

Rules of Badminton

To start a game

- Toss a bird or spin the racquet

The winner has one of the following choices and the loser has the other:

1. Serve first
2. Receive first
3. Side of court

Position on court a start of game

- Server starts on right side in service court. Receiver stands opposite in service court. Partners may stand anywhere providing they do not block the view of the receiver.

Position throughout the game at time of serve

Singles- if the server's score is even, service is from the right side. If server's score is odd, the person on the left side serves.

Doubles- if the server's score is even the person on the right side servers. If server's score is odd the person on the left side serves.

When serving the server must:

1. Keep some part of his/her feet on the floor (e.g. do not walk into the serve)
2. Hit the base of the shuttle first
3. Hit the shuttle with all of it below the server's waist
4. Hit the shuttle with all of the head of the racket clearly below the hand that holds it.
5. Have the racket move continuously forward. (no fake allowed)

Scoring

Rally Point System

Points are scored on every serve.

Singles

If the serving wins the rally, they score a point, change sides of the court and continue to serve.

If they, they opponent receives a point of serves. If the server's score is even the service is on the right side and if the server's score is odd, the service is on the left side.

Doubles

If the team serving wins the rally, the sever switches court sides with their partner and continues the serve. This switching continues until they lose a rally. If they lose the rally, the opponent receives a point and gets to serve. Again, the side (left or right) that serves depending on the score (even or odd)

Shuttle is in play....

- From the time it hits the server's racquet until
 1. Hits the floor
 2. Hits the ceiling
 3. Hits the person or clothing
 4. Hits net on hitter's side and starts to drop in hitter's side.

Faults during play

1. Shuttle landing outside the court boundaries during service or play (shuttle landing on the line is not a fault)
2. Player, their racquet or his or her clothing touches the net while the shuttle is in play.
3. Player hitting the shuttle on the opposite of the net, however, when it is hit, the follow through over the net is legal.
4. Player holding up their racquet close to the net when the opponent has a chance to hit the shuttle down close to the net on the other side.
5. Shuttle hit with two strokes by one player (players hitting the shuttle with 2 hits on one stroke is legal).
6. Shuttle clearly carried on the racquet and thrown over.
7. Shuttle hitting the ceiling, player or player's clothing.
8. If the receiver's partner hits the serve.
9. Interfering with the shuttle, or misconduct after one warning (lose serve or give opponents a point)
10. Stalling- no time allowed for injury, regain of strength or wind (penalty- lose of serve or give opponent point)

Lets (Replays)

1. Serve swings and misses the shuttle.
2. Server or receiver on the wrong side and wins the rally.
3. Shuttle goes over the net, catches on the opposite side and does not fall to the floor.
4. Outside interferences e.g. shuttle from another court

Note: A shuttle hitting the net on the serve and going over is a good serve providing the shuttle lands in the proper service court area.

End of Game

- The side that first scores 21 points wins the game
- When a score becomes 20- 20, the side which scores 2 consecutive points wins that game.
- If the score becomes 29- 29 the side that scores the 30th point wins that game.

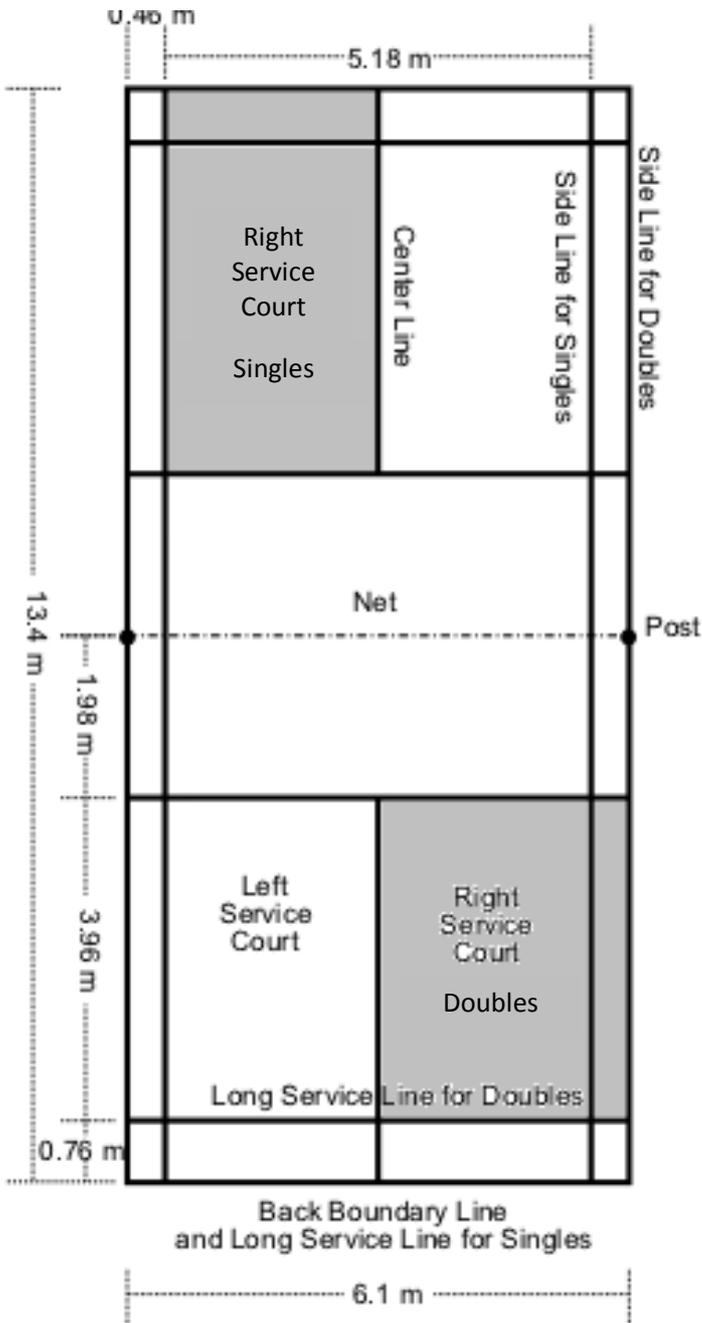
Service Area

The service areas are those which a player must stand to serve- either in the right or left service areas and also areas in which the receiver must stand until after the service is delivered.

A foot on or touching a line in the case of either the server or the receiver is held to be outside the service court and therefore a fault.

The areas are indicated on the diagram. The centre line dividing the right and left areas is regarded as "in court" for either side should the shuttle fall on that line.

Service Area



Playing Area

