



ADULTS BADMINTON INFORMATION PACK

Key information:

Date: Saturday 29th October 2022

Time: 8am-5pm (see individual event timings below)

Venue: Oundle School Sports Centre, Milton Road, Peterborough, PE8 4AB

Refreshments: Light breakfast, lunch and dinner will be provided

Salaah Times: Zohr 12.52pm, Maghrib 5.55pm

Live Scores/fixtures: <https://www.tournify.uk/live/mamt22badminton> (you can also download the app to get push notifications for your games)

IMPORTANT: Late penalties

The schedule for the tournament is very, very tight, and hence all players are urged to be on time, otherwise the following penalties will apply:.

In singles, if a player is not ready to start their game at the designated time slot they will be given a 5 min grace after which they will be forfeited from the tournament, and their opponent will progress to the next round (to allow the tournament to finish on time), unless another game in the same round can be played. This will be at the discretion of the badminton organiser.

In the team event, the one-hour timer for the match will start on time. If one team is not ready, they will be given 5 minutes grace before their opponents will be awarded the game 21-0 (as long as the opposing players are on the court). If both teams are not on the court, then neither will receive any points, and the game will begin when the players join the court- or when one team gets on court and follow the procedure above. This will be at the discretion of the badminton organiser.

Please arrive courtside at least 15 minutes before your scheduled time so you can be on court ready to play.

-Championship & Premiership Singles- games begin at 8.30am (Arrive at 8am)

-Open team & Over 50 Singles- matches begin at 10.30am (Arrive at 10am)

-Over 50 Doubles will begin at 1.30pm (Arrive at 1pm)

If you have any questions/queries please feel free to contact Br Muhammadabbas Rajani on 07727163643

Schedule of Play: (for illustration only- actual schedule on Tournify- please see the site to see your fixtures and actual timings)

Time	Court 1	Court 2	Court 3	Court 4	Court 5	Court 6	Court 7	Court 8
8.00-8.30	Find your court and warm up							
8.30-10.30	Singles R1	Singles R1	Singles R1	Singles R1	Singles R1	Singles R1	Singles R1	Singles Prem
	Singles R1	Singles R1	Singles R1	Singles R1	Singles R1	Singles R1	Singles R1	
	Singles R1	Singles R1	Singles R1	Singles R1	Singles R1	Singles R1	Singles R1	
	Singles R2	Singles R2	Singles R2	Singles R2	Singles R2	Singles R2	Singles R2	
10.30-11.30	Singles R2	Singles R2	Singles R2	Singles R2	Singles R2	Singles R2	Singles R2	Singles Over 50 (6 games)
	Singles R2	Singles R2	Singles R2	Singles R2	Singles R2	Singles R2	Singles R2	
	Singles R3	Singles R3	Singles R3	Singles R3	Singles R3	Singles R3	Singles R3	
	Singles QF	Singles QF	Singles QF	Singles QF	Singles QF	Singles QF	Singles QF	
11.30-12.30	Doubles R1	Doubles R1	Doubles R1	Doubles R1	Doubles R1	Singles SF	Singles SF Singles Final	
12.30-1.30	Salaah & Lunch							
1.30-2.30	Doubles R2	Doubles R2	Doubles R2	Doubles R2	Doubles R2	Doubles R2	Doubles R2	Doubles Over 50 (1 match)
2.30-3.00	Doubles R2		Doubles R2		Doubles R2			
3.00-4.00	Champ QF1	Champ QF2	Champ QF3	Champ QF4	Prem QF1	Prem QF2	Prem QF3	Prem QF4
4.00-4.30	Champ SF1		Champ SF2		Prem SF1		Prem SF2	
4.30-5.00	Champ Final		Champ 3rd place play off		Prem Final		Prem 3rd place play off	
5.00-5.30	Trophy presentation + tidy up							

Categories:

Over 50 Singles

Number of players: 4

Format: 1 group of 4 players. All players play against each other, 1 game to 21. If you win a game you get 1 point.

The winner will be the player who finishes first in the group.

The runner up will be the player who finishes second in the group.

The order of the table will be determined by the following order: games won, net score, then head to head.

Premiership Singles

Number of players: 5

Format: 1 group of 5 players. All players play against each other, 1 game to 21. If you win a game you get 1 point.

The winner will be the player who finishes first in the group.

The runner up will be the player who finishes second in the group.

The order of the table will be determined by the following order: games won, net score, then head to head.

