

RULES OF AIRBADMINTON (Experimental)



In Force: 09/11/2024 Version 1.0

Background:

The following document details the 'Rules of AirBadminton' in experimental form. It should be expected that for 2025, there will be some adjustments based on learnings from tournaments. It is anticipated that eventually, this would become the 'Laws of AirBadminton'.

DEFINITIONS

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|------------------------------|---|
| Team Member | Any person playing AirBadminton. |
| Match | The basic contest in AirBadminton between opposing sides each of two or three Team Members. |
| Doubles | A match where there are two Team Members on each of the opposing sides. |
| Triples | A match where there are three Team Members on each of the opposing sides. |
| Dead Zone | The zone in the forecourt of an AirBadminton Court as defined by Law 7.6 |
| Service Markers | Two markers positioned on either side of the court, adjacent to the side lines positioned 3 metres back from the Dead Zone (See Diagram B). |
| Serving Zone | A zone bound within the back boundary line, the side lines and an imaginary line connecting the Service markers (See Diagram B). |
| Serving side | The side having the right to serve. |
| Receiving Zone/ Playing Zone | The area between the Dead Zone, respective side lines, and the back boundary line (See Diagram B). |
| Receiving side | The side opposing the serving side. |
| Rally | A sequence of one or more strokes starting with the service, until the AirShuttle ceases to be in play. |
| Stroke | A movement of the Team Member's racket with an intention to hit the AirShuttle. |

1. COURT AND COURT EQUIPMENT

- 1.1. The court shall be a rectangle marked out with lines 50 mm wide as shown in Diagram A.
- 1.2. The court shall have two side lines of 16 metres, two base lines of 6 metres and two dead zone lines of 6 metres (See Diagram A).
- 1.3. The lines marking out the court shall be easily distinguishable and preferably be coloured black, dark blue or any colour that contrasts with 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 metre from each sideline.

- 1.6. The net shall be between 80 mm and 100 mm in depth and at least 6.1 metres in length so that the entire width of the court from sideline to sideline is covered.
- 1.7. The net shall be 1.5 metres in height at the sidelines and the top of the net shall be 1.45 metres at the centre of the court if played on a sand surface.
 - 1.7.1. The net shall be 1.55 metres in height at the sidelines and the top of the net shall be 1.5 metres at the centre of the court if played on a hard or grass surface.
- 1.8. The net shall be made of fine cord of a colour that contrasts the court surface and even thickness with a mesh of not less than 15 mm and not more than 20 mm.
- 1.9. The top of the net shall be edged with a 50 mm white tape doubled over a cord or cable running through the tape. This tape shall rest upon the cord or cable.
- 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 tight.
- 1.11. Service markers shall be placed 3 metres from each Dead Zone Line and 1 metre outside of each sideline on both sides.

2. AIRSHUTTLE

- 2.1. The shuttle used shall be the AirShuttle as approved by the BWF.

3. RACKET

- 3.1. The Racket shall comply with Law 4 of the Laws of Badminton (BWF Statutes, section 4).

4. EQUIPMENT AND COMPLIANCE

4.1. Compliance

The Badminton World Federation shall rule on any question of whether any racket, shuttle or equipment or any prototype used in the playing of AirBadminton complies with the specifications. Such ruling may be undertaken on the Federation's initiative or on application by any party with a bona fide interest, including any Team Member, technical official, equipment manufacturer or Member Association or member thereof.

5. SERVICE

- 5.1. In a correct service:
 - 5.1.1. neither side shall cause undue delay to the delivery of the service once the server and the receiver are ready for the service;
 - 5.1.2. on completion of the backward movement of the server's racket head, any delay in the start of the service (Law 6.2) shall be considered to be an undue delay;
 - 5.1.3. the server shall stand within the serving area as shown in Diagram B;
 - 5.1.4. during the delivery of the service, the server shall not cross the service marker or touch the boundary lines that mark the serving area;
 - 5.1.5. the point of contact with the AirShuttle should not be higher than the net height on the side lines at the instant of being hit by the server's racket;

5.1.6. in attempting to serve, the server shall not miss the AirShuttle.

