

RULES OF CROSSMINTON



Rules of Crossminton

for all age-groups

Editor

- International Crossminton Organisation -



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0 Defining Key Terms of Crossminton

Player

A person playing crossminton.

In SSC50 category, a player is a person with achondroplasia playing crossminton, thus his/her height not exceeding 1,45 m (men) or 1,37 m (women).

Match Party

A match party (a party) consists of one player in singles.

A match party (a party, also called a pair) in doubles consists of 2 players on the same team.

Opponent

The opposing party.

Match

Competition between 2 parties.

Square

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

Court with a shuttle-passing zone

A court consists of 2 opposing squares which are set up facing each other with a distance of 12,8 m (9 m for U12 courts) between them. The shuttle-passing zone is the area between both opposing squares.

Shuttle

The flying device used for playing purpose is called the shuttle. The official ICO shuttle is the Speeder™.

Racket

The player plays with a racket.

Singles

A match with 1 player playing in each square.

Doubles

A match with 2 players (a pair) playing in each square.

Serve

Initial strike of the shuttle to start the rally.

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 shuttle is out of bound.

Point

A point is awarded to the total score of the player who won the last rally with the shuttle either hitting the opposing square, including the lines, or the opponent making a mistake.

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Set

A finished set is a part of a match and consists of the totals of points of both players, with winning player accumulating 16 points (or more in a case of a tie-break) first.

Match

A match is competition between 2 parties, consisting of 2 or 3 sets.

Head Umpire

The Head Umpire is a person in charge of rules, regulations and refereeing at a crossminton tournament.

Match Umpire

The Match Umpire is responsible for the course of a match by making refereeing decisions and is also responsible for the court and its surroundings.

Line-/Service Umpire

The Line- and Service Umpire is subordinate to the Match and Head Umpire. His area of responsibility is limited to the function assigned by the Match Umpire.

Winner

A winner is the party that first wins 2 sets in a match.

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Rules of Crossminton

1 *Equipment Rules*

1.1 *Shuttle*

In the tournament announcement the manufacturer's or producer's official name for the shuttle (as currently, a Speeder™) has to be used.

- 1.1.1 The shuttle is a flying device used for playing purpose which must weigh at least 8 g and at most 10 g.
- 1.1.2 The shuttle must also have a min. height of 57 mm and a max. height of 63 mm. The diameter of the conic (cylindric) basket is 47-53 mm measured at the wider part of the basket. The stroke cap is semi-spherical, consists of thermo-plastics and has a diameter of 25-27mm.
- 1.1.3 Provided that the general shape and flight qualities of the shuttle are not changed, modifications of the above stated specifications may be made by the permission of the International Crossminton Organisation, at places with unusual atmospheric or climatic conditions. The max. weight of a shuttle may differ by 1 g when using a rubber ring that is securely attached directly underneath the stroke cap of the shuttle.
- 1.1.4 In the event of strong wind conditions, a different shuttle may also be used after consulting with the tournament organizer and in agreement with the responsible Head Umpire.
- 1.1.5 The weight of the shuttle for U12 categories must be 6 to 10 g.
- 1.1.6 Prior to the serve or during the match, the shape of the shuttle must not change. All actions that could influence the shape of the shuttle (i.e. putting the shuttle in a pocket) are strictly forbidden.

1.2 *Racket*

- 1.2.1 The racket must not have a mechanic device which changes the flight quality of the shuttle, artificially influences its quality or puts the opponent/ partner in danger.
- 1.2.2 The length of the racket must not exceed 61 cm.
- 1.2.3 The head size of the racket must not exceed the value of 650 cm² (exterior dimensions).
- 1.2.4 The length of the racket and head size for U12 categories may differ from the defined measures.