Championship Singles

Number of players: 40

Format: Knock out- 1 game of 21, winner to progress to next round.

Round 1- 40 players- 20 games

Round 2- 20 players- 10 games

Round 3- 10 players- 5 games

Quarter Final- 8 players (5 winners and 3 best losers) – 4 games

Semi Final- 4 players- 2 games

Final- 2 players

Over 50 team

Number of teams: 2

Format: The match will consist of 6 doubles games to 21. The team that wins the most games out of the 6 games will win the match.

Team A vs Team B

Team A Player A1 Player A2 Player A3 Player A4	<table border="1"><thead><tr><th>Team A</th><th>v</th><th>Team B</th></tr></thead><tbody><tr><td>A1+A2</td><td>v</td><td>B1+B2</td></tr><tr><td>A3+A4</td><td>v</td><td>B3+B4</td></tr><tr><td>A1+A3</td><td>v</td><td>B1+B3</td></tr><tr><td>A2+A4</td><td>v</td><td>B2+B4</td></tr><tr><td>A1+A4</td><td>v</td><td>B1+B4</td></tr><tr><td>A2+A3</td><td>v</td><td>B2+B3</td></tr></tbody></table>	Team A	v	Team B	A1+A2	v	B1+B2	A3+A4	v	B3+B4	A1+A3	v	B1+B3	A2+A4	v	B2+B4	A1+A4	v	B1+B4	A2+A3	v	B2+B3	Team B Player B1 Player B2 Player B3 Player B4
Team A	v	Team B																					
A1+A2	v	B1+B2																					
A3+A4	v	B3+B4																					
A1+A3	v	B1+B3																					
A2+A4	v	B2+B4																					
A1+A4	v	B1+B4																					
A2+A3	v	B2+B3																					

Open team

Number of teams: 20

Format: **Round 1 and Round 2:**

Each team will play a match against 2 teams (randomly allocated but not from their own jamaat) to decide their position in the table to determine their progression in the tournament knock-out phase.

Each match will consist of 6 doubles games to 21 (see above), as well as a time limit of 1 hour for the match. The team that wins the most games out of the 6 games will win the match. (If teams run out of time, then the team in the lead will win the game/match)

-Winning a match will get a team 3 points (eg. A team wins 4 and loses 2 games)

-Drawing a match will get both teams 1 point (eg. 3 games each to both teams)

After the first 2 rounds, the teams will be ordered by total points. In the event 2 teams have the same total points, then net score will be used to determine the order.

Knock out rounds:

Team 1 to 8 will qualify for the Premiership KO, and team 9 to 16 will qualify for the championship KO.

To progress to the next round your team needs to win the match. In the event of a tie (3 games each)- score difference will be used to determine which team gets through to the next round. If net scores are equal then a sudden death game to 11 will be played (the teams can decide whichever pair they wish to send)

Premiership Quarter final- 8 teams
Premiership Semi final- 4 teams
Premiership Final- 2 teams,
Premiership 3rd place playoff- 2 teams.

Championship Quarter final- 8 teams
Championship Semi final- 4 teams
Championship Final- 2 teams,
Championship 3rd place playoff- 2 teams.

Participants

Over 50 Singles:

Safdarali Siwji	Masoomin
Shabir Ladak	Masoomin
Hasnain Walji	Hyderi
Anis Mawani	Peterborough

Premiership Singles:

Nurali Rajbhai	Masoomin
Abbas Karmali	Stanmore
Qaim Ravji	Stanmore
Riaz Khimji	Milton Keynes
Murtaza Khaku	Stanmore

Championship Singles:

Aarif Merali	Stanmore	Aqueel Hudda	Masoomin
Abbas Dewji	Hyderi	Mohamed Abbas Pardhan	Peterborough
Abbas Gulamhusein	Stanmore	Mohamed Ali Raffiq	Stanmore
Abbas Merali	Stanmore	Mohamed Govani	Peterborough
Ahsan Abbas Ali	Hyderi	Mohamed Hur Chagani	Peterborough
Ali Abbas Walji	Hyderi	Mohamedali Moti	Masoomin
Ali Imran Gulamhusein	Stanmore	Mohammad Mawaji	Leicester
Ali Karim	Leicester	Mohammed Mehdi	Essex
Ammar Walji	Hyderi	Muhammad Mahdi Dewji	Hyderi
Danyal Merchant	Masoomin	Nyle Moosavi	Hyderi
Faiyaz Kassam	Stanmore	Sajjadali Tommy	Stanmore
Furqan Abdulla	Leicester	Sameer Merchant	Hyderi
Hafiz Meghjee	Masoomin	Suhail Haji	Essex
Habib Virjee	Hyderi	Syed Asad Abbas	Leicester
Hasnain Abdulla	Leicester	Syed Raza	Milton Keynes
Ilyas Govani	Stanmore	Taha Rashid	Stanmore
Imran Karim	Wessex	Vaseem Gova	Hyderi
Irfan Karim	Wessex	Wasim Karim	Stanmore
Kasim Momin	Leicester	Yasin Merali	Stanmore
Kasim Kurji	Peterborough	Zeeshan Shah	Peterborough

