

DEFINITIONS	
Player	Any person playing AirBadminton.
Team	A Mixed Team Relay team as defined by Clauses 7.4 to 7.8.
Match	The basic contest in AirBadminton between opposing sides, each of two or three players.
Tie	Two teams playing against each other, with a predefined set of matches.
Doubles / Triples	A match where there are two/three players on each of the opposing sides.
Dead Zone	The area in the forecourt of an AirBadminton court as defined by Clause 6.8.
Serving area	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.
Serving side	The side having the right to serve.
Receiving area/ Playing area	The area between the dead zone, respective side lines, and the back boundary line.
Receiving side	The side opposing the serving side.
Stroke	A movement of the player's racket with an intention to hit the AirShuttle.
Rally	A sequence of one or more strokes starting with the service until the AirShuttle ceases to be in play.

1. Court and Court Equipment

- 1.1. The court shall be a rectangle marked out with lines 50 mm wide as shown in Diagram 1.
- 1.2. There are two side lines of 16m, two base lines of 6m and two dead zone lines of 6m.
- 1.3. The tape used to mark out the court or the line system used shall be easily distinguishable and preferably be black, dark blue or any dark colour that contrasts the playing surface.
- 1.4. All the lines shall form part of the area which they define.
- 1.5. The posts supporting the net shall be placed outside each sideline and shall be no further than 1.0 metre from each sideline.

- 1.6. The posts shall be 1.5m in height and the top of the net from the surface should be 1.45m at the centre of the court.
- 1.7. The net shall be made of thick cord of dark colour with a mesh between 1.5cm and 2cm.
- 1.8. The net shall be between 80cm and 1m in depth and 6.0m wide minimum.
- 1.9. It is recommended that the top and bottom of the net should be edged with a 5cm white tape doubled over a cord or cable running through the tape.
- 1.10. At the ends of the net, the upper and bottom cables shall be fastened to the posts to keep its top and bottom taut.
- 1.11. Service markers shall be placed 3m from each front line and 1m maximum from each sideline on both sides.

2. Playing Surface & Weather

- 2.1. The surface must be composed of levelled sand, as flat and uniform as possible, free of rocks, shells and anything else which can present risks of cuts or injuries to the players.
- 2.2. The sand must be at least 30cm deep and composed of fine loosely compacted grains.
- 2.3. The sand can be dry and to some extent, wet, but it shall not pose any risk to the players.
- 2.4. The weather must not present any danger of injury to the players.
- 2.5. The maximum recommended wind speed shall be 12kph to enable normal playing conditions.

3. AirShuttle

- 3.1. The shuttle used for all AirBadminton competitions shall be the AirShuttle as approved by the BWF.

4. Racket

- 4.1. The Racket used shall be the same racket used for badminton competition as described by Rule 4 of the Laws of Badminton (BWF Statutes, section 4.1).
- 4.2. It is recommended to use a thicker string with tension ranging from 17.5 lbs to 20 lbs.

5. Events

5.1. Individual Events

- 5.1.1. Men's Doubles
- 5.1.2. Women's Doubles
- 5.1.3. Mixed Doubles
- 5.1.4. Men's Triples
- 5.1.5. Women's Triples

5.2. Mixed Team Relay

- 5.2.1. As defined by Clauses 7.4 to 7.8

(Clauses 5.1 and 5.2 are all permissible events in any AirBadminton tournament but for BWF sanctioned international tournaments, only the Triples events and the Mixed Team Relay will be played.)

6. States of Play

6.1. Scoring a Point

6.1.1. A team score a point by:

- 6.1.1.1. successfully landing the AirShuttle on the opponent's court;
or
- 6.1.1.2. when the opposing team commits a fault.