1.3 *Court*

- 1.3.1 The court consists of two squares of 5.5 x 5.5 m (exterior measures including the lines) which are set up in a distance of 12.8 m (exterior measure). The serve line is 3 m behind the front line.
- 1.3.2 The width of the line when using the court lines has to be at least 2 cm and may not exceed 6 cm. The width of the lines has to be consistent.
- 1.3.3 The court for U12 category consists of two squares of 4 x 4 m (exterior measures) which are set up in a distance of 9 m (exterior measure). The serve line is 2 m behind the front line.

2 *Toss*

- 2.1 Before starting the match a toss is carried out, usually by throwing the shuttle in the air, with the direction of the stroke cap of the shuttle on the ground deciding the player that has the choice first. The party which wins the toss, has the right to decide according to rule 2.1.1, rule 2.1.2 or rule 2.1.3:
 - 2.1.1 ... to serve or return first.
 - 2.1.2 ... to choose the starting court side.
 - 2.1.3 ... to require the opponent to make one choice of rule 2.1.1 or rule 2.1.2
 - 2.1.4 The losing party in the toss procedure has to decide on the remaining possibility.

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- 2.1.5 In doubles: In each set, the receiving party (non-serving pair) must announce which partner is the attack player and which is the back court player. After they do it, the serving pair decides which player will serve and which will stand at the front line (attack player).

3 **Scoring system**

- 3.1 A match is played as a best-of-3 sets: 2 sets must be won in order to win a match.
- 3.2 The party which reaches 16 points first, wins the set - with the exception to rule 3.4.
- 3.3 The party which wins a rally adds a point to its score. A party wins a rally if the opposite party makes a mistake or when the shuttle touches the ground within the opponent's square and its lines.
- 3.4 At a score of 15:15, the party that reaches the lead of 2 points first (i.e. 17:15, 18:16, ...) wins the set.
- 3.5 The party that loses the set is the one that starts serving in the next set.

4 **Change of court sides**

- 4.1 The parties change court sides ...
 - 4.1.1 ... after finishing the first set.
 - 4.1.2 ... after finishing the second set, if there is a third one.
 - 4.1.3 ... in the third set after every 6 points played, counting from the start of the set.
- 4.2 If the sides have not changed court sides as described in rule 4.1, the change has to be done immediately after recognizing the mistake, provided that the shuttle is not in play. The existing score remains and the players then change courts according to the rule 4.1.3.

5 **Serve (starting the rally)**

- 5.1 At a correct serve ...
 - 5.1.1 ... neither party is allowed to delay the serve deliberately. In case of extreme weather conditions, a serve must be made in not more than 30 seconds after the finish (shuttle hitting the ground) of the previous point.
 - 5.1.2 ...the server has and is allowed to stand anywhere inside the square (serve zone) without crossing the serve line or imaginary serve line with any part of the foot in the moment of hitting the shuttle. Standing on the serve line is allowed, standing over the line is not.
 - 5.1.3 ...one foot of the server has to be in touch with the court ground, from the beginning of (Rule 5.2) to the end of the serve (Rule 5.3).
 - 5.1.4 ...the whole of the speeder has to be below the level of the striking/serving hand (wrist line) of the server at the moment of touching the racket during the serve.
 - 5.1.5 ...after starting the serve (Rule 5.2) the racket has to be moved forward until finishing the serve (Rule 5.3) (i.e. it is not allowed to interrupt the serve movement).
- 5.2 As soon as the players are ready for the serve, the first movement forward of the server's racket head is the start the serve.
- 5.3 Once the serve movement started (Rule 5.2), a serve is regarded as executed when the shuttle is hit by the racket of the server or, when trying to serve, the shuttle is partially or fully missed.
- 5.4 The server is only allowed to start serving, if the returner is ready. The returner is considered to be ready when it is visible that he/she intends to return the serve.
- 5.5 After the serve is executed, the player is allowed to move out of the serve zone.
- 5.6 Each party executes 3 successive serves before the other party has the right to serve.
- 5.7 At the score of 15:15 all, the right to serve changes after each point.

