

Jombola - Quick Start Briefing for New Players.

Jombola combines the skills and strokes of the following three games: Tennis, Table Tennis, Badminton. Some important pointers:

- Starting positions for beginners – suggestion to serve from back of court
- Area of Play includes area outside of court. But return ball must pass between net posts
- Court Lines - Singles and doubles court is same as badminton
- Unlike Badminton, 'Short' and 'Long' service apply to both singles and doubles
- Wall Practice – is the secret to good strokes and power drives. Do it everytime you play.
- For the full rules of Jombola, refer to a Jombola rule book or visit www.jombola.com

1. Jombola is played in a Badminton Court, as the dimensions for both games are the same. It may of course be played in a court dedicated to Jombola only.
2. Jombola net height is 4 ft. 4 in. measured at the post, and not below 4 ft. 3in. at the centre.
3. Singles Score is 11 points. Doubles score is 15 points using Rally System, ie, a point is awarded to whoever wins each rally. Winner is the one who wins the best of three games. If the sides win one game each, a third game called the 'Decider' has to be played. For the Decider, the two players again change sides when the score reaches 8 points.
4. Server must stand within Server's Box. Must serve ball into opponent's service box only.
5. Re-serve if ball hits the net and crosses, regardless where it lands on other side. Re-serve allowed once only. If touches net second time, server loses the point.
6. To start, server must bounce ball before hitting it over the net. Opponent must also allow ball to bounce before returning it. After that, ball can be played with or without bouncing. You may volley.
7. Service can only be done underarm. The racquet must remain below the server's waist height. Overarm service is not allowed. Can serve forehand or back hand.
8. The opponent cannot move until the player moves with the intention to serve the ball.
9. To start, the ball is always served from the right court. Hence, it is served based on the score; an even score means from the right, an odd from the left.
10. For both singles and doubles, serving the ball into the 'Short' service area or the 'Long' service area is a point lost. The ball should only land inside the 'Player's Box', the rectangle the receiving player is standing in. A ball landing between the space marking the single and doubles side-lines is a 'Fault', even if playing Doubles.
11. A ball is still considered to be in play if it bounces off the net and falls back into the same court from which it was hit, As long as it has not yet touched the ground. Any player can still take the ball, provided the player's racquet has had no contact with the net.

12. **'Ace'** – If a player mis-hits a return ball and it does not go over the net but becomes a 'loose ball' still in flight on the same side, the ball can be taken again by the same player or the partner. An 'Ace' can be hit any number of times, provided that the umpire is satisfied that the ball was clearly a 'loose ball' and not 'Set' by the player for that purpose, and secondly, that it has not yet touched the ground. If the ball is hit twice in a similar manner, it is referred to as a 'Double Ace', and so on. Note however, that it is not permitted to play an 'Ace' during the service, when the opponent is attempting to return the ball from the service. Here, the ball has to be returned with a single hit.

An 'Ace' is not allowed during service.

13. **'Trip'** – is an extraordinary stroke that can only be played during a Doubles match. When a Doubles player hits the ball from the back of the court, the player in the fore court area is able to reach the ball, then it is acceptable for that player to contact the ball while it is in flight. The player may tap, deflect, lift or divert the ball over the net. Smashing the ball is a Fault. If an attempt at Trip leads to an Ace, that is admissible and legal.

The umpire must be satisfied as to the 'clear intent' of the first player to return the ball to the opponents' side, as opposed to *intentionally* passing it to his/her partner for the purpose of redirecting it over the net. Intentionally passing the ball to one's partner for the purpose of delivering it over the net is a fault that calls for the faulting player to be Yellow carded, regardless of whether the receiving partner succeeded or failed to send it over the net.

A 'Trip' is not allowed during service.

14. **'Deuce'** – If the score reaches 10-10 for Singles or 14 – 14 for, the game goes into 'extra time' which is called 'Deuce', after which, either side must gain two consecutive points to win the game. If this still fails to produce a winner, then, the first player who scores 15 points if Singles or 20 points if Doubles wins the game.

15. **Ball to Body Contact:** If the ball contacts any part of the player's body, it is a fault and the player loses a point. The fault also applies if the player was positioned outside the court and the ball too was actually hit out.

16. If the player's body or racquet touches the net when taking a shot, it is a fault.

17. **Racquets must not cross the net line.** If racquets clash over the net, the winner of the point is to be decided by the umpire on the basis of who crossed the net line.