

Business House Policy & Procedure Manual

The rules:

3 games of doubles are played each night. Players are ranked by ability 1,2,3.

Start times will be strictly adhered to (times maybe altered) - please be on court and ready to play as follows: (Rank players by ability 1,2,3)

1st game - Players 2 & 3

2nd game - Players 1 & 3

3rd game - Players 1 & 2

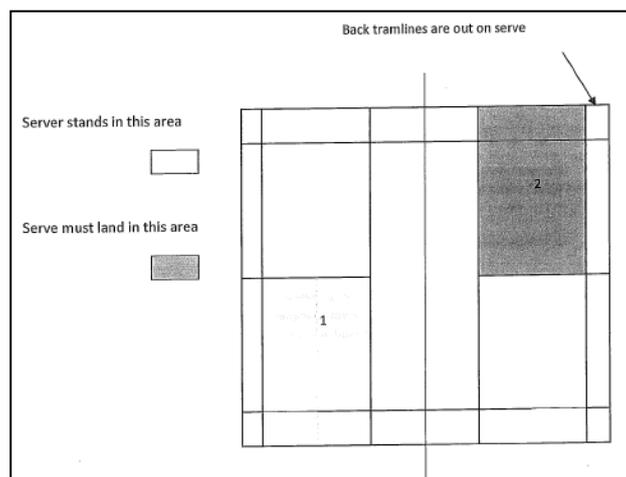
Games will be 15 minutes long (time permitting, shorter in grading), keeping the score by points won, eg 52-24, teams will be given two points for winning each game (up to six points available per set of three games). Scores will be tallied over the season to decide the play off positions.

Substitutions

- Players are not allowed to swap out during a set
- Once a player is ranked on the day, that ranking is not allowed to be changed once the first game has started.
- Players that are not registered on the registration form submitted prior to the competition beginning are not allowed to play unless prior approval is gained by the Competition Organiser. Approval must be sort from the opposition when unregistered subs are used on the night without prior approval.

Service

- A team on court has only one 'service' the same person continues serving until a point is lost.
- The service passes consecutively to the players.
- At the beginning of the game and when the score is even, the server serves from the right service court. When it is odd, the server serves from the left court.
- If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.
- If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.
- The players do not change their respective service courts until they win a point when their side is serving.
- The serve must be underarm.
- The serve must go diagonally across the net from 1 to 2 on the picture below



Course of Action/ Explanation	Score	Service from	Service Court	Server & Receiver	Winner of the Rally
	Love All	Right Service Court. Being the score of the serving side is even.	A serves to C A and C are the initial server and receiver.	A & B	
A & B win a point. A & B will change service courts. A serves again from Left service court. C & D will stay in the same service courts.	1-0	Left Service Court. Being the score of the serving side is odd	A serves to D	C & D	
C & D win a point and also right to serve. Nobody will change their respective service courts.	1-1	Left Service Court. Being the score of the serving side is odd.	D serves to A.	A & B	
A & B win a point and also right to serve. Nobody will change their respective service courts.	2-1	Right Service Court. Being the score of the serving side is even.	B serves to C	C & D	
C & D win a point and also right to serve. Nobody will change their respective service courts.	2-2	Right Service Court. Being the score of the serving side is even.	C serves to B	C & D	
C & D win a point. C & D will change service courts. C serves from Left service court. A & B will stay in the same service courts.	3-2	Left Service Court. Being the score of the serving side is odd.	C serves to A	A & B	
A & B win a point and also right to serve. Nobody will change their respective service courts.	3-3	Left Service Court. Being the score of the serving side is odd.	A serves to C	A & B	
A & B win a point. A & B will change service courts. A serves again from Right service court. C & D will stay in the same service courts.	4-3	Right Service Court. Being the score of the serving side is even.	A serves to D	C & D	

Outlines

- During the game the shuttle must land in the shaded are of the picture below.
- In Doubles – during the rally, the whole court is in.
- At all times during the rally – if the shuttle lands on the line it is called in.
- If the shuttle lands outside of this area and is not touched by the opponent before it lands, then the opponent scores a point

