

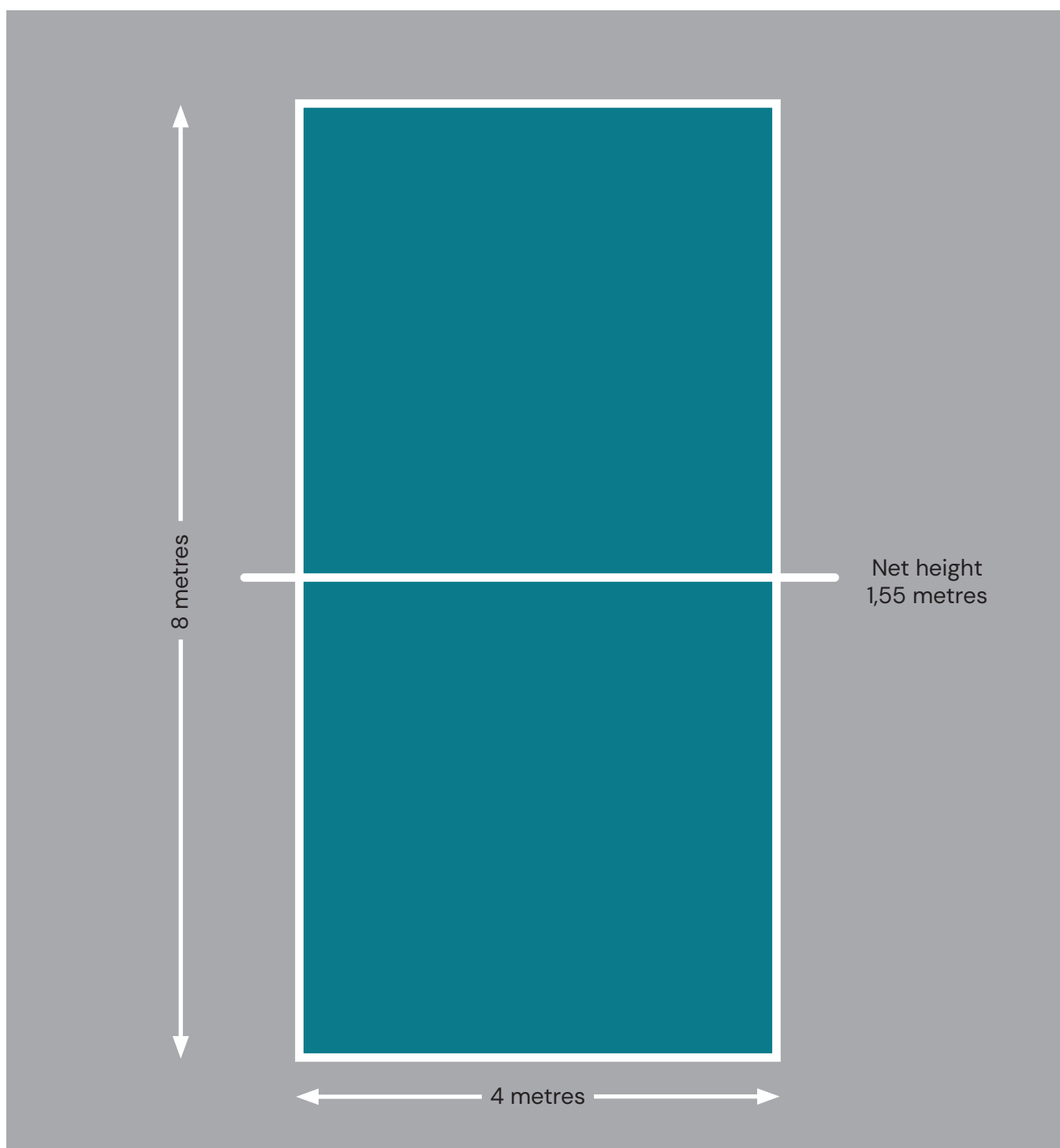


SMAGGXX ORIGINAL
OFFICIAL RULES
FOR COMPETITIONS



COURT

- ⑥ Dimensions: 4 x 8 metres.
- ⑥ Net: 1.55 metres high, at least 4 metres wide (badminton net).
- ⑥ The court is divided across the middle by a net into two halves. The two halves are not further subdivided.
- ⑥ The lines form part of the court. A ball that touches the line, is never out.



