



SMASH 2020 Rules & Procedures



General Rules

1. All participants must complete an online registration form available at www.kagw.com and submit the mandatory registration fees by the end date - Feb 10th, 2020.
2. Registration fees for tournament will be as follows
 - \$15.00 per player for Singles
 - \$30.00 per team for Doubles
3. Payments must be made through the registration website using Paypal.
4. The venue and date for the event will be:
 - Venue-- Northern Virginia Badminton Club,
44590 Guilford Dr Suite 100, Ashburn, VA 20147
 - Date & Time- Feb 22nd, 2020 at 2.00 PM
5. Only one registration form should be submitted per participant. For doubles, one registration form should be submitted per team.
6. Registration forms submitted after the deadline will not be accepted.
7. The last date for registration is Feb 10th, 2020.
8. Organizers reserve the right to extend the deadline for registration. Any extension of the registration deadline will be announced through the KAGW website.

9. Organizers reserve the right to cancel the whole tournament or a specific category within the tournament if there are less than 4 participants for that tournament /category.

10. The tournament will be conducted based on the following categories:

-- Boy's / Men's Division

- Middle School
- High School
- Men's Open
- Men's Doubles

-- Girl's / Women's Division

- Middle School
- High School
- Women's Open
- Women's Open

-- Mixed Doubles

11. For administrative purposes, categories are determined based on the grade/class in which the participant is currently studying. The participant's actual age will not be considered to determine their category.

12. False representation of the category will result in disqualification of the participant.

13. Participants can only participate in one category. However, participants may opt to participate in a higher category. Under no circumstances will they be allowed to participate in a lower category. A participant cannot contest in multiple categories.

14. There will be no separate tournaments for male and female participants.

15. Participants should report at least 15 minutes before the beginning of the tournament to the venue. Participants who arrive after the conclusion of the first round of the tournament will not be allowed to participate, and their registration will be deemed cancelled and the registration fees will not be reimbursed.

16. Participants will not receive any communication from the organizers if they fail to report at the venue on time.

17. The KAGW Sport's Committee reserves the rights to revise the rules at any time.

18. The KAGW Sport's Committee decision shall be final.

19. Please contact for any questions:

- Manoj Vellnoore : 301-412-8010; manojv@gmail.com
- Sudhir Menon : 614-208-7447; sudhirhpp@gmail.com

- Anoop Das : 571-528-6926; das.anoop@gmail.com
- Ahfaan Kondeth : 216-755-7549; ahffank@gmail.com
- Manoj Veliyavettil: 240-778-3498; valiyaveetilm@yahoo.com
- KAGW Sports Committee: sports@kagw.com

Match Rules

Scoring System

- EACH match consists of 1 game of 21 points.
- Every time there is a serve – there is a point scored.
- The side winning a rally adds a point to its score.
- At 20 all, the side which gains a 2-point lead first, wins that game.
- At 29 all, the side scoring the 30th point, wins that game.

Doubles

- A side has only one 'service'.
- The service passes consecutively to the players as shown in the diagram.
- 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.

If players commit an error in the service court, the error is corrected when the mistake is discovered.

In a doubles match between A & B against C & D. A & B won the toss and decided to serve. A to serve to C. A shall be the initial server while C shall be the initial receiver.

Scenario	Score	Service From	Server	Winner	
	Love All	Right Service Court because 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 because 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 because 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 because 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 because 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 because 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 because 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 because the score of the serving side is even.	A serves to D.	C & D	

Note that this means:

-- The order of server depends on whether the score is odd or even.

-- The service court is changed by the servicing side only when a point is scored. In all other cases, the players continue to stay in their respective service court from where they played the previous rally. This guarantees an alternate server.