6.2. Service

6.2.1. In a correct service:

- 6.2.1.1. the server shall stand within the serving area as shown in Diagram 2;
- 6.2.1.2. neither side shall cause undue delay to the delivery of the service once the server and the receiver are ready for the service;
- 6.2.1.3. on completion of the backward movement of the server's racket head, any delay in the start of the service (Clause 6.2.2) shall be considered to be an undue delay;
- 6.2.1.4. 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;
- 6.2.1.5. after the service is delivered (6.2.3), the server may step outside the serving area;
- 6.2.1.6. 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 6.2.2), until the service is delivered (6.2.3);
- 6.2.1.7. the server's racket shall initially hit the base of the AirShuttle;
- 6.2.1.8. 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;
- 6.2.1.9. the movement of the server's racket shall continue forwards from the start of the service (Clause 6.2.2) until the service is delivered (Clause 6.2.3);
- 6.2.1.10. in attempting to serve, the server shall not miss the AirShuttle.

6.2.2. 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.

6.2.3. Once started (Clause 6.2.2), the service is delivered when the AirShuttle is hit by the server's racket or, in attempting to serve, the server misses the AirShuttle.

6.2.4. The server shall not serve before the receiving players are ready. However, the receiving players shall be considered to have been ready if a return of the service is attempted.

6.2.5. During the delivery of service (Clauses 6.2.2 and 6.2.3), the players may take up any positions within their respective playing area, which do not unsight the opposing players.

6.3. Service Errors

6.3.1. A service error has been made when a player has served out of turn.

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

6.4. Serving and Receiving Positions

- 6.4.1. A player of the serving side shall serve from any place within the serving area.
- 6.4.2. Any player of the receiving side can return the serve; they shall receive from any place within the receiving area.

6.5. Order of Play and Position on Court

- 6.5.1. 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 players' side of the net and within their playing area, until the AirShuttle ceases to be in play (Clause 6.11).
- 6.5.2. In the case of Triples, no player of either side is allowed to hit two consecutive returns.

6.6. Scoring and Serving

- 6.6.1. If the serving side wins a rally (Clause 6.1.1), the serving side shall score a point. The server shall then serve again from any place within the serving area.
- 6.6.2. If the receiving side wins a rally (Clause 6.1.1), the receiving side shall score a point. The receiving side shall then become the new serving side.

6.7. Sequence of Service

- 6.7.1. In any doubles game, the right to serve shall pass consecutively:
 - 6.7.1.1. from the initial server;
 - 6.7.1.2. to any player of the receiving side;
 - 6.7.1.3. to the partner of the initial server;
 - 6.7.1.4. to the second player of the receiving side;
 - 6.7.1.5. to the initial server and so on.
- 6.7.2. In any triples game, the right to serve shall pass consecutively:
 - 6.7.2.1. from the initial server who started the game;
 - 6.7.2.2. to any player of the receiving side;
 - 6.7.2.3. to one of the other team members of the initial server;
 - 6.7.2.4. to any of the other two players of the receiving side;
 - 6.7.2.5. to the third team member of the initial server;
 - 6.7.2.6. to the third player of the receiving side;
 - 6.7.2.7. to the initial server and so on.

- 6.7.3. No player shall serve out of turn.

6.8. Dead Zone

- 6.8.1. No player is allowed to step inside the dead zone or physically invade the dead zone with any parts of their body; except:

- 6.8.1.1. After playing a legal stroke and as a natural follow through movement, in which case the player should immediately return to their playing area.

6.9. **Faults**

It shall be a "fault":

- 6.9.1. if a service is not correct (Clause 6.2.1)
- 6.9.2. if in play, the AirShuttle:
 - 6.9.2.1. is caught on the net and remains suspended on the top;
 - 6.9.2.2. after passing over the net is caught in the net;
 - 6.9.2.3. lands outside the boundaries of the playing area (i.e., not on or within the boundary lines);
 - 6.9.2.4. lands within the dead zone;
 - 6.9.2.5. fails to pass over the net;
 - 6.9.2.6. touches the person or the player's clothing/equipment;
 - 6.9.2.7. touches any other object or person outside the court;
 - 6.9.2.8. is caught and held on the racket and then slung during the execution of a stroke;
 - 6.9.2.9. 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;
 - 6.9.2.10. is hit by a player and the player's partner successively;
 - 6.9.2.11. touches a player's racket and does not travel towards the opponent's court; or
 - 6.9.2.12. gets caught in the strings.
- 6.9.3. if in play, a player:
 - 6.9.3.1. touches the net or its supports with racket, person, or clothing;
 - 6.9.3.2. invades an opponent's court over or under the net with racket or person;
 - 6.9.3.3. steps inside the dead zone, except as allowed in Clause 6.8.1.1;
 - 6.9.3.4. obstructs an opponent, i.e., staying in the dead zone to prevent an opponent from making a legal stroke;
 - 6.9.3.5. deliberately distracts an opponent by any action such as shouting or making gestures;
 - 6.9.3.6. hits two consecutive returns in a triples match.
- 6.9.4. if a player is guilty of flagrant, repeated or persistent offences under Clause 8.7.1.