- 5.2. Once the Team Members are ready for the service, the first forward movement of the server's racket head shall be the start of the service.
- 5.3. Once started (Law 5.2), the service is delivered when the AirShuttle is hit by the server's racket or, in attempting to serve, the server misses the AirShuttle.
- 5.4. The server shall not serve before the Team Members of the receiving side are ready. However, the Team Members of the receiving side shall be considered to have been ready if a return of the service is attempted.
- 5.5. During the delivery of service (Laws 5.2 and 5.3), the Team Members may take up any positions within their respective playing area, which do not unsight the opposing Team Members.

6. SERVICE ERRORS

- 6.1. A service error has been made when a Team Member has served out of turn.
- 6.2. If a service error is discovered, the error shall be corrected when the AirShuttle is not in play, and the existing score shall stand.

7. SCORING A POINT

- 7.1. A team shall score a point by:
 - 7.1.1. successfully landing the AirShuttle inside the opponent's playing zone;
or
 - 7.1.2. when the opposing team commits a 'fault'.

8. DOUBLES AND TRIPLES

8.1. Serving and receiving

- 8.1.1. A Team Member of the serving side shall serve from any place within the service area.
- 8.1.2. Any Team Member of the receiving side can return the serve from any place within the receiving area.

8.2. Order of play and position on court

- 8.2.1. After the service is returned, in a rally, the AirShuttle may be hit by either Team Member of the serving side and either Team Member of the receiving side alternately, from any position on that Team Members' side of the net with the exception of the Dead Zone, until the AirShuttle ceases to be in play (Law 10).
- 8.2.2. In the case of Triples, no Team Member of either side shall hit two consecutive strokes

8.3. Scoring and serving

- 8.3.1. If the serving side wins a rally (Law 8.1), the serving side shall score a point. The server shall then serve again from any place within the serving area.
- 8.3.2. If the receiving side wins a rally (Law 8.1), the receiving side shall score a point. The receiving side shall then become the new serving side.

8.4. Sequence of serving

8.4.1. In any doubles game, the right to serve shall pass consecutively:

- 8.4.1.1. from the initial server who started the game;
- 8.4.1.2. to any Team Member of the receiving side;
- 8.4.1.3. to the second Team Member of the initial server;
- 8.4.1.4. to the second Team Member of the receiving side;
- 8.4.1.5. to the initial server and so on.

8.4.2. In any triples game, the right to serve shall pass consecutively:

- 8.4.2.1. from the initial server who started the game;
- 8.4.2.2. to any Team Member of the receiving side;
- 8.4.2.3. to one of the other Team Members of the initial server;
- 8.4.2.4. to any of the other two Team Members of the receiving side;
- 8.4.2.5. to the third Team Member of the initial server;
- 8.4.2.6. to the third Team Member of the receiving side;
- 8.4.2.7. to the initial server and so on.

8.4.3. No Team Member shall serve out of turn.

9. FAULTS

It shall be a 'fault':

- 9.1.** if a service is not correct (Law 8.1 and 8.4);
- 9.2.** if, in service, the shuttle:
 - 9.2.1. is caught on the net and remains suspended on its top;
 - 9.2.2. after passing over the net, is caught in the net.
- 9.3.** if in play, the shuttle:
 - 9.3.1. after the service is returned, after passing over the net, the shuttle is caught in the net;
 - 9.3.2. lands outside the playing zone (i.e. not on or within the boundary lines);
 - 9.3.3. lands within the dead zone;
 - 9.3.4. touches the person or dress of a Team Member;
 - 9.3.5. touches any other object or person outside the court;
 - 9.3.6. is caught and held on the racket and then slung during the execution of a stroke;

- 9.3.7. is hit twice in succession by the same Team Member. However, an AirShuttle hitting the head and the stringed area of the racket in one stroke shall not be a 'fault';
 - 9.3.8. is hit by a Team Member and the Team Member's partner successively;
or
 - 9.3.9. touches a Team Member's racket and does not travel towards the opponent's court;
- 9.4.** if, in play, a Team Member:
- 9.4.1. touches the net with racket, person or dress;
 - 9.4.2. steps inside the dead zone or physically invades the dead zone with any parts of their body except after playing a legal stroke and as a natural follow through movement during the course of the stroke in which case the Team Member shall immediately return to their playing zone.
 - 9.4.3. invades an opponent's court under the net with racket such that an opponent is obstructed or distracted; or
 - 9.4.4. deliberately distracts an opponent by any action such as shouting or making gestures;
- 9.5.** if a Team Member is guilty of flagrant, repeated or persistent offences under Law 14.

