

## Spilleregler for Crossminton

Crossminton er en aktivitet som kan spilles utendørs i parker, på stranden, på parkeringsplasser, i dagslys eller i mørket (Blackminton). **Hvor som helst - når som helst!**

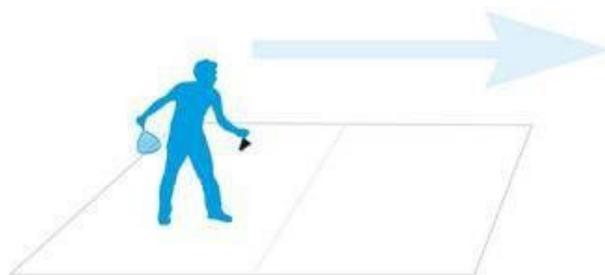
### The game

A game ends when one player reaches 16 points. If the score is tied at 15 or greater, play continues until one player has a two-point advantage. A match consists of three wins (best of five).



### Service

The players draw to decide which player serves first. Service then alternates after every three serves. Every serve counts. If the score is tied at 15:15, service alternates after each point. The serve has to be from the service zone. You let the Speeder™ drop from hip level and hit it as it falls. The losing side always has first service in the next game.



## Scoring

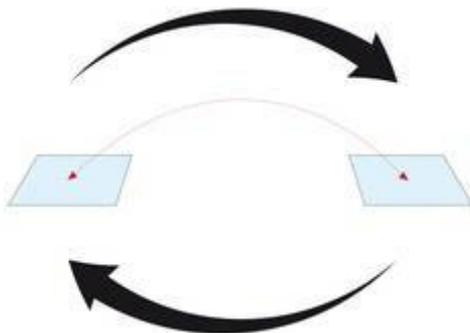
Every volley counts unless it has to be repeated. Points are awarded in the following cases:

- Service fault
- Speeder™ contact with the ground
- Speeder™ lands in playing field (or on one of the lines) and cannot be returned
- Speeder™ lands “out”
- Speeder™ is hit twice by the same player
- Body contact with the Speeder™
- If a player returns an “out” Speeder™, it counts as “accepted” and play continues.



## Changing sides

Players change sides after each game to ensure equal playing conditions (wind and lighting conditions). If a fifth game (tiebreak) becomes necessary, players change sides every 6 played points.



## Doubles

The Doubles Match (Team A, Team B) is played as described below:

The two double team players are standing in one single court. Each double team consists of an attack and a back space player. The back space player is not allowed to position his rear foot in front of his team mate's rear foot in the moment of hitting. This action counts as a foul and causes a point loss. The back and front positions of the team players are changing with the service changes, that means the service player is automatically in the back space position (check the service rules as described below). Counting and changeover are equal to the Single Match rules.

## Double service

Drawing the lot decides which team plays the first serve. The Service Player has 3 serves in a row (cf. single rules). The service player is the back space player. The non-service team player is the attack player. The services are switching from Player A1 to Player B1 to Player A2 to Player B2. After all 4 double match players made their serves the first serve player starts again. The first serve in the next set gains the team which lost the previous set.