6.10. **Lets**

- 6.10.1. 'Let' shall be called by the umpire, or by a player (if there is no umpire), to halt play.
- 6.10.2. It shall be a 'let', if:
 - 6.10.2.1. the server serves before the receiver is ready (Clause 6.2.4);
 - 6.10.2.2. during service, the receiver and the server are both faulted;
 - 6.10.2.3. during play, the AirShuttle disintegrates and the base completely separates from the rest of the AirShuttle;

- 6.10.2.4. 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;
 - 6.10.2.5. a line judge is unsighted and the umpire is unable to make a decision; or
 - 6.10.2.6. any unforeseen or accidental situation has occurred.
- 6.10.3. When a let occurs, play since the last service shall not count and the player who served last shall serve again.

6.11. AirShuttle Not in Play

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

7. Methods of Competition

Individual Events

7.1. Toss

- 7.1.1. For the individual events (Clause 5.1), before each match commences, a toss shall be conducted, and the side winning the toss shall exercise the choice in either Clause 7.1.1.1 or 7.1.1.2:
- 7.1.1.1. to serve or receive first;
 - 7.1.1.2. to start play at one end of the court or the other.
- 7.1.2. The side losing the toss shall then exercise the remaining choice.

7.2. Scoring System

- 7.2.1. A match shall consist of the best of five games.
- 7.2.2. A game shall be won by the side which first scores 9 points.
- 7.2.3. If the score is tied at 8-all, the side which gains a two-point lead first will win the game.
- 7.2.4. If the score becomes 12-all, the side scoring the 13th point shall win the game.
- 7.2.5. The side winning a game shall serve first in the next match.

7.3. Change of Ends

- 7.3.1. At the end of the first game.
- 7.3.2. At the end of the second game.
- 7.3.3. At the end of the third game, if there is to be a fourth game.
- 7.3.4. At the end of the fourth game, if there is to be a fifth game; and
- 7.3.5. And the fifth game when a side first scores 5 points.
- 7.3.6. Prior to each match, the teams will have two minutes official warm-up period.

Mixed Team Relay

7.4. Team Composition

- 7.4.1. A team shall comprise a minimum of three and a maximum of four men and women.
- 7.4.2. A player can play one or two matches in a tie.
- 7.4.3. In case the same player is playing 2 consecutive matches, he shall not be allowed to have any additional rest except the intervals as defined by Clause 8.2.3.

7.5. Matches in the Tie

- 7.5.1. Each tie will consist of 4 matches:
 - One Women's Doubles (WD);
 - One Men's Doubles (MD);
 - One Women's Triples consisting (MT); and
 - One Men's Triples (WT).

7.6. Toss & Order of Play

- 7.6.1. The team managers will submit their respective team composition two hours before the start of each tie.
- 7.6.2. One hour before the 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.
- 7.6.3. The draw process shall be as follow:
 - 7.6.3.1. The winner of the toss will choose the first match.
 - 7.6.3.2. The opposing team will choose the second match, and either of the following:
 - 7.6.3.2.1. serve or receive first, or
 - 7.6.3.2.2. start play at one end of the court or the other.
 - 7.6.3.3. The toss winner will choose the third match and the remaining choice between 7.6.3.2.1 and 7.6.3.2.2.
 - 7.6.3.4. The match not chosen shall be the fourth and last match.
- 7.6.4. Fifteen minutes before the start of the tie, the umpire will ask for the sequence of players serving in each team and for the four matches, as described by clause 7.5.1, at the designated assembly point of players.
- 7.6.5. The serving order shall not be amended during the tie.

