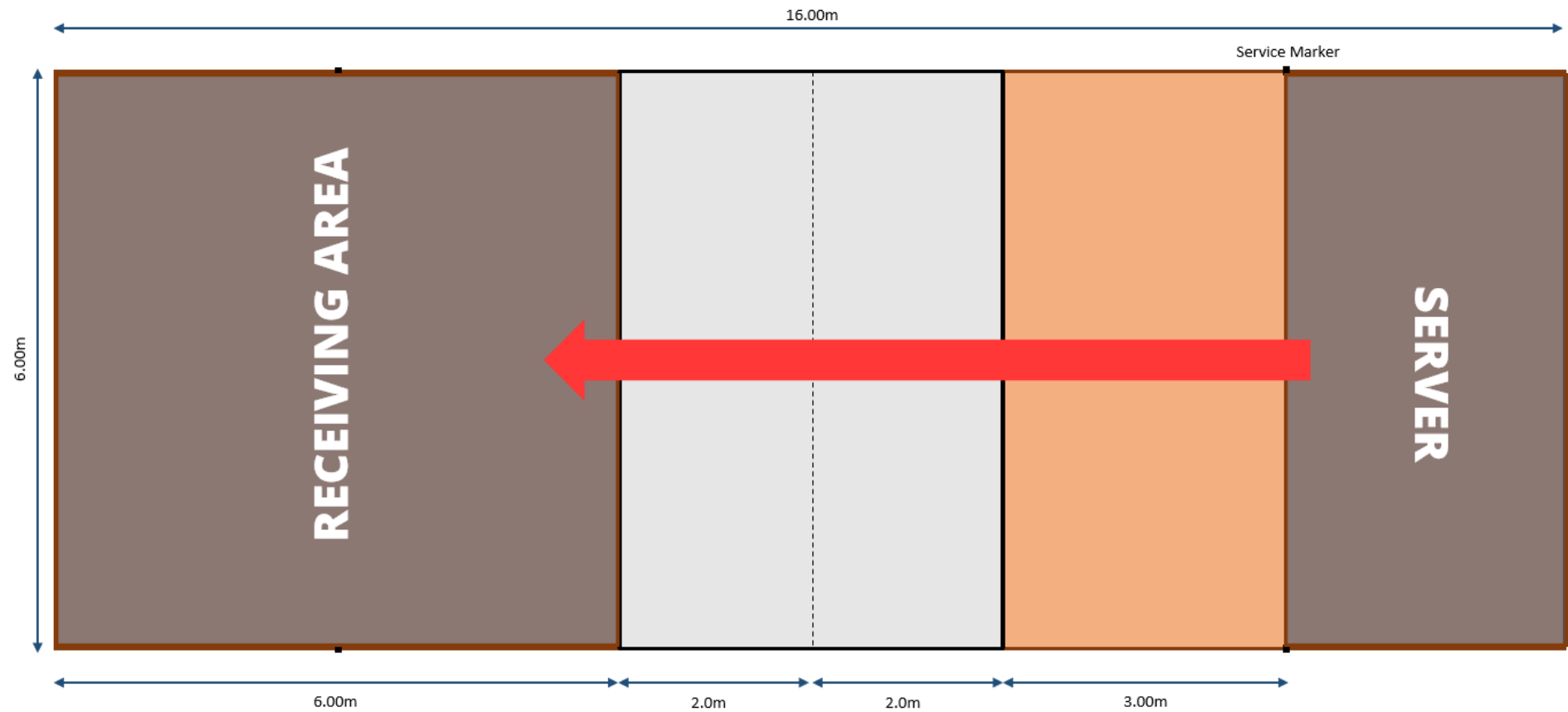


## TECHNICAL OFFICIALS

### 5. OFFICIALS AND APPEALS

- 5.1 The Referee shall be in overall charge of the competition of which a tie forms part.
- 5.2 The umpire, where appointed, shall be in charge of the match, the court, and its immediate surrounds. The umpire shall report to the Referee.
- 5.3 The assistant umpire, where appointed, shall call the service faults made by the server and consecutive returns fault in a triples match. The assistant umpire shall report to the umpire.
- 5.4 A line judge, where appointed, shall indicate whether an AirShuttle landed in or out on the lines assigned.
- 5.5 An official's decision shall be final on all points of fact for which that official is responsible except that if in the opinion of the umpire, it is beyond reasonable doubt that a line judge has clearly made a wrong call, the umpire shall overrule the decision of the line judge.
- 5.6 An umpire shall:
  - 5.6.1 uphold and enforce the AirBadminton Mixed Team Relay Rules and, especially, call a fault or a let should either occur;
  - 5.6.2 give a decision on any appeal regarding a point of dispute, if made before the next service is delivered;
  - 5.6.3 call consecutive returns fault in triples match, as necessary;
  - 5.6.4 ensure players and spectators are kept informed of the progress of the match;
  - 5.6.5 appoint or replace line judges or an assistant umpire in consultation with the Referee;
  - 5.6.6 where another technical official is not appointed, arrange for that official's duties to be carried out;
  - 5.6.7 where an appointed official is unsighted, carry out that official's duties or play a let;
  - 5.6.8 record and report to the Referee all matters relating to Clause 4; and
  - 5.6.9 refer to the Referee all unsatisfied appeals on questions of rule only (such appeals must be made before the next service is delivered or, if at the end of the match, before the side that appeals has left the court).
- 5.7 An assistant umpire shall:
  - 5.7.1 stand outside the playing court near the net post, on the opposite side of and facing the umpire, as shown in Diagram 1;
  - 5.7.2 call service faults made by the server should they occur (Clause 3.2.1.3 to 3.2.1.10);
  - 5.7.3 call consecutive returns fault in a triples match (Clause 3.10.3.6).
- 5.8 A line judge shall:
  - 5.8.1 stand at the corner of the court closest to the right-hand side of each umpire, diagonally at 1 to 2 metres from the corner, as shown in Diagram 1;
  - 5.8.2 indicate whether the AirShuttle landed 'in' or 'out' on the lines assigned, using the approved hand signals;
  - 5.8.3 be responsible for the back boundary line and side line on his/her side.

**DIAGRAM 1: SERVICE AND RECEIVING AREAS**



**DIAGRAM 2: OFFICIALS LOCATIONS**