10. LETS

- 10.1.** 'Let' shall be called by the umpire, or by a Team Member (if there is no umpire), to halt play.
- 10.2.** It shall be a 'let', if:
- 10.2.1. the server serves before the Team Members of the receiving side are ready;
 - 10.2.2. during service, any Team Member of the receiving side and the server are both faulted;
 - 10.2.3. during play, the shuttle disintegrates and the base completely separates from the rest of the shuttle;
 - 10.2.4. in the opinion of the umpire, play is disrupted or a Team Member of the opposing side is distracted by a coach;
 - 10.2.5. a line judge is unsighted and the umpire or Instant Review System is unable to make a decision; or
 - 10.2.6. any unforeseen or accidental situation has occurred.
- 10.3.** When a 'let' occurs, play since the last service shall not count and the Team Member who served last shall serve again.

11. AIRSHUTTLE NOT IN PLAY

An AirShuttle is not in play when:

- 11.1. it strikes the net or post and starts to fall towards the surface of the court on the striker's side of the net;
- 11.2. it hits the surface of the court; or
- 11.3. a 'fault' or a 'let' has occurred.

12. DOUBLES AND TRIPLES EVENTS

12.1. Toss

- 12.1.1. For the doubles and triples events, before each match commences, a toss shall be conducted, and the side winning the toss shall exercise the choice either Law 12.1.1.1 or Law 12.1.1.2:

- 12.1.1.1. to serve or receive first;

- 12.1.1.2. to start play at one end of the court or the other.

- 12.1.2. The side losing the toss shall then exercise the remaining choice.

12.2. Scoring System

- 12.2.1. A match shall consist of the best of five games.
- 12.2.2. A game shall be won by the side which first scores 9 points except as provided in Law 12.2.3 and 12.2.4.
- 12.2.3. If the score is tied at 8-all, the side which gains a two-point lead first will win the game.
- 12.2.4. If the score becomes 12-all, the side scoring the 13th point shall win the game.
- 12.2.5. The side winning a game shall serve first in the next game.

12.3. Change of Ends

- 12.3.1. At the end of the first game.
- 12.3.2. At the end of the second game.
- 12.3.3. At the end of the third game, if there is to be a fourth game.
- 12.3.4. At the end of the fourth game, if there is to be a fifth game; and
- 12.3.5. And the fifth game when a side first scores 5 points.
- 12.3.6. Prior to each match, the opposing sides will have two minutes official warm-up period.

13. TEAM RELAY

13.1. Team Composition

- 13.1.1. A team shall comprise a minimum of three and a maximum of four male and female Team Members.
- 13.1.2. A Team Member can play one or two matches in a tie.

13.1.3. In case the same Team Member is playing two consecutive matches, they shall not be allowed to have any additional rest except the intervals as defined.

13.2. Matches in a Tie

13.2.1. A tie shall consist of 4 matches:

- One Women's Doubles (WD);
- One Men's Doubles (MD);
- One Women's Triples (WT); and
- One Men's Triples (MT).

13.3. Toss & Order of Matches

13.3.1. The team managers shall submit their respective team composition the start of each tie.

13.3.2. At least one hour before the tie starts, a meeting 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.

13.3.3. The order of play process shall be as follows:

13.3.4. The winner of the toss will choose the first match.

13.3.5. The opposing team will choose the second match, and either of the following:

13.3.5.1. serve or receive first, or

13.3.5.2. start play at one end of the court or the other.

13.3.5.3. The winner of the toss shall choose the third match and the remaining option between 13.3.5.1 and 13.3.5.2.

13.3.6. The match not chosen shall be the last match.

13.3.7. Fifteen minutes before the start of the tie, the umpire will ask for the sequence of Team Members serving in each team and for the four matches, as described by clause 7.5.1, at the designated assembly point of Team Members.