Over 50 team:

Masoomin Birmingham	Shabbir Ladak	Safdarali Siwji	Mushtaq Rajabali	Murtaza Dhalla
Hyderi/Peterborough	Hasnain Walji (Hyd)	Shaheen Hassanali (Hyd)	Rizwan Gulamhusein (Hyd)	Anis Mavani (Pboro)

Open Team:

Masoomin A	Irfan Peera	Aqeel Hudda	Feisal Salemohamed	Minhal Nathoo
Masoomin B	Nurali Rajbhai	Danyal Merchant	MA Rajani	Kazim Dhanji
Masoomin C	Hafiz Meghjee	Mohamedali Moti	Javad Khaku	John Hassanaly
Hyderi A	Sameer Merchant	Irfan Walji	Mohsin Asaria	Mazahir Rehmtullah
Hyderi B	Hasnain Dewji	Ali Abbas Walji	Muhammad Mahdi Dewji	Abbas Dewji
Hyderi C	Quayem Abbas Ali	Ammar Walji	Nyle Moosavi	Ahsan Abbas Ali
Hyderi/Stanmore	Aliasghar Virani (Sta)	Zaheer Abbas Daya (Sta)	Vaseem Gowa (Hyd)	Habib Virji (Hyd)
Leicester A	Hasnain Abdulla	Syed Asad Abbas	Kazim Momin	Mohammad Mawji
Leicester B	Zain Jafer	Hasan Farook	Furqan Abdulla	Tauseef Bhojani
Leicester C	Syed Hasan	Hasan Sabir	Sameer Rajani	Ali Zaman
Milton Keynes	Zaheer Alarakhia	Mohammedsadiq Mandan	Zaheed Panjwani	Faraz Mohsin
Peterborough A	MH Chagani	Sadiq Tejani	Mohamed Husain Dhanji	Mohamed Komayl Hasham
Peterborough B	Kasim Kurji	Zeeshan Shah	MA Jessa	Mohamed Govani
Peterborough C	Shozebali Ebrahim	Ali Asghar Mawani	Sameer Ladha	Abisali Ebrahim
Peterborough D	Asif Hasham	Mahmood Rajani	Mohamed Ratansi	Naushad Hassanali
Stanmore A	Abbas Kermali	Qaim Ravji	Faiyaz Kassam	Arif Chandoo
Stanmore B	Wasim Karim	Yasin Merali	Ilyas Govani	Abbas Gulamhusein
Stanmore C	Rizvan Khimji	Ali Bhimani	Muzaffarali Lalji	Mohammed Ali Raffiq
Stanmore D	Abbas Merali	Aarif Merali	Tahir Alloo	Afzal Merali
Wessex/Essex	Suhail Haji	Mohammed Mehdi	Irfan Karim	Imran Karim

General Rules and Regulations: (adapted from Badminton England)

DEFINITIONS

Player: Any person playing Badminton.

Match: The basic contest in Badminton between opposing sides each of one or two players.

Singles: A match where there is one player on each of the opposing sides.

Doubles: A match where there are two players on each of the opposing sides.

Serving side: The side having the right to serve.

Receiving side: The side opposing the serving side.

Rally: A sequence of one or more strokes starting with the service, until the shuttle ceases to be in play.

Stroke: A movement of the player's racket with an intention to hit the shuttle.

6. TOSS Before play commences, a toss shall be conducted and the side winning the toss shall exercise the choice in either:

6.1.1. to serve or receive first;

6.1.2. to start play at one end of the court or the other.

The side losing the toss shall then exercise the remaining choice.

