



**ROMP 17 (Badminton)**  
**TECHNICAL RULES AND REGULATIONS**  
**(Accurate as of Mar 2017)**

**1 Rules and Regulations**

1.1 The tournament shall be administered in accordance with the ROMP 17 (Badminton) Rules and Regulations.

1.2 Definition

Player	Any person playing Badminton.
Match	The basic contest in Badminton.
Singles	A match where there is one player on each of the opposing sides.
Doubles	A match where there are two players on each of the opposing side
Serving side	The side having the right to serve.
Receiving side	The side opposing the serving side.
Rally	A sequence of one or more strokes starting with a service, until the shuttlecock ceases to be in play
Stroke	A movement of the player's racket with an intention to hit the shuttle

**2 Player Eligibility**

2.1 All participants shall be Singapore Citizens, Singapore Permanent Residents (PRs) with Singapore Blue Identity Card, or non-Singapore Citizens residing in Singapore with the following passes that are valid:

- Student's Pass;
- Long Term Pass;
- Dependant's Pass;
- Work Permit;
- S Pass or
- Employment Pass.

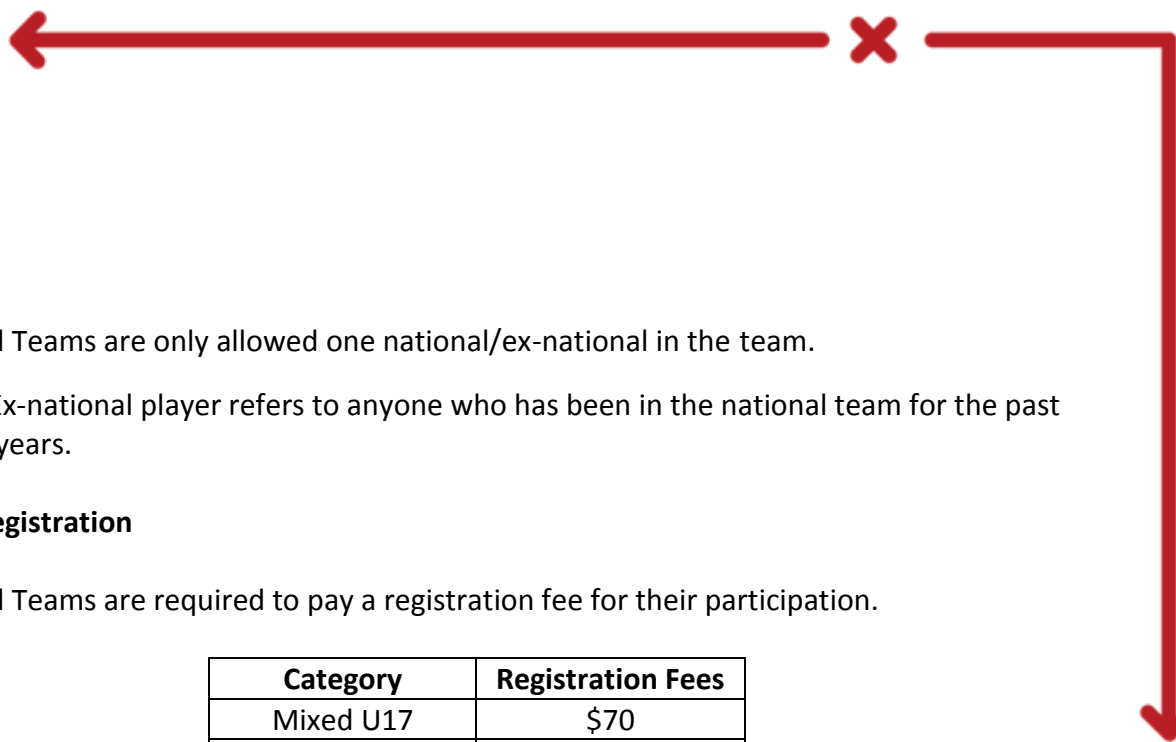
**CONTACT**

Harvest Care Centre

165 Sims Avenue, #04-02  
Singapore 387606

P: 6494 2780  
F: 6547 8843

E: [enquiry@harvestcare.org.sg](mailto:enquiry@harvestcare.org.sg)



- ✘ 2.2 All Teams are only allowed one national/ex-national in the team.

