

Rules of Badminton

1. Scoring System

- a. A match consists of the best of 3 games of 21 points.
- b. The side winning a rally adds a point to its score.
- c. At 20 all, the side which gains a 2 point lead first, wins that game. At 29 all, the side scoring the 30th point, wins that game.
- d. The side winning a game serves first in the next game.

2. Intervals and Change of Ends

- a. When the leading score reaches 11 points, players have a 60 second interval. A 2 minute interval between each game is allowed.
- b. In the third game, players change ends when a side scores 11 points.

3. Points - Singles

- a. At the beginning of the game and when the score is even, the server serves from the right service court. When it is odd, the server serves from the left service court.
- b. If the server wins a rally, the server scores a point and then serves again from alternate service court.
- c. If the receiver wins a rally, the receiver scores a point and becomes the new server.

4. Points - Doubles

- a. There is only one serve in doubles. If the serving side wins the rally, they keep serve and alternate service court. If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side
- b. At the beginning of the game and when the score is even, the server serves from the right court. When it is odd, the server serves from the left court.
 - i. Ex: If the score is 4-2 and the team with 4 points wins rally point, they now have 5 points and the person on the left will serve.

- c. The players do not change their respective service courts until they win a point when their side is serving.

5. Other Rules

- a. The shuttle is allowed to "touch" the net, but the racket is NOT. (During rally not serve) The player is not allowed to prevent the other players "swing" on the net with his racket. The shuttle landing on the line is considered IN.

6. Serving Rules

- a. Keep some part of your feet on the floor.
- b. Hit the shuttle with the racquet head below the waist Racquet must move continuously forward (no faking).

7. Faults

- a. Shuttle landing outside the court.
- b. Player, racquet or clothing touches the net.
- c. Player hits the shuttle on the wrong side of the net.
- d. Shuttle hit twice on one side.
- e. If the receiver's partner hits the serve.
- f. Stalling.
- g. Server swings and misses the bird.
- h. Shuttle hitting the ceiling.