

RULES of Crossminton

ICO

Rules of Crossminton

2017

for all age-groups

Editor

- International Crossminton Organisation -



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Definitions

Player

A person playing Crossminton.

Match Party

A party consists of one player in singles.

A party in doubles consists of 2 players on the same team.

Opponent

The competing party.

Game

Competition between 2 parties.

Square

A square is a part of the court. It refers to one of two squares where the speeder™ has to be played in.

Court/ Court with security zone

The court consists of 2 opposite squares which are set up parallel to each other within a distance of 12,8 m. The security zone is the area surrounding and between the squares of the court.

Ball

The ball is called speeder™.

Racket

The player plays with a racket.

Singles

A match with 1 player in each square .

Doubles

A match with 2 players in each square .

Server

The party to serve.

Returner

The party opposite to the server/ the party to return.

Rally

A sequence of one or several shots counting from the serve to the moment when the speeder™ is out of bound.

Head umpire

The head umpire is the observer of the ICO and is also called tournament referee.

Referee

The referee is responsible for one match and is also called match referee.

Line- / Service judge

The line- and service judge is subordinate to the referee and head umpire. His area of responsibility is limited to the function assigned by the referee.

Speeder™ Kids

Speeder™ Kids are also known as ball boys and girls.

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Rules

1 *Toss*

- 1.1 Before starting the match a toss is carried out. The party which wins the toss chooses the position according to rule 1.1.1 or rule 1.1.2...
- 1.1.1 ... to serve or return first.
- 1.1.2 ... to choose the starting court side.
- 1.2 The loser of the choice has to decide on the remaining possibility. In Doubles: Serving party must tell the returners who is serving (back court player) first. Returners are free to decide after that who is attack- and back court player.

2 *Scoring system*

- 2.1 Best of 3 sets: 2 sets need to be won to win a match.
- 2.2 The party which reaches 16 points first wins the set with the exception to rule 2.4.
- 2.3 The party which wins a rally adds a point to the score. A party wins a rally if the opposite party makes a fault or the speeder touches the ground within the opponent's square.
- 2.4 At a score of 15:15 the party which is in the lead of 2 points first wins the set.
- 2.5 The party which loses a set is the first one to serve in the next set.

3 *Change of court sides*

- 3.1 The parties change court sides...
- 3.1.1 ... after finishing the first set.
- 3.1.2 ... after finishing the second set, if there is a third one.
- 3.1.3 ... in the third set after every 6 points scored.
- 3.2 If the sides have not been changed as described in rule 3.1, the change has to be done immediately after recognizing the mistake, provided that the speeder is not in play. The existing score remains.

4 *Service (Starting the match)*

- 4.1 At a correct service...
- 4.1.1 ...neither party is allowed to delay the service deliberately as soon as the server and returner are ready for service.
- 4.1.2 ...the server has to stand inside of the base court (serving zone) without crossing with any part of the foot the service line or imaginary service line (in the moment of the hitting point).
- 4.1.3 ...one foot of the server has to be in touch with the court ground, from the beginning of (rule 4.2) to the end of the service (rule 4.3).
- 4.1.4 ...the whole of the speeder has to be below the level of the stroking hand of the server at the moment of touching the racket.
- 4.1.5 ...after starting the service (rule 4.2) the racket has to be moved forward until finishing the service (rule 4.3) (i.e. it is not allowed to interrupt the service movement).
- 4.2 As soon as the players are ready for the service, the first movement forward of the server's racket head is the start the service.
- 4.3 Once the service movement started (rule 4.2) a service is regarded as executed when the speeder is hit by the racket of the server or when trying to serve, the speeder is missed.
- 4.4 The server is only allowed to start serving, if the returner is ready. The returner is considered to be ready, if it is visible that he intends to return the service.
- 4.5 After the hitting point the player is allowed to move out of the service zone.
- 4.6 Each party executes 3 successive serves before the other party has the right to serve.
- 4.7 At the score of 15:15 all the right to serve changes after each point.

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5 Singles

5.1 Service and returning party

- 5.1.1 The parties serve from within the base court (serve zone).
- 5.1.2 The service can be carried out from any position within the base court/serve zone.

5.2 Sequence of strokes and position on the court

During a rally the speeder is alternately hit by the server and returner from any position until the speeder is out of play (rule 9).

5.3 Scoring points and serving (rally point system)

- 5.3.1 If the server wins a rally (rule 2.3) he scores a point.
- 5.3.2 If the returner wins the rally (rule 2.3) he scores a point.