7.7. Scoring System

- 7.7.1. The first match will play until one of the teams reaches 15 points (change of ends when the leading score reaches 08 points).
- 7.7.2. The second match will start at the score of the first match and continue from that score.
- 7.7.3. The second match will play until one of the teams reaches 30 points (change of ends when the leading score reaches 23 points).
- 7.7.4. The third match will start at the score of the second match and continue from that score.

- 7.7.5. The third match will play until one of the teams reaches 45 points (change of ends when the leading score reaches 38 points).
- 7.7.6. The fourth and final match will start at the score of the third match and continue from that score.
- 7.7.7. The fourth and final match will play until one of the teams reaches 60 points (change of ends when the leading score reaches 53 points).

7.8. Substitutions

- 7.8.1. 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.
- 7.8.2. If a player/pair retires due to an injury, the concerning match shall be conceded in favour of the opponent, following the points structure outlined in Clause 7.7.
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 28-30.
- 7.8.3. In the event of an injury sustained during the tie, the following substitutions can be made subject to the approval of the Referee:

7.8.3.1. For a team of three men and three women:

- 7.8.3.1.1. If one of the three men or one of the three women designated to play in the tie is injured, the remaining two male players or remaining two female players may play in the remaining doubles match.
- 7.8.3.1.2. If the team is reduced to three players only, either of the same gender or mix genders, the whole tie shall be conceded.

7.8.3.2. For a team of more than three men and three women:

- 7.8.3.2.1. 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.
- 7.8.3.2.2. 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 7.8.2.

- 7.8.4. If the team is reduced to three players only, either of the same gender or mix genders, the whole tie shall be conceded.

8. Continuous Play, Misconduct and Penalties

8.1. Continuous Play

- 8.1.1. Play shall be continuous from the first service until the match is concluded, except as allowed in Clauses 8.2 & 8.3

8.2. Intervals

Individual Events

- 8.2.1. Not exceeding 60 seconds only in the fifth game, when the leading score reaches 5 points and;
- 8.2.2. Not exceeding 90 seconds between the first and second games, second and third games, third and fourth games, and fourth and fifth games shall be allowed in the matches.

Mixed Team Relay

- 8.2.3. Not exceeding 120 seconds between any match in the tie.

8.3. Suspension of Play

- 8.3.1. 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.
- 8.3.2. Under special circumstances the Referee may instruct the umpire to suspend play.
- 8.3.3. When weather conditions are not favourable for optimal play, the Referee, or the umpire in consultation with the Referee may suspend the play.
- 8.3.4. If play is suspended, the existing score shall stand and play shall be resumed from that point.

8.4. Delay in Play

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

8.5. Advice and Leaving the Court

- 8.5.1. Only when the AirShuttle is not in play (Clause 6.11.1), and until the players have taken up position to serve and receive shall a player be permitted to receive advice during a match.
- 8.5.2. 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 8.2.

8.6. Injury / Illness

- 8.6.1. No substitutions can be made during a match because of injury/illness during the match.

8.7. Misconduct

- 8.7.1. A player shall not:
 - 8.7.1.1. deliberately cause delay in, or suspension of play;
 - 8.7.1.2. deliberately modify or damage the AirShuttle, in order to change its speed or its flight, the line system and the service markers;
 - 8.7.1.3. behave in an offensive or inappropriate manner; or

8.7.1.4. be guilty of misconduct not otherwise covered by the AirBadminton Competition Rules.

8.8. Administration of Breach

8.8.1. The umpire shall administer any breach of Clause 8.4.1, 8.5.2 or 8.7.1 by:

8.8.1.1. issuing a warning to the offending side; or

8.8.1.2. faulting the offending side, if previously warned; or

8.8.1.3. faulting the offending side in cases of flagrant offence or breach of Clause 8.1.

8.8.2. On faulting a side (Clause 8.8.1.2 or 8.8.1.3), the umpire shall report the offending side immediately to the Referee, who shall then have the power to disqualify the offending side from the match or the tie.