PLAYERS

- 🌀 **“Singles”**: one player on each side.
- 🌀 **“Doubles”**: two players on each side (doubles team).
- 🌀 Male and female players may be mixed, both as opponents and as doubles teams, regardless of gender and age. Accordingly, references to “player”, “opponent” and “doubles team” in these rules includes persons of both genders.

EQUIPMENT

- 🌀 Each player plays with two original SMAGGXX® Splates®, i.e. one Splate® in each hand.
- 🌀 The game is played with an original SMAGGXX® ball with a diameter of approximately 7 centimetres (approximately the size of a tennis ball).

PRINCIPLES OF PLAY

- 🌀 SMAGGXX® Original is a net game.
- 🌀 The aim is to hit the ball with one of the two Splates® over the net into the opponent’s half in order to ground it there, so that the opponent is prevented from returning the ball before it has grounded.
- 🌀 The ball may never touch the ground; the game is played with direct volleys only.
- 🌀 The ball may always be played with either the right Splate® or the left Splate® (exception: serve – see below). Only one ball contact is permitted per player (singles) or per team (doubles) before the ball crosses the net into the opponent’s half.

SERVING

BASIC PRINCIPLE

- 🌀 The service is served from any point behind the baseline, over the net into the opponent’s half. The foot may not touch the baseline during the service motion.
- 🌀 The ball is held between the hitting surfaces of the two Splates®, released and then hit directly over the net with one of the two Splates® in an upward motion (no contact with the hand or any other part of the body). When serving, the Splate® may not hit the ball above the player’s shoulder height.

- 🌀 Each player serves two consecutive services for a point. The first of the two services is always served with the right Splate® and the second with the left Splate®.
- 🌀 Each player has two attempts for each service. The first unsuccessful attempt (the ball lands in the net or touches the ground outside the opponent's half) results in no point for any player. The second attempt must be made with the same hand as the first attempt. The second unsuccessful attempt results in a point for the opponent.
- 🌀 If the ball touches the net during the service and subsequently ends up in the opponent's half, no player scores a point and the service must be repeated (let).

ORDER OF SERVICE & CHANGE OF ENDS

- 🌀 **Principle:** the choice of sides and of the first service at the beginning of the match is decided by draw (e.g. a coin toss) between the opponents (i.e. between the players in singles, between the teams in doubles). The winner of the draw may choose either (1) to determine the first server, or (2) to determine the sides for the first set. If the winner of the draw determines the first server, the opponent determines the sides for the first set. If the winner of the draw determines the sides for the first set, the opponent determines the first server. Doubles teams decide jointly between the team members.
- 🌀 **Singles:** during the set, the service alternates between the opposing players after every two points played.
- 🌀 **Doubles:** during the set, the service alternates between the opposing doubles teams after every two points played. The doubles team having the right to serve decides on its own which of the two team members will take the first service in a set. Thereafter, the two members of the doubles team will alternate whenever the doubles team has the right to serve.
- 🌀 After each set played, the loser of the set will have the right to serve first in the new set.
- 🌀 After each set played, the players will change sides.

POINTS WON

- 🌀 A point can be won by both the server and the receiver.
- 🌀 A player or doubles team wins a point if either:
 - 🌀 the ball touches the ground in the opponent's half;
 - 🌀 the opponent returns the ball so that it does not cross over the net;
 - 🌀 the opponent returns the ball so that it lands outside of the player's/double team's own half;

- 🌀 the opponent serves two consecutive faults;
- 🌀 the opponent touches the ball more than once with a Splate® before the ball has crossed over the net;
- 🌀 the opponent touches the ball with the hand or any other part of the body;
- 🌀 the opponent touches the net with a Splate®, the hand or any other part of the body; or
- 🌀 the opponent fails to hold a Splate® in each hand when serving or during a rally.

SCORING

- 🌀 **Standard format:** a competition (match) is played to the best of nine sets (five sets to win a match). The first player to win five sets has won the match.
- 🌀 **Short format:** a match is played to the best of five sets (three sets to win a match). The first player to win three sets has won the match.
- 🌀 Each set is played to ten points. The first player to win ten points has won the set. If the score is tied 9:9 the player who wins the next point has won the set.