AirBadminton The New Outdoor Game

atUAE
BADMINTON
FEDERATION
اتصاد الإمــارات العربية ألمتصدة للريشة الطــانرة

# Dubai Police AirBadminton Ramadan Tournament بطولة شرطة دبي الرمضانية للريشة الطائرة في الهواء 

## 通 16,17 and 23, 24 March 2024

O Dubai Police Officers Club, Jaddaf

Team registration Individual registration

 DUBAI POLICE


UAE

| Entry fees: | No entry fees |
| :---: | :---: |
| Entry link: <br> (Google Form) | Individual Event: https://forms.gle/2z2GNyB6yydYEjhN8 <br> Team Event: https://forms.gle/4psNGfnNV8Agbqp67 |
| Draw and Schedules | The draw and schedules will be updated via Tournament Software, separately for the individual and Team Events, through the links below. <br> Individual Events (MD, WD, BD U17 and GD U17): <br> https://www.tournamentsoftware.com/tournament/E0F7B1DC-AB83-43B3-A09CBCE2A8C5D953 <br> Mixed Triples (XT) and Team Event: <br> https://www.tournamentsoftware.com/sport/tournament.aspx?id=0FDEE176-205B-4DE5-9CBA-32FF85B7A5C6 |
| Rules and Regulations: | The Championship will follow the BWF AirBadminton Regulations. <br> https://development.bwfbadminton.com/airbadminton/individual-competition <br> https://development.bwfbadminton.com/airbadminton/mixed-team-relay <br> We have adapted the scoring and a few other parameters to fit our requirements, and such changes are mentioned in the sections below. <br> The UAE Badminton Regulations \& BWF Codes of Conduct (CoC, available for download from the below link) apply to this tournament. CoC-Players <br>  <br> CoC-Technical Officials <br> Educators <br> In the event of any dispute, the decision of the Tournament Referee will be final. |
| Recommendations regarding Clothing (play and ceremonies). | Partners must wear the same color \& design of t-shirts. <br> This applies to Individual and Team events. |
| Footwear and other recommendations: | Airbadminton is more fun played on sand. Hence, we recommend playing barefoot. |


| Scoring System: <br> (details below) | Individual Event: Best of five games of 11 points - $5 \times 11$ (13) <br> Team Event: Mixed Team Relay consisting of five matches of 16 points each. The team that reaches 80 points first shall win the team tie. |
| :---: | :---: |
| (The Tournament Referee shall decide on such matters, if any change is necessary, based on the number of entries). | Individual Event: Best of five games of 11 points - 5x11 (13) <br> - A match shall consist of the best of five games. <br> - A game shall be won by the side which first scores 11 points. <br> - If the score is tied at 10 -all, the side that gains a two-point lead first will win the game. <br> - If the score becomes 12 -all, the side scoring the $13^{\text {th }}$ point shall win the game. <br> - The side winning a game shall serve first in the next match. |
| (The Tournament Referee shall decide on such matters, if any change is necessary, based on the number of entries). | Team Event Scoring System - Mixed Team Relay <br> - The first match will be played until one of the teams reaches 16 points (change of ends when the leading score reaches 08 points) <br> - The second match will start at the score of the first match and continue from that score. <br> - The second match will be played until one of the teams reaches 32 points (change of ends when the leading score reaches 24 points). <br> - The third match will start with the score of the second match and continue with that score. <br> - The third match will be played until one of the teams reaches 48 points (change of ends when the leading score reaches 40 points). <br> - The fourth match will start at the score of the third match and continue from that score. <br> - The fourth match will be played until one of the teams reaches 64 points (change of ends when the leading score reaches 56 points). <br> - The fifth and final match will start with the score of the fourth match and continue with that score. <br> - The fifth match will be played until one of the teams reaches 80 points and thereby wins the tie (change of ends when the leading score reaches 72 points) <br> - A team winning a match shall serve first in the next match. |
| Shuttles: | We shall use BWF AirShuttles throughout the tournament. |
| Date \& time of finals | TBC |