\*Ex-national player refers to anyone who has been in the national team for the past 3 years.

### 3 Registration

- 3.1 All Teams are required to pay a registration fee for their participation.

Category	Registration Fees
Mixed U17	\$70
Mixed U21	\$80
Mixed Open	\$100

- 3.2 All players are to submit the registration and indemnity forms. All fields in the forms must be filled up unless stated otherwise. Registration will not be accepted if forms are **incomplete** or **if payment has yet to be received**.

*\*Players under age of 21 are required to get the consent of their parent/legal guardian by completing part B of the personal particulars form.*

- 3.3 Reporting details on event date will be communicated to the respective Captains via the contact details indicated in the registration forms.

- 3.4 There will be a mandatory Captains' Briefing whereby the date and venue will be communicated to the respective captains nearer the actual event date.

### 4 Captain's Duties

- 4.1 The team captain will be the sole spokesperson for his/her team.

- 4.2 Questions, complaints or any other comments regarding the game/s shall be taken up with the Umpire.

- 4.3 The decision/s of the Umpire is final. Only questions concerning rule interpretation or eligibility are appealable.

- 4.4 Captains are to ensure that Teams are present at the holding area as and when their team names are being announced for the upcoming match.

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## 5 Team Composition

- 5.1 Each team must have minimum four (4) and maximum six (6) players in their roster and be registered as a team.
- 5.2 The age eligibility of the respective categories is as follows:

Category	Age	Registered Team Size	
		Min	Max
Mixed U17	≥ 13 and ≤ 17 yrs old	4	6
Mixed U21	≤ 21 yrs old	4	6
Mixed Open	No Age Limit	4	6

- 5.3 The age of participants eligible to participate will be taken according to the age for that year without considering the month and date (Eg: Born in 1995, hence age for this year will be considered as 22 and hence not able to play for Mixed U21 under)

## 6. Reporting

- 6.1 Participants must bring along and produce either his/her valid Singapore pink or blue identity card, valid passport, student pass with NRIC number or driving license for verification at the point of registration. Failing which, he/she will not be allowed to compete in the tournament.
- 6.2 Participant(s) who are non-Singapore Citizens residing in Singapore must bring along and produce one of the following valid passes:
- Student's Pass;
  - Long Term Pass;
  - Dependant's Pass;
  - Work Permit;
  - S Pass or
  - Employment Pass.
- 6.3 Team Captains shall undertake to submit their players' identifications and ensure that the players playing on court are actually the players whose identity cards are submitted. Team who do not comply will be disqualified from the competition, applicable even post-competition.

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## 7 Tournament Format

- 7.1 The Competition will be played based on the double knockout system.
- Teams will only be eliminated after 2 match losses.
  - The result of the tie between 2 teams will be decided by the number of matches they win in the tie.
  - Each team must have at least 2 men and 2 women, with a maximum of 2 reserves in the team (i.e. max 6 persons in a team).
  - Repetition of players in a tie is not allowed (e.g. a player cannot participate in singles and mixed doubles in a same tie).

7.2.1 During the captains' briefing, lots will be drawn to determine which group the team belongs to in the group phase. Fixtures for the tournament will be prepared by the Organisers and it shall be given to all team captains before the tournament starts.

7.2.2 The Organisers reserve the right to alter the playing time and tournament format at any point of time depending on the number of participating teams.

7.2.3 Unless notified otherwise, the Competition will be conducted under the present rules & regulations governing the games as adopted by the Badminton World Federation (BWF)

### 7.3 Group Stage

7.3.1 Each team is required to participate in a total of 3 matches

Men's singles (1 set)  
Women's singles (1 set)  
Mixed doubles (1 set)

7.3.2 Each match consists of 1 set of 21 points to win, instead of the usual best-of-3-set format.

### 7.4 Walkover

7.4.1 A team shall be conceded a walkover if the team fails to report at the holding area as and when their team names are being announced for the upcoming match.

7.4.2 A team shall concede a walkover if they fail to register and be present at the scheduled time of play, this also applies if the team registered late and do not make it in time for their first game. (Teams are encouraged to register early so as to avoid a walkover).