6 Doubles

6.1 Serving and returning party

- 6.1.1 A player of the serving party has to serve from inside the base court/serve zone (feet).
- 6.1.2 Each player of the returning party is called returner.

6.2 Sequence and position on the court

- 6.2.1 After the service the speeder can be shot from any position (respect rule 6.5!) by each player of the returning party, until the speeder is out of play (rule 9).
- 6.2.2 The loser party of the corresponding last set (or the server party after the toss (rule 1)) serves to begin the following set. It is not importance which player of the serving party serves.

6.3 Scoring points and service (rally point system)

- 6.3.1 If the serving party wins a rally (rule 2.3) this party scores one point.
- 6.3.2 If the return party wins a rally (rule 2.3), the return party scores one point.

6.4 Sequence of service...

The right to serve passes (following 6.4.1 — 6.4.5)

- 6.4.1 ...from the party A (back court player) which has the right to serve in the beginning...
- 6.4.2 ...to the attack player of the returning party B who then serves and become back court player for the following points...
- 6.4.3 ...to the partner of party A who had not served before...
- 6.4.4 ...to the partner of party B who had not served before...
- 6.4.5 ...to the first server again, etc.
- 6.4.6 A player is not allowed to serve out of this sequence.

6.5 Position faults at serve and return, i.e. during the rally mean...

- 6.5.1 ...if there is a fault in position at serve and return, i.e. during the rally respectively.
 - 6.5.1.1 The back court player puts a part, of his foot which is next to the base line in front of the partner s foot at the moment of striking the speeder...
 - 6.5.1.2 The attacker puts a part of his foot which is next to the base line behind the partners foot at the moment of striking the speeder...
- 6.5.2 ... If a fault of position at the serve or return during the rally respectively is punished by the umpire, then the point is immediately lost, although the rally has not been finished yet.

6.6 Positioning at the beginning of the set

- 6.6.1 The receiving party must announce which partner is the attack player and which is the back court player. The serving party afterwards.

7 Faults

Faults are ...

- 7.1 ...if a serve is not carried out in accordance with the rules (rule 4).
- 7.2 ...if the speeder...
 - 7.2.1 ...touches the court outside of the lines of the court (i.e. not inside or on the lines).
 - 7.2.2 ... touches the ceiling or the side walls.
 - 7.2.3 ... touches a player or a player's clothes.
 - 7.2.4 ... touches any object or person outside of the court.
 - 7.2.5 ... is caught or stopped by the racket and is then thrown as the return.
 - 7.2.6 ... is hit or touched twice by the same player. However, it is not a fault, if the speeder hits the racket frame and strings at the same time in one shot.
 - 7.2.7 ...is shot or touched by a player and after that by his partner.

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- 7.2.8 ...touches the racket of a player and then does not fly towards the opposite court side.
- 7.3 If a player, while the speeder is in the match...
- 7.3.1 ...enters the opponent's square with the racket or his body.
- 7.3.2 ...hinders the opponent to execute a legal shot.
- 7.3.3 ...distracts his opponent by any actions like shouting or gestures.
- 7.4 ...if a player offends the rules.
- 7.5 In Doubles: See rule 6.5.

8 Lets

- 8.1 If there is a "let" the service of the last rally is not valid and the player who served the last time repeats the serve.
- 8.2 "Let" takes place, if...
 - 8.2.1 ... the server serves before the returner is ready (rule 4.4).
 - 8.2.2 ... a fault is committed by both parties at the same time.
 - 8.2.3 ... the speeder shows a defect or deforms while playing.
 - 8.2.4 ... According to the umpire's opinion the match is disturbed or a player is distracted by the opponent's coach.
 - 8.2.5 ... the line judge is not able to make a call and the umpire is not able to make a decision himself.
 - 8.2.6 ... something unforeseen occurs.
 - 8.2.7 ... any object (e.g. speeder) dropped into the court during a rally.
- 8.3 "Let" is announced by the umpire or player (if there is no umpire).

9 Speeder not in play if...

- 9.1 ...it touches the ground of the court.
- 9.2 ...there is a fault (rule 7) or a "let" (rule 8).

Internal agreement

Annex - players' communication without umpire

1. "In" the index finger of the free hand points downward.
2. "Out" the index finger of the free hand points upward.
3. "Let" the index finger and the middle finger of the hand without the racket point to the upward.

Signed

Committee of rules and tournaments of the ICO