13.3.8. The serving order shall not be amended during the tie.

13.4. Scoring System

13.4.1. The first match shall play until one of the teams reaches 15 points (change of ends when the leading score reaches 8 points).

13.4.2. The second match shall start at the score of the first match and continue from that score.

13.4.3. The second match shall play until one of the teams reaches 30 points (change of ends when the leading score reaches 23 points).

13.4.4. The third match shall start at the score of the second match and continue from that score.

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

14. CONTINUOUS PLAY, MISCONDUCT & PENALTIES

- 14.1.** Play shall be continuous from the first service until the match is concluded, except as allowed in Laws 14.2 and 14.3

14.2. Intervals:

In Doubles and Triples Events:

- 14.2.1. Not exceeding 60 seconds in the fifth game, when the leading score reaches 5 points and;
- 14.2.2. 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.

In Team Relay:

- 14.2.3. Not exceeding 60 seconds between any match in the tie.

(For any televised match, the Referee shall determine that intervals as in Law 14.2 are mandatory and of fixed duration.)

14.3. Suspension of play

- 14.3.1. When necessitated by circumstances not within the control of the Team Members, such as unfavourable weather conditions or to straighten the lines marking out the court, the Referee may suspend play for such a period as the Referee may consider necessary.
- 14.3.2. Under special circumstances the Referee may instruct the umpire to suspend play.
- 14.3.3. If play is suspended, the existing score shall stand and play shall be resumed from that point.

14.4. Delay in play

- 14.4.1. Under no circumstances shall play be delayed to enable a Team Member to recover strength or wind or to receive advice.
- 14.4.2. The umpire shall be the sole judge of any delay in play.

14.5. Advice and leaving the court

- 14.5.1. Only when the AirShuttle is not in play and until the Team Members have taken up position to serve and receive shall a Team Member be permitted to receive advice during a match.
- 14.5.2. No Team Member shall leave the court during a match without the umpire's permission, causing delay to play, except during the intervals as described in Law 14.2.

- 14.6.** A Team Member shall not:
- 14.6.1. deliberately cause delay in, or suspension of, play;
 - 14.6.2. deliberately modify or damage the shuttle in order to change its speed or its flight;
 - 14.6.3. behave in an offensive or inappropriate manner; or
 - 14.6.4. be guilty of misconduct not otherwise covered by the Laws of AirBadminton.
- 14.7. Administration of breach**
- 14.7.1. The umpire shall administer any breach of Law 14.2, 14.4.1, 14.5.2 or 14.6 by:
 - 14.7.1.1. issuing a warning to the offending side; or
 - 14.7.1.2. faulting the offending side, if previously warned; or
 - 14.7.1.3. faulting the offending side in cases of flagrant offence or breach.
 - 14.7.2. On faulting a side (Law 14.7.1.2 or 14.7.1.3), the umpire shall report the offending side immediately to the Referee, who shall have the power to disqualify the offending side from the match