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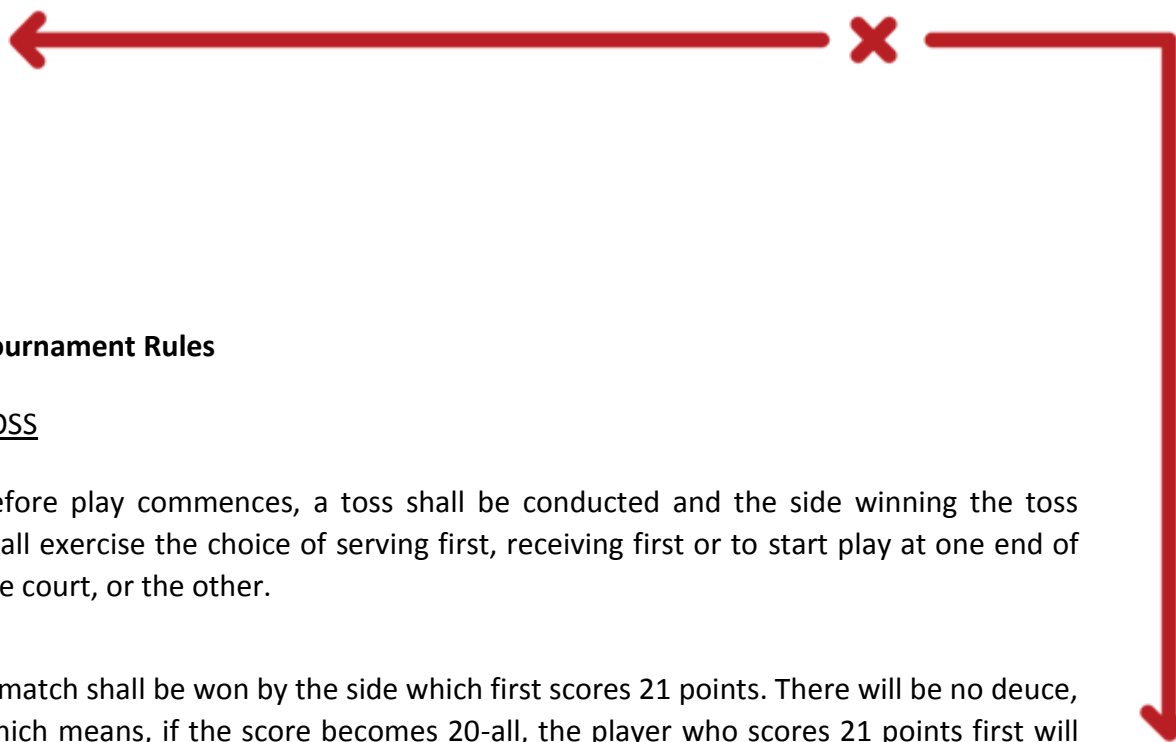
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## **8 Tournament Rules**

### 8.1 TOSS

8.1.1 Before play commences, a toss shall be conducted and the side winning the toss shall exercise the choice of serving first, receiving first or to start play at one end of the court, or the other.

8.1.2 A match shall be won by the side which first scores 21 points. There will be no deuce, which means, if the score becomes 20-all, the player who scores 21 points first will win the match.

8.1.3 The side winning a rally shall add a point to its score. A side shall win a rally, if the opposing side commits a 'fault' (see below) or the shuttle ceases to be in play because it touches the surface of the court inside the opponent's court. The player continues to serve from the alternate service court.

### 8.2 Singles

8.2.1 The first serve of the game is made from the right service court and received in the diagonal right service court, as are all serves when the server's score is zero or an even number. When the server's score is odd, the serve is made from the left service court and received in the diagonal left service court.

8.2.2 If the server wins a rally, the server scores a point and then serves again from the alternate service court. If the receiver wins a rally, the receiver scores a point and becomes the new server. They serve from the appropriate service court – left if their score is odd, and right if it is even.

### 8.3 Doubles

8.3.1 All doubles matches will commence with the female players on the right court i.e. the female player from the serving side will serve to the female player on the receiving side.



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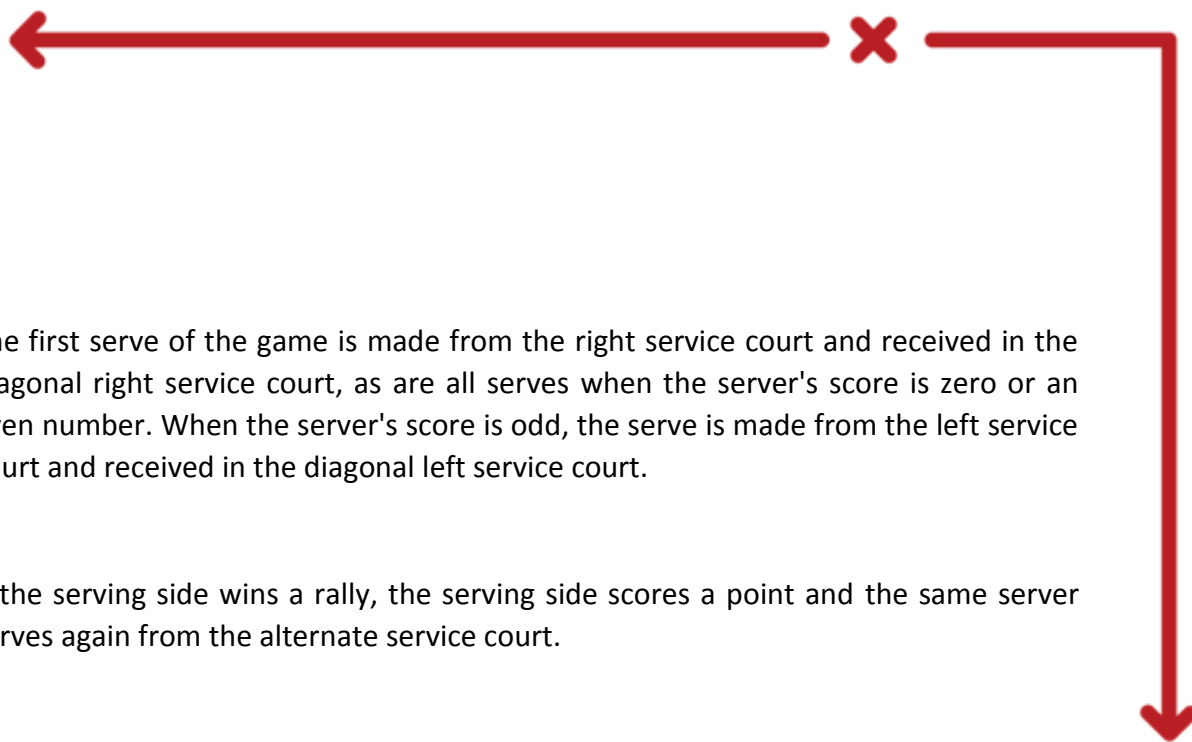
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**X** 8.3.2 The first serve of the game is made from the right service court and received in the diagonal right service court, as are all serves when the server's score is zero or an even number. When the server's score is odd, the serve is made from the left service court and received in the diagonal left service court.

8.3.3 If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.

8.4 Fault

8.4.1 A fault committed by the player or side serving results in "service over".

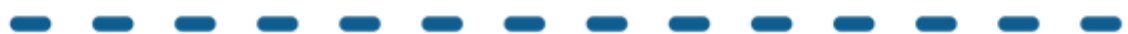
It shall be a "fault":

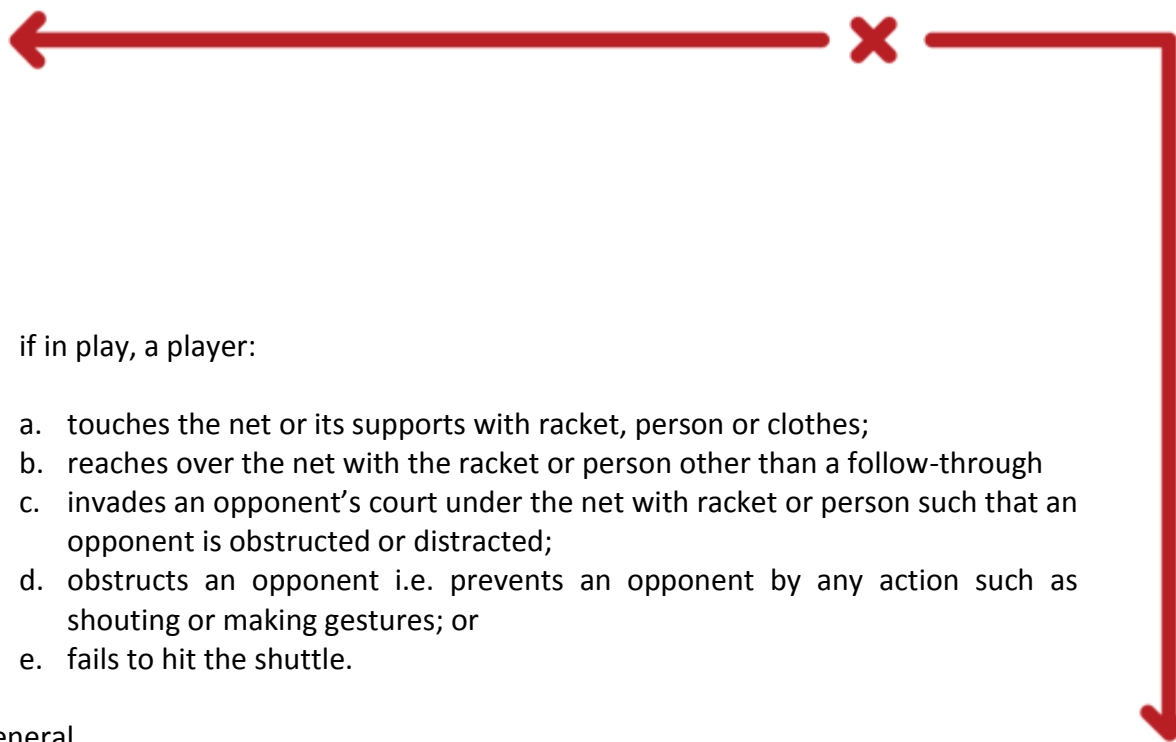
- i. if a service is not correct;
- ii. if in service, the shuttle:
  - a. is caught on the net and remains suspended on its top;
  - b. after passing over the net, is caught in the net;
  - c. is hit by the receiver's partner;
  - d. is above the server's waist;
  - e. the feet of the server and the receiver are not within the boundaries of the respective service courts;
- iii. if in play, the shuttle:
  - a. lands outside the boundaries of the court (i.e. not on within the boundary lines);
  - b. fails to pass over the net between the netposts;
  - c. touches the ceiling or side walls;
  - d. touches the person or clothes of a player;
  - e. touches any other object or person outside the court;
  - f. is caught and held on the racket and then slung during the execution of a stroke;
  - g. is hit twice in succession by the same player. However, a shuttle hitting the head and the stringed area of the racket in one stroke shall not be a "fault";
  - h. is hit by a player and the player's partner successively; or
  - i. touches a player's racket and does not travel towards the opponent's court;



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iv. if in play, a player:

- a. touches the net or its supports with racket, person or clothes;
- b. reaches over the net with the racket or person other than a follow-through
- c. invades an opponent's court under the net with racket or person such that an opponent is obstructed or distracted;
- d. obstructs an opponent i.e. prevents an opponent by any action such as shouting or making gestures; or
- e. fails to hit the shuttle.

## 8.5 General

8.5.1 A serve may not be delivered until the receiver is ready. "Let" is called when the receiver is not ready for the serve and when, after passing over the net on a serve or rally the shuttle is caught in or on the net.

8.5.2 Some part of both feet of the server and the receiver must remain in contact with the court, inside the boundary lines, until the shuttle leaves the racket of the server.

8.5.3 A serve which touches and passes over the net and falls within the diagonal service court, and a shot during a rally which touches and passes over the net and falls within the legal boundary lines are both good.

8.5.4 Shuttles falling on the lines are in bounds.

## 9 **Conduct of the Game**

9.1 The game shall be played in the spirit of fair game.

9.2 Any form of cheating, rough play (pulling of shirts, pushing, hacking, tripping etc), and unsporting behavior, use of vulgarities and/or intentional breaching of any game rules will not be tolerated.