7. SCORING SYSTEM A match shall consist of 1 game (in singles), and 6 games (in doubles team). A game shall be won by the side which first scores 21 points. The side winning a rally shall add a point to its score. A side shall win a rally, if the opposing side commits a 'fault' or the shuttle ceases to be in play because it touches the surface of the court inside the opponent's court. If the score becomes 20-all, the side which gains a two point lead first, shall win that game. If the score becomes 29-all, the side scoring the 30th point shall win that game.

9. SERVICE In a correct service, the flight of the shuttle shall be upwards from the server's racket to pass over the net so that, if not intercepted, it shall land in the receiver's service court (i.e. on or within the boundary lines); and

9.1.1. neither side shall cause undue delay to the delivery of the service once the server and the receiver are ready for the service.

9.1.2. on completion of the backward movement of the server's racket head, any delay in the start of the service shall be considered to be an undue delay; the server and the receiver shall stand within diagonally opposite service courts without touching the boundary lines of these service courts;

9.1.4. some part of both feet of the server and the receiver shall remain in contact with the surface of the court in a stationary position from the start of the service until the service is delivered;

9.1.5. the server's racket shall initially hit the base of the shuttle;

9.1.6. the whole shuttle shall be below 1.15 metres from the surface of the court at the instant of being hit by the server's racket;

9.1.7. the movement of the server's racket shall continue forwards from the start of the service until the service is delivered;

9.1.8. in attempting to serve, the server shall not miss the shuttle. Once the players are ready for the service, the first forward movement of the server's racket head shall be the start of the service. Once started, the service is delivered when the shuttle is

hit by the server's racket or, in attempting to serve, the server misses the shuttle. The server shall not serve before the receiver is ready. However, the receiver shall be considered to have been ready if a return of the service is attempted. In doubles, during the delivery of service, the partners may take up any positions within their respective courts, which do not unsight the opposing server or receiver.

10. SINGLES

Serving and receiving courts

10.1.1. The players shall serve from, and receive in, their respective right service courts when the server has not scored or has scored an even number of points in that game.

10.1.2. The players shall serve from, and receive in, their respective left service courts when the server has scored an odd number of points in that game.

Order of play and position on court

10.2.1. In a rally, the shuttle may be hit by the server and the receiver alternately, from any position on that player's side of the net, until the shuttle ceases to be in play

Scoring and serving

10.3.1. If the server wins a rally, the server shall score a point. The server shall then serve again from the alternate service court.

10.3.2. If the receiver wins a rally, the receiver shall score a point. The receiver shall then become the new server.

11. DOUBLES

Serving and receiving courts

11.1.1. A player of the serving side shall serve from the right service court when the serving side has not scored or has scored an even number of points in that game.

11.1.2. A player of the serving side shall serve from the left service court when the serving side has scored an odd number of points in that game.

11.1.3. The player of the receiving side who served last shall stay in the same service court from where he served last. The reverse pattern shall apply to the receiver's partner.

11.1.4. The player of the receiving side standing in the diagonally opposite service court to the server shall be the receiver.

11.1.5. The players shall not change their respective service courts until they win a point when their side is serving.

11.1.6. Service in any turn of serving shall be delivered from the service court corresponding to the serving side's score.

Order of play and position on court. After the service is returned, in a rally, the shuttle may be hit by either player of the serving side and either player of the receiving side alternately, from any position on that player's side of the net, until the shuttle ceases to be in play (Law 15).

Scoring and serving

11.3.1. If the serving side wins a rally, the serving side shall score a point. The server shall then serve again from the alternate service court.

11.3.2. If the receiving side wins a rally, the receiving side shall score a point. The receiving side shall then become the new serving side.

Sequence of serving. In any game, the right to serve shall pass consecutively:

11.4.1. from the initial server who started the game from the right service court;

11.4.2. to the partner of the initial receiver;

11.4.3. to the partner of the initial server;

11.4.4. to the initial receiver;

11.4.5. to the initial server and so on.

No player shall serve or receive out of turn, or receive two consecutive services in the same game, except when a fault for misconduct is called.

12. SERVICE COURT ERRORS A service court error has been made when a player:

12.1.1. has served or received out of turn; or

12.1.2. has served or received from the wrong service court; If a service court error is discovered, the error shall be corrected when the shuttle is not in play and the existing score shall stand.

