



BADMINTON

Rules

Revised July 2016

Singles court 17 ft. x 44 ft. The net shall be 5 ft. high at center (Skinny and Long Lines)

Doubles court 22 ft. x 44 ft. The net shall be 5 ft. high at center (Short and Fat lines on serve, then entire court during the rally)

Start of Play

- Before starting the game, the opponents toss a coin with the winner choosing:
 - (a) to serve first/to receive first, or
 - (b) the side
- In subsequent games, the winning side serves first.

Scoring

- Rally scoring will be used
- A game shall consist of 21 points. A match consists of 2 out of 3 games. Players change sides after each game. In a third game, players also change when leading score reaches 15. A side **does not** have to win by two or more points in order to win a game.

Serving

- The first serve of the game is always made from the right side of the service court.
- **In singles** a player continues to serve (alternating service courts) as long as a player scores points.
- **In doubles** the side serving first in the first game has only one term of service in the first inning. If the first serving team commits a fault in the first inning, "service over" is called. Throughout the following innings each partner on each side has a turn at service. Whenever a side becomes the serving side, the partner in the right hand service court serves first. The partners rotate courts only after winning a point. A player, who in the first inning served from the right service court should be in this court whenever the score for their side is zero or even. Only one badminton sport club member may play per doubles team.
- If the server completely misses the shuttle on the serve the server may serve again.
- A serve may not be delivered until the receiver is ready. If the receiver attempts to return the serve, the receiver is to have been considered ready.
- During the serve, it is a fault if;
 - (a) The shuttle is contacted above the server's waist or the racket head is above any part of the hand.
 - (b) The shuttle does not fall into the diagonally opposite service court.
 - (c) Some part of both feet of the server and receiver are not in contact with the appropriate court (inside the boundary line) until the shuttle is contacted by the server.

General Play

- A shuttle falling on the line is good
- A shuttle which touches and passes over the net is in play (including the serve)

It is considered a fault if:

- (a) The shuttle fails to pass over the net or lands outside the boundary line.
- (b) The shuttle contacts the walls, ceiling, player or player's clothes.
- (c) The shuttle passes through or under the net.
- (d) The player touches the net.
- (e) The player reaches across the net to contact the shuttle (following through across the net is allowed).
- (f) The shuttle is hit more than once or is momentarily caught and thrown.
- (g) The player obstructs an opponent or invades the opponent's court.
- (h) A player is hit by the shuttle whether the player is standing inside or outside the court boundaries.