|  | Diagram 1 <br> AirBadminton Court <br> - Dead Zone: The players must NOT step inside the dead zone ( 2 m on either side of the net). If any player steps into the dead zone, the umpire or the assistant umpire shall call a fault. <br> - It is, however, only permissible to step or land into the dead zone as a follow-through (or a natural continuation) of a legal stroke, in which case the player should immediately return to their playing area. |
| :---: | :---: |
| AirBadminton Service rules <br> We have mentioned only the critical points. <br> You may refer to the complete regulations from the BWF Website link: Click here | - In a correct service: <br> - The server shall stand within the serving area as shown in Diagram 2; 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; <br> - after the service is delivered (6.2.3), the server may step outside the serving area; <br> - 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 until the service is delivered; <br> - the whole AirShuttle should be below the height of the net ( 1.45 meters) at the instant of being hit by the server's racket; <br> - The service area is the area behind the service marker ( 3.0 meters from the front line) and the back boundary line. It is laterally limited by the two sidelines. <br> - 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. |



- The receiving/playing area is the area between the sidelines, the front line, and the back boundary line.


AirBadminton
Competition:

## Serving and Receiving Positions:

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


## Order of Play and Position on Court:

- In the case of Triples, no player of either side is allowed to hit two consecutive returns.

Sequence of Service:

- In any doubles game, the right to serve shall pass consecutively: DUBAI POLICE

|  | from the initial server; to any player of the receiving side; to the partner of the initial server; to the second player of the receiving side; to the initial server and so on. <br> - In any triples game, the right to serve shall pass consecutively: from the initial server who started the game; to any player of the receiving side; to one of the other team members of the initial server; to any of the other two players of the receiving side; to the third team member of the initial server; to the third player of the receiving side; to the initial server and so on. |
| :---: | :---: |
| Team Event - Mixed Team Relay reminders: | Team Composition: <br> - A team shall comprise a minimum of two and a maximum of three men and women. <br> - Each player must play at least one match in each tie. <br> Rubbers/ Matches in a Team Tie <br> Each Team Tie will have the following rubbers (matches), whose order shall be decided based on a toss before the tie starts. <br> - Men's Doubles (MD) <br> - Women's Doubles (WD) <br> - Mixed Doubles (XD) <br> - Triples 1 (XT1- Two male players and one female player) <br> - Triples 2 (XT2- Two female players and one male player) <br> Toss \& Order of Play <br> - The team managers will submit their respective team composition One hour before the start of each tie. <br> - Thirty minutes 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/ receive first or to start play at one end of the court or the other. <br> - The draw process would be as follows: <br> - The winner of the toss will choose the first match. <br> - The opposing team will choose the second match and either of the following. <br> - Serve or receive first, or <br> - start play at one end of the court or the other. <br> - The toss winner will choose the third match and the remaining choice. <br> - The opposing team will choose the fourth match. <br> - The match not having been chosen will be played fifth. |

UAE

|  | - Fifteen minutes before the start of the tie, the umpire will ask for the sequence of players serving in each team and for the five matches, as described above, at the designated assembly point of players. |
| :---: | :---: |
| General information |  |
| About the <br> AirBadminton site: | The AirBadminton courts are in Zone G of the Dubai Police Officer's Club in Al Jadhaf, Dubai. Players and spectators can access the courts using the dedicated gate near Zone G, which is opposite the Kooik Mart supermarket, Ibn Al Zahrawi St - Al Jaddaf - Dubai |
| Parking: | There is ample free parking space outside the gate on either side of the road. You may park outside and walk inside with your badminton kit. Kindly refrain from driving your cars inside the gate, as the parking area near the venue is reserved for Dubai Police staff. |
| Special Note: | All events will run on a strict timetable. Competitors must reach the venue thirty minutes before the scheduled match time and be ready to play fifteen minutes before their scheduled time. If players are not prepared to play at the scheduled time, they will be disqualified. The Referee will announce any changes to the schedule of play. <br> By registering for this tournament, the player agrees that they will be available to play on all the tournament dates. |
| Indemnity and insurance clauses, if any. | The organizer will not be responsible for any illness or injury sustained, at any time, by any player from their participation in the Championship. The player concerned shall bear any costs incurred for diagnosis, consultancy, medical treatment (including any surgical procedure), or hospitalization. |