13. FAULTS It shall be a 'fault': if a service is not correct; if, in service, the shuttle:

13.2.1. is caught on the net and remains suspended on its top;

13.2.2. after passing over the net, is caught in the net; or

13.2.3. is hit by the receiver's partner; if in play, the shuttle:

13.3.1. lands outside the boundaries of the court (i.e. not on or within the boundary lines);

13.3.2. fails to pass over the net;

13.3.3. touches the ceiling or side walls;

13.3.4. touches the person or dress of a player;

13.3.5. touches any other object or person outside the court;

13.3.6. is caught and held on the racket and then slung during the execution of a stroke;

13.3.7. 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';

13.3.8. is hit by a player and the player's partner successively; or

13.3.9. touches a player's racket and does not travel towards the opponent's court; if, in play, a player:

13.4.1. touches the net or its supports with racket, person or dress;

13.4.2. invades an opponent's court over the net with racket or person except that the striker may follow the shuttle over the net with the racket in the course of a stroke after the initial point of contact with the shuttle is on the striker's side of the net;

13.4.3. invades an opponent's court under the net with racket or person such that an opponent is obstructed or distracted; or

13.4.4. obstructs an opponent, i.e. prevents an opponent from making a legal stroke where the shuttle is followed over the net;

13.4.5. deliberately distracts an opponent by any action such as shouting or making gestures

14. LETS 'Let' shall be called by the umpire, or by a player (if there is no umpire), to halt play. It shall be a 'let', if:

14.2.1. the server serves before the receiver is ready;

14.2.2. during service, the receiver and the server are both faulted;

14.2.3. after the service is returned, the shuttle is:

14.2.3.1. caught on the net and remains suspended on its top; or

14.2.3.2. after passing over the net is caught in the net;

14.2.4. during play, the shuttle disintegrates and the base completely separates from the rest of the shuttle;

14.2.5. in the opinion of the umpire, play is disrupted or a player of the opposing side is distracted by a coach; or

14.2.7. any unforeseen or accidental situation has occurred.

When a 'let' occurs, play since the last service shall not count and the player who served last shall serve again.

15. SHUTTLE NOT IN PLAY A shuttle is not in play when: it strikes the net or post and starts to fall towards the surface of the court on the striker's side of the net; it hits the surface of the court; or a 'fault' or a 'let' has occurred.

16. CONTINUOUS PLAY, MISCONDUCT & PENALTIES Play shall be continuous from the first service until the match is concluded, Suspension of play 16.3.1. When necessitated by circumstances not within the control of the players, the umpire may suspend play for such a period as the umpire may consider necessary. 16.3.2. Under special circumstances the Referee may instruct the umpire to suspend play 16.3.3. If play is suspended, the existing score shall stand and play shall be resumed from that point. Delay in play

16.4.1. Under no circumstances shall play be delayed to enable a player to recover strength or wind or to receive advice. 16.4.2. The umpire shall be the sole judge of any delay in play

Advice and leaving the court 16.5.1. Only when the shuttle is not in play, and until the players have taken up position to serve and receive shall a player be permitted to receive advice during a match. 16.5.2. No player shall leave the court during a match without the umpire's permission, causing delay to play.

A player shall not:

16.6.1. deliberately cause delay in, or suspension of, play;

16.6.2. deliberately modify or damage the shuttle in order to change its speed or its flight;

16.6.3. behave in an offensive or inappropriate manner; or

16.6.4. be guilty of misconduct not otherwise covered by the Laws of Badminton.

Administration of breach

16.7.1. The Badminton organiser shall administer any breach of Law by:

16.7.1.1. issuing a warning to the offending side; or

16.7.1.2. faulting the offending side, if previously warned; or

16.7.1.3. faulting the offending side in cases of flagrant offence or breach.

16.7.2. On faulting a side, the badminton organiser shall have the power to disqualify the offending side from the match

17. OFFICIALS AND APPEALS The badminton organiser shall be in overall charge of the tournament or championship(s) of which a match forms part. The umpire, where appointed, shall be in charge of the match, the court and its immediate surrounds. The umpire shall report to the badminton organiser. A line judge shall indicate whether a shuttle landed 'in' or 'out' on the line(s) assigned. An official's decision shall be final on all points of fact for which that official is responsible except that if, 17.5.1. in the opinion of the umpire, it is beyond reasonable doubt that a line judge has clearly made a wrong call, they shall overrule the decision of the line judge.

An umpire shall:

17.6.1. uphold and enforce the Laws of Badminton and, especially, call a 'fault' or a 'let' should either occur;

17.6.2. give a decision on any appeal regarding a point of dispute, if made before the next service is delivered;

17.6.3. ensure players and spectators are kept informed of the progress of the match;

17.6.4. appoint or replace line judges in consultation with the tournament organiser;