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6 *Singles*

6.1 *Serving and returning party*

- 6.1.1 The parties serve from inside the serve zone, as set in Rule 5.
- 6.1.2 The serve can be carried out from any position within the serve zone. At the time of shuttle hitting the racket during the serve, the returning party can be positioned either in or out of his/her square.

6.2 *Sequence of hitting the shuttle and position on the court*

During a rally the shuttle is alternately hit by the server and returner from any position until the shuttle is out of play (Rule 10).

6.3 *Scoring points and serving (rally point system)*

- 6.3.1 If the server wins a rally (Rule 3.3), he/she scores a point.
- 6.3.2 If the returner wins the rally (Rule 3.3), he/she scores a point.

7 *Doubles*

7.1 *Serving and returning party*

- 7.1.1 A player of the serving party has to serve from inside the serve zone, as set in Rule 5.
- 7.1.2 Each player of the returning party is called returner.

7.2 *Sequence of hitting the shuttle and position on the court*

- 7.2.1 After the serve the shuttle can be hit from any position (respect Rule 7.5!) by any player of the returning party, until the shuttle is out of play (Rule 8).
- 7.2.2 The losing party of the corresponding last set (or the server party after the toss (Rule 2)) serves to begin the following set. It is not important which player of the serving party serves, but Rule 2.1.5 must be observed.

7.3 *Scoring points and serving (rally point system)*

- 7.3.1 If the serving party wins a rally (Rule 3.3), the serving party scores one point.
- 7.3.2 If the return party wins a rally (Rule 3.3), the return party scores one point.

7.4 *Sequence of serve ...*

The right to serve passes (following the sequence of 7.4.1 to 7.4.5) ...

- 7.4.1 ...from the party A (back court player) which has the right to serve in the beginning...
- 7.4.2 ...to the front player of the returning party B who then serves and becomes back court player for the following points...
- 7.4.3 ...to the partner of party A who had not served before...
- 7.4.4 ...to the partner of party B who had not served before...
- 7.4.5 ...to the first server again, etc.
- 7.4.6 A player is not allowed to serve out of this sequence.

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

- 7.5.1 ... that there is a fault in position at serve and return:
 - 7.5.1.1 The back court player puts a part of his foot in front of the front court player's foot at the moment of hitting the shuttle in such a manner that his partner's back foot is now the closest to the back line of the square.
 - 7.5.1.2 The front court player puts a part of his foot behind the partners foot at the moment of hitting the shuttle in such a manner that his back foot is now the closest to the back line of the square.

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- 7.5.2 ... if a fault of position at the serve or return during the rally is declared by the Match Umpire, then the point is immediately lost, although the rally has not been finished yet.

7.6 Positioning at the beginning of the set

- 7.6.1 In each set, the receiving party (non-serving pair) must announce which partner is the attack player and which is the back court player. After they do it, the serving pair decides which player will serve and which will stand at the front line.

8 Faults

Faults are ...

- 8.1 ... if a serve is not carried out in accordance with the rules (Rule 5).
- 8.2 ... if the shuttle:
- 8.2.1 ... touches the ground outside of the lines of the square (i.e. not inside or on the lines).
 - 8.2.2 ... touches the ceiling of the venue or the side walls.
 - 8.2.3 ... touches any part of the player's body or any part of the player's garment, including shoes and socks.
 - 8.2.4 ... touches a person or any kind of an external object (basketball rim or net, curtains etc.) that is not part of the court, except the situation of two shuttles hitting each other in the air (in this case, the point is to be repeated).
 - 8.2.5 ... is caught or stopped by the racket and is then thrown as the return.
 - 8.2.6 ... is hit twice in succession by the same player. However, a shuttle hitting the head and the stringed area of the racket in one stroke shall not be a "fault". In doubles, it is also a fault when the shuttle is hit by a player and the player's partner successively, even in case of the slightest of touches.
 - 8.2.7 ... touches a player's racket and does not travel towards the opponent's court, even in case of the slightest of touches.
- 8.3 If a player, while the speeder is in the match...
- 8.3.1 ... enters the opponent's square with the racket or his body.
 - 8.3.2 ... hinders the opponent to execute a legal shot.
 - 8.3.3 ... distracts his opponent by any actions like shouting or gestures.
- 8.4 ... if a player offends the rules.
- 8.5 In Doubles: See rule 7.5.

