

BADMINTON RULES

NET: The height of the top of the net shall be 5 feet at the center.

TOSS: Before play begins, opponents toss a coin to decide order of service and choice of courts. The winner of the toss has the choice of service, choice of courts; and the loser has the remaining choice.

SCORING: A men's and women's singles game consists of 15 points. A doubles game shall also consist of 15 points. Losers bracket games shall consist of 11 points. A match shall be 2 out of 3 games. Only the player or team serving may score points.

COURT: The singles court is the narrow inside lines. The doubles court is the wider outside lines. The back line is the wide outside line and is the same in singles and doubles game.

SERVICE: For both singles and doubles play the side serving is considered the "in" side and the side receiving is considered the "out" side.

singles: Players shall serve and receive from the right hand service courts when the server's score is 0 or any even number of points. The players shall serve and receive from the left hand courts when the server's score is an uneven number of points. Both players change service courts after each point is scored.

doubles: The side beginning the game has only one serve in the first inning (only one player does the serving before the service is awarded to the other side). After the first turn at service both players on a side serve or both players have a serve in each inning. At the beginning of a game or beginning of an inning, the service is always taken first from the right hand service court as in singles.

FAULTS: A fault made by the player of the side which is "in" puts the server out. If made by a player whose side is "out", it counts a point for the "in" side.

I. Service faults

- A. Racket head higher than server's hand.
- B. Shuttle contacted higher than server's waist.
- C. Shuttle falls outside service court (on the line is good).
- D. Some part of BOTH feet (server's receiver) must remain in contact with the ground until the service is delivered.
- E. Shuttle falls into wrong service court.

- F. Shuttle falls short of the short service line.
- G. Shuttle falls behind the long service line.
- H. Server's feet not in the service court from which service is taken.
- I. Receiver's feet not in the service court diagonally opposite server when service is delivered.
- J. Before or during service a player makes a preliminary feint or otherwise balks his/her opponent.

II. Faults-It is a fault if:

- A. Either in SERVICE or PLAY the shuttle falls outside the boundaries of the court or passes through or under the net or fails to pass the net or touches the roof or side walls or the person or dress of a player.
- B. The shuttle in play being struck before it crosses to the striker's side of the net (follow through may be over the net).
- C. When the shuttle is in play a PLAYER touches the net or it's supports with a racket, person, or dress.
- D. More than one person hitting the shuttle before it crosses the net OR one person hitting it twice before it crosses the net.
- E. The shuttle is caught or slung.
- F. A player strikes the shuttle (unless he thereby makes a good return) or is struck by it whether he is standing WITHIN or OUTSIDE the boundaries of the court.
- G. If the shuttle is held on the racket (i.e., caught or slung) during the execution of a stroke.

GENERAL:

1. The server may not serve unless his opponent is ready. **HOWEVER**, the opponent shall be deemed ready if a return of the service is attempted.
2. Partners may take up **ANY** position on the courts provided they do not obstruct an opponent in any manner.
3. If in service or rally a shuttle after passing over the net is caught or on the net, it is a **LET**.
4. A server, in attempting to serve, misses the shuttle, it is not a fault but if the shuttle is touched by the racket, a service is thereby delivered.
5. The shuttