

ROMP 20 (Badminton) TECHNICAL RULES AND REGULATIONS (Accurate as of March 2020)

1 Rules and Regulations

1.1 The tournament shall be administered in accordance with the ROMP 20 (Badminton) Rules and Regulations.

1.2 The Competition will be conducted under the present rules & regulations governing the games as adopted by the Badminton World Federation (BWF)

1.3 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 sides.
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 with the following identification that are valid:

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

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

*National player refers to anyone who has been selected to represent the national team in any competition in the past 3 years.

3 Registration

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

Category	Registration Fees
Men's U17	\$80
Women's U17	\$80
Mixed U23	\$90
Mixed Open	\$110

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 Another player within the team can be designated as the team captain if the team captain is not able to participate during the match day. However, the responsibility still lies with the team captain specified in the registration form to ensure the stand-in is properly briefed.

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

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4.4 Captains are to ensure that teams are present at the holding area before their scheduled match time, even if the earlier/ongoing games are delayed.

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
Men's U17	≥ 13 and ≤ 17 yrs old	4	6
Women's U17	≥ 13 and ≤ 17 yrs old	4	6
Mixed U23	≤ 23 yrs old	4	6
Mixed Open	≤ 35 yrs old	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 day.

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;
- Employment Pass or
- Passport

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- 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. Teams that do not comply will be disqualified from the competition, applicable even post-competition.

7 Tournament Format

- 7.1 The tournament shall consist of a group phase and a knock-out phase.

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

7.1.2 The Organizers reserve the right to alter the match time or tournament format at any point of time depending on the number of participating teams.

7.1.3 Each player is only eligible to play one singles or doubles game in a match.

7.2 Group Phase

7.2.1 Teams will be playing using a round-robin format at group phase. The winners and first runner-up of each group will advance to the knock-out phase.

7.2.2 The following scoring system shall apply:

- i. 2 points for a win
- ii. 1 point for a loss
- iii. 0 point for conceding a walk-over

NB: If a team concedes a walk-over on a tie, the opposing team shall be deemed to have 6 points in the group ranking equivalent to winning 3 games at (21– 0) in each game.

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7.2.3 If two or more teams of the group have gained the same number of group ranking points, their ranking shall be determined by the results of the head-to-head ties between them, by considering the following in this order of sequence:

- i. the numbers of group ranking points,
- ii. the differences between wins and losses first in ties,
- iii. games
- iv. points

as far as is necessary to resolve the order, with greater difference ranked higher. If at any point, the results of the head-to-head ties among the involved teams still leave two teams equal, the winner of the tie between them will be ranked higher.

7.2.4 If Rule 7.2.3 still leaves two or more teams equal, ranking order will be established by the drawing of lots.

8 Match Composition

8.1 Each match consists of a total of 3 games:

<u>Game</u>	<u>Men's/Women's Categories</u>	<u>Mixed Category</u>
#1	Singles (Male/Female)	Singles (Male)
#2	Singles (Male/Female)	Singles (Female)
#3	Doubles (Male/Female)	Doubles (Mixed)

8.2 Each game consists of 1 set of 21 points to win.

8.3 Walkover

8.3.1 A team shall be conceded a walkover if the team fails to report within one (1) minute from the start of the game time.

8.3.2 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 to avoid a walkover).

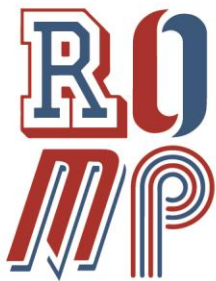
8.3.3 If the line-up form has not been submitted after the final reminder by the organizing committee, a walkover is awarded to the other team.

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9 Tournament Rules

9.1 Toss

9.1.1 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.

9.1.2 A game shall be won by the side which first scores 21 points. **Deuce format will only be introduced from semifinals onwards up to 24 points.** Sudden death format will be used otherwise.

9.1.3 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.

9.2 Singles

9.2.1 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.

9.2.2 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.

9.3 Doubles

9.3.1 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.

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

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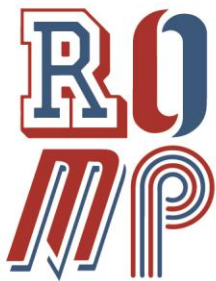
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9.4 Fault

9.4.1 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 or
 - 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
- 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.

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9.5 General

- 9.5.1 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.
- 9.5.2 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.
- 9.5.3 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.
- 9.5.4 Shuttles falling on the lines are in bound.

10 **Conduct of the Game**

- 10.1 The game shall be played in the spirit of fair game.
- 10.2 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.
- 10.3 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 Organizing Committee. Fighting will not be tolerated under ANY circumstances and will result in immediate disqualification. Team disqualified under such circumstances will not be refunded.
- 10.4 In the case of violence, the player(s) involved will be banned from further participation in the tournament.
- 10.5 Teams and supporters are to respect the decisions of the Umpire. Umpire's decision shall be final.

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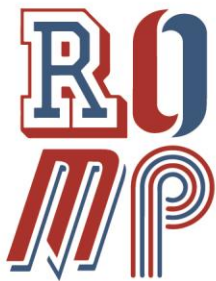
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11 Substitution

11.1 Substitution of players after the submission of the team line up form is strictly prohibited except for the following:

- Injury during warm up prior to the game
- Emergency which requires immediate attention prior to the game

12 Equipment and Attire

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

12.2 Players are to wear proper footwear, i.e. non-marking shoes, suitable for the playing surface.

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

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