8.9. Disqualification

8.9.1. In Mixed Team Relay, the Referee may disqualify any team which fails to fulfill their team obligations, including but not limited to:

8.9.1.1. reporting for the competition on time to compete in the first scheduled tie of the team;

8.9.1.2. submitting the team composition on time.

Diagram 1

AirBadminton Court

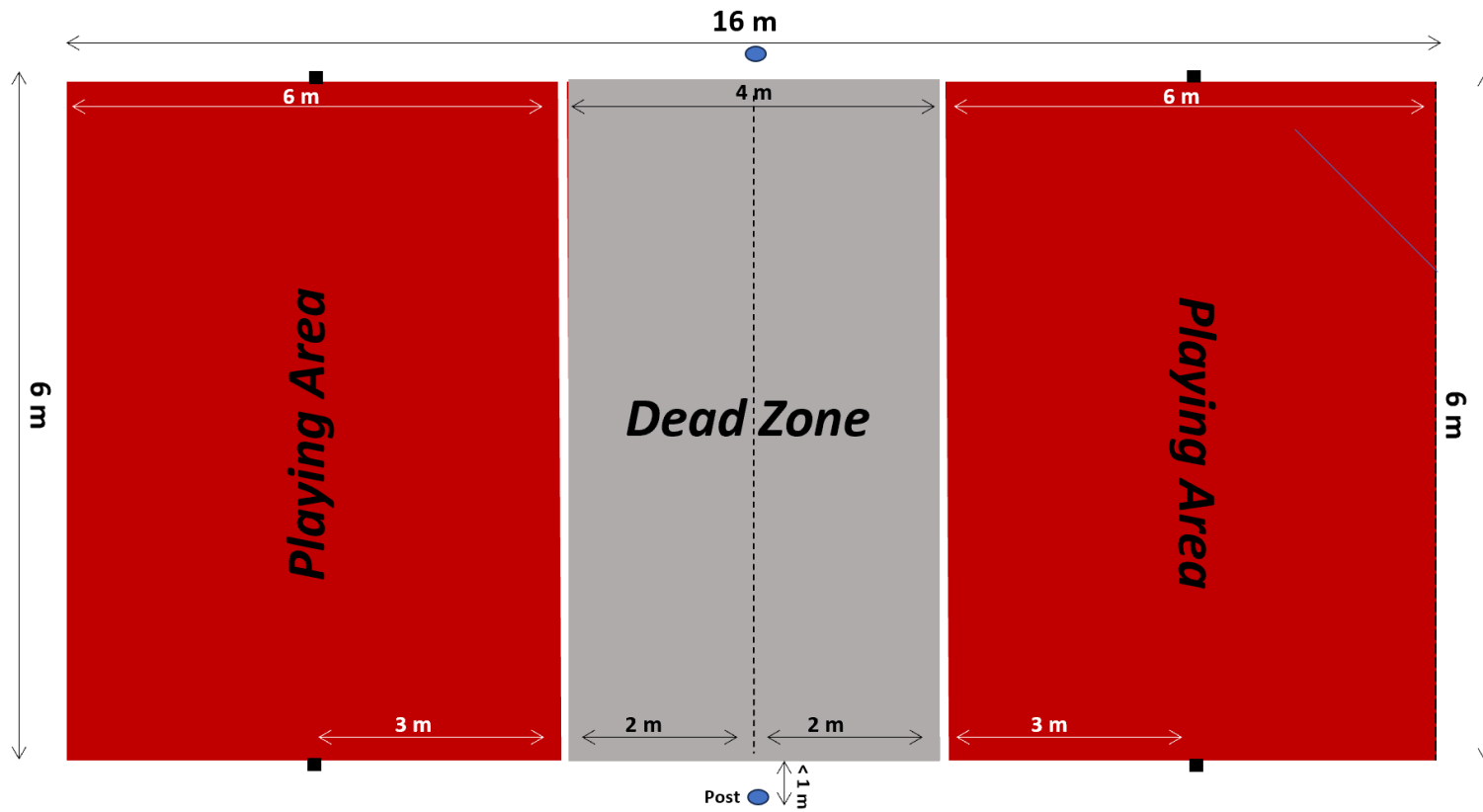


Diagram 2

Serving & Receiving Areas