9 Repeated play

- 9.1 If there is a repeated play, the serve of the last rally is not valid and the player who served the last serve repeats the serve.
- 9.2 Repeated play takes place, if...
- 9.2.1 ... the server serves before the returner is ready (Rule 5.4).
 - 9.2.2 ... a fault is committed by both parties at the same time.
 - 9.2.3 ... the shuttle shows a defect or deforms while playing.
 - 9.2.4 ... the shuttle hits another shuttle in air.
 - 9.2.5 ... any kind of objects or a person intentionally or unintentionally disturbs one or both players while playing (the shuttle is still in the air) the point. Playing must be stopped immediately and the point is to be repeated.
 - 9.2.6 ... the Line Umpire is not able to make a call and the Match Umpire is not able to make a decision himself/herself.
 - 9.2.7 ... something unforeseen occurs.
 - 9.2.8 ... the players cannot decide whether the shuttle was IN or OUT (when there is no umpire).
 - 9.2.9 ... one of the court lines is moved while playing (the shuttle is still in the air) the point. Playing must be stopped immediately and the point is to be repeated.
- 9.3 Repeated play is announced by the Match Umpire or a player (when there is no umpire).

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10 Shuttle is not in play if ...

- 10.1 ... it touches the ground of the court.
- 10.2 ... there is a fault (Rule 8) or a repeated play (Rule 9).

11 General and Specific Situations

11.1 Advancing in the knockout stage

- 11.1.1 Best 2 players from a group advance to the knockout stage, regardless of the number of groups played or the number of players in the group.

11.2 Loss in a knockout stage

- 11.2.1 A loss in a knockout stage means direct elimination from the competition. Eliminated player plays no further matches to decide position. There is also no match to decide 3rd place at a tournament.

11.3 Third place when only a group stage is played

- 11.3.1 In junior categories, players are ranked according to the places they achieved, but third and fourth ranked players are both invited to the medals ceremony as third place players. However, ranking points are given according to the place achieved, not the medals ceremony.
- 11.3.2 In all other categories, players are ranked according to the places they achieved and medals/certificates are only given to first three ranked players.

11.4 Order of matches in a group

- 11.4.1 Order of matches in each group must follow the rule of the highest seeded player playing his/her matches in the direction from the lowest to the highest seeded opponent. For example, in a 4-players group order of matches must follow this sequence: 1:4 and 2:3, 1:3 and 2:4, 1:2 and 3:4.

11.5 Settling ties in a group stage

- 11.5.1 In case of players having the same number of wins and losses in a group, the following criteria decides their rankings in the group. All played matches must be included into the calculations: 1. won/lost matches; 2. won/lost sets (only the ratio is important, not the number of won and lost sets (f.e., 6:3 is the same as 5:2 – is it +3 in both cases)); 3. won/lost points (only the ratio is important, not the number of won and lost points); 4. won/lost against the opponent with same ratio of matches/sets/points; 5. by lot.

11.6 IN and OUT decisions, faults and repeats

- 11.6.1 When the shuttle hits the ground, the head of the shuttle hits the ground first. If the head of the shuttle touches the line, it is considered inside (IN). If the head doesn't touch the line, even in case of any other part of the shuttle actually touching the line, it is considered outside (OUT).
- 11.6.2 When the shuttle hits the ground in front of the front line and leaves a clearly visible skid mark, the shuttle is considered IN only if the skid mark is of the same length or shorter than the length of the head of the shuttle.

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