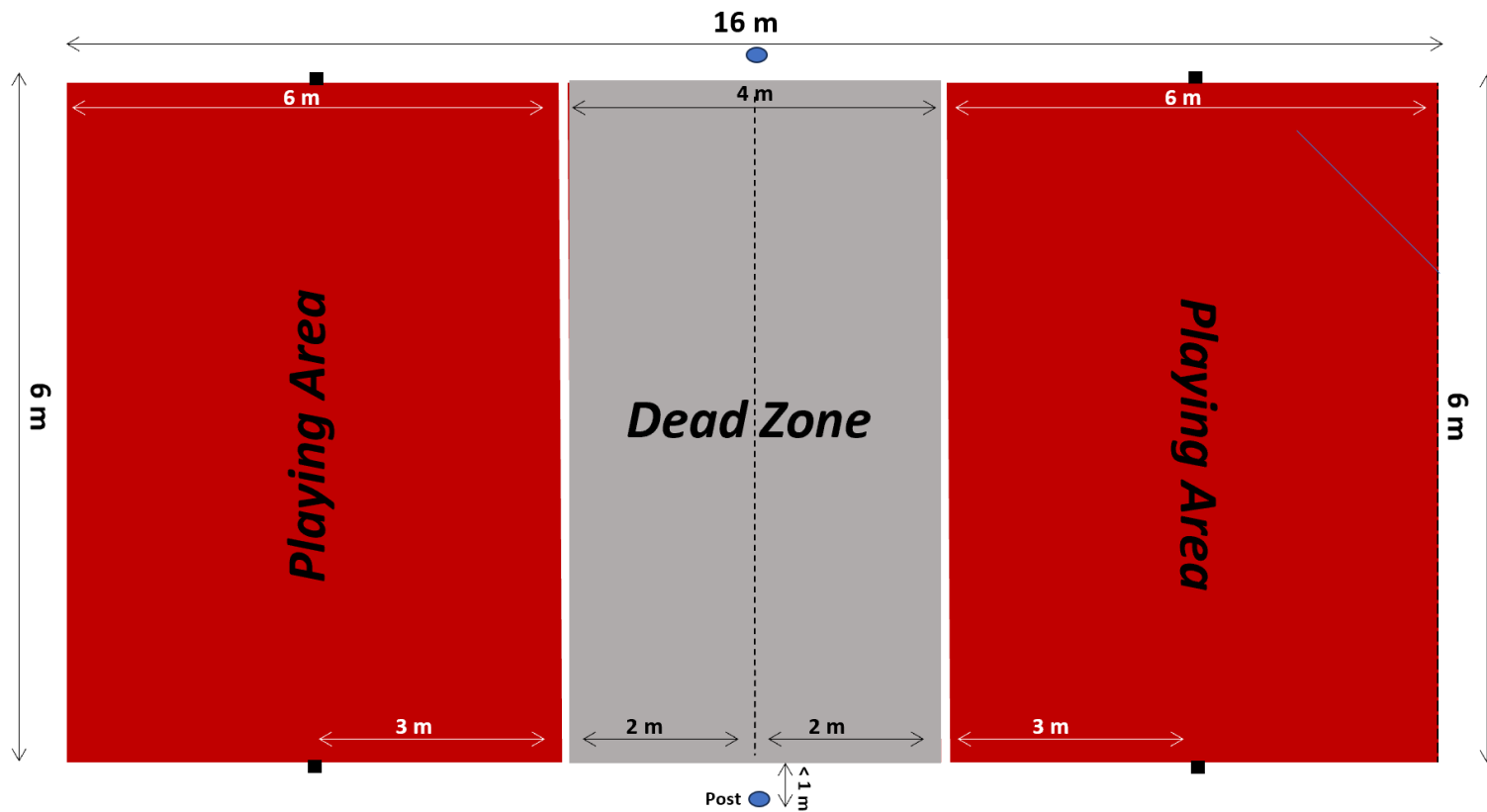
15. OFFICIALS AND APPEALS

- 15.1.** The Referee shall be in overall charge of the tournament or championship(s) of which a match or tie forms part.
- 15.2.** The Referee shall appoint or replace line judges or an Assistant Umpire where required,
- 15.3.** The umpire, where appointed, shall be in charge of the match, the court and its immediate surrounds. The umpire shall report to the Referee.
- 15.4.** The assistant umpire shall call service faults made by the server should they occur.
- 15.5.** A line judge shall indicate whether a shuttle landed 'in' or 'out' on the line(s) assigned.
- 15.6.** An official's decision shall be final on all points of fact for which that official is responsible except that if,
 - 15.6.1. 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.
 - 15.6.2. an Instant Review System is in operation, the system in operation shall decide on any line call challenge (BWF Statutes, Section 4.1.8).
- 15.7.** An umpire shall:
 - 15.7.1. uphold and enforce the Laws of AirBadminton and, especially, call a 'fault' or a 'let' should either occur;
 - 15.7.2. give a decision on any appeal regarding a point of dispute, if made before the next service is delivered;

- 15.7.3. ensure Team Members and spectators are kept informed of the progress of the match;
- 15.7.4. where another technical official is not appointed, arrange for that official's duties to be carried out;
- 15.7.5. where an appointed official is unsighted, carry out that official's duties or play a 'let';
- 15.7.6. record and report to the Referee all matters relating to Law 14; and
- 15.7.7. refer to the Referee all unsatisfied appeals on questions of law 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.)

DIAGRAM A

AirBadminton Court



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DIAGRAM B

Serving & Receiving Areas

