

<p>DIAL/SELF Official Modified International Semi-Regulation Badminton Tournament Guidelines, Rules, and Procedures 03-18-2018</p>
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### **Tournament Format**

1. Games will be played to 15 points, with teams needing to win by 2 points or to be the first team to score 19 points. There is a 10 minute time limit for each game. If after 10 minutes a team has not yet won the game, the team with the higher score will be declared the winner. In the event of a tie at the 10 minute mark, one final volley will be played to determine the winner.
2. There will be a 3 minute break between games to allow for court shifting and water.
3. The Badminton Czar will use a whistle, megaphone or PA to start and end each game.
4. At the end of each game, a member from each team must fill in the score sheet, initial it, and deliver it to the Master Scorekeeper at Bash Central (in the middle of the gym). The Master Scorekeeper will keep track of how many games each team wins.
5. There will be 9 games per tournament. The first 7 games will be random play with teams assigned to play against each other by the tournament director, according to an ancient and secret formula, handed down from Czar to Czar, since 2002.
6. Games 8 and 9 will be the Championship Rounds, to determine 1<sup>st</sup> and 2<sup>nd</sup> place for each tournament.
7. **Everyone Plays 9 games.** All teams play in the Championship Rounds (Games 8 and 9) because Bash officials will be watching closely (with the assistance of highly trained spies) to make a final decision on the awarding of the coveted Wildcard Trophies (awarded according to another ancient and secret formula that may take into account factors such as Extraordinary Effort, Colorful Costuming, Extreme Enthusiasm, Spectacular Sportsmanship, and Incredible Improvement).
8. Rankings are determined using the DIAL/SELF scoring trifecta which looks first at net wins, then total points, then net points.
9. Keep up the safe play all day! Remember to “call for it” when you plan to hit the birdie, in order to avoid colliding with a teammate (or hitting her/him in the face with your racket).

## Rules of Play

1. **Have fun.** It's only a game! If someone "breaks a rule" please respectfully communicate this to him/her. Please see a Bash Official if there is a significant disagreement.
2. Each team must have 3 players. They may be positioned anywhere on their side of the court. In the case of a 4 player team, the players may rotate in and out at the start of each match, but not during a match once it has started.
3. **Serves MUST be made "underhand"!** On a serve the racket must strike the birdie below the shoulder. The serve can go to any part of the court - and any player - on the opposing team's side.
4. Only one player per team can hit the birdie (and only 1 time) to get the birdie over the net. No part of a player's racket may hit the net or extend over the net.
5. **Super Important DIAL/SELF Bash Rule!!!** Where a birdie lies at rest after hitting the court determines whether it is "in" or "out" of bounds. It is "in bounds" if it lies inside of, or in contact with, the outer boundary line. So a birdie can hit inside the lines and roll out of the court and be considered out, and a birdie can also hit just outside the lines and roll inside and be good.
6. If a birdie strikes an object that is out of bounds (such as a chair, wall, or person), then the bird is automatically deemed out of bounds regardless of where it finally stops.
7. If a birdie gets caught in the net, or in a racket, or on any object that is directly above the court, or hits any object directly above the court, it is a "do over".
8. **A point is scored regardless of which team is serving.** A point is scored by a team either when the opposing team is unable to return the birdie over the net and into the "in-bound" area of the court, or when the serving team is unable to serve the birdie over the net and into the "in-bound" area on the other side of the net (after 2 attempts).
9. **Serve where the birdie lands.** The serve is made by the team on whose side of the court the birdie rests after the prior serve, unless the prior server failed in 2 attempts to get the birdie over the net (in which case the serve goes to the other team).
10. **Servers must rotate within each team,** and serves must be from the center of the court (with one foot on the center line). The rotation of servers occurs each time the serve returns to your team from the other team.
11. A player's racket or body must not come into contact with an opposing player or the net.
12. A player's body or clothing may not touch the birdie.
13. **Remember to have fun and play safely. It's only a game!**