9.3 Continuous misconduct/flagrant/intentional fouling will result in immediate dismissal of the player or team in question for the current game and/or all remaining games. This will be done at the discretion of the organising committee. Fighting will not be tolerated under ANY circumstances and will result in immediate disqualification. Team disqualified under such circumstances will not be refunded.

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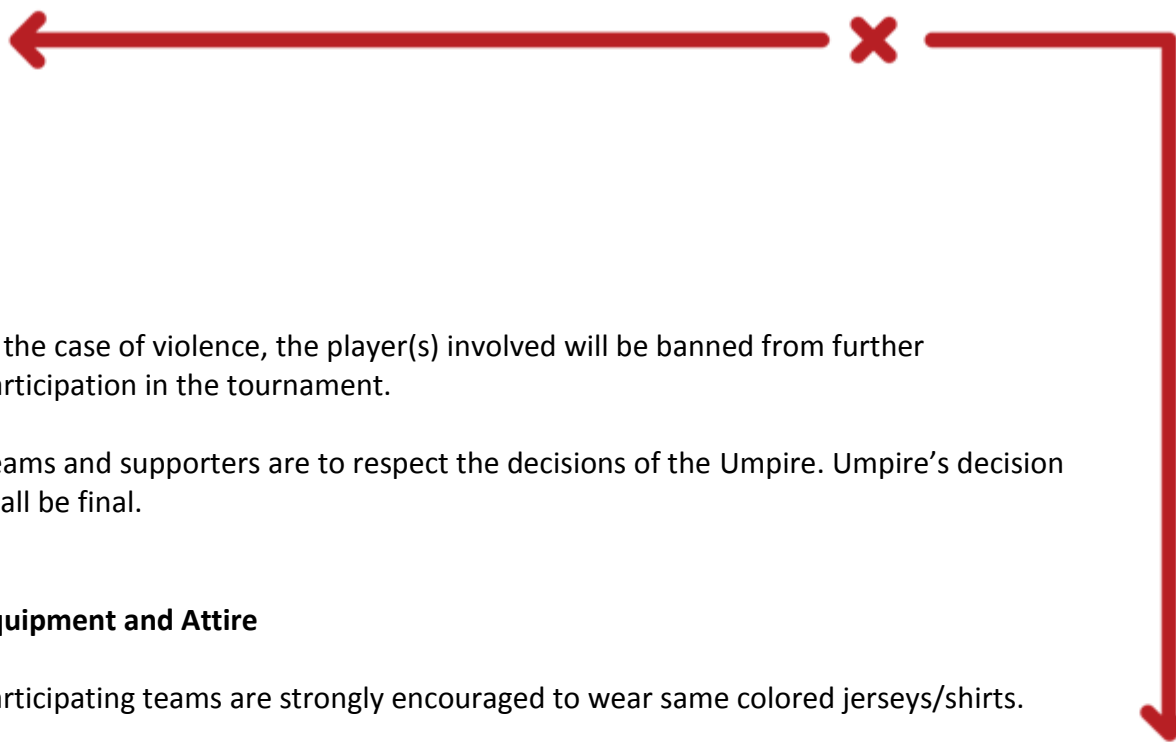
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9.4 In the case of violence, the player(s) involved will be banned from further participation in the tournament.

9.5 Teams and supporters are to respect the decisions of the Umpire. Umpire's decision shall be final.

## 10 Equipment and Attire

10.1 Participating teams are strongly encouraged to wear same colored jerseys/shirts.

10.2 Team(s) without appropriate jerseys/shirts will wear the bibs provided by the Organisers.

10.3 At the discretion of the umpire, one of the teams will put on the bibs when team colors of two opposing teams clashes.

10.4 Players are to wear proper footwear suitable for the playing surface, specifically non marking shoes.

## 11 Protest and Appeal

11.1 Protest regarding error in scoring will only be entertained if the team captain brings it to the attention of the tournament officials during the game. The tournament officials will immediately rectify any scoring error made.

*\*\*The rules and regulations are correct and updated at the time of print.  
It is subject to change at the discretion of the Organisers*

www.wadclub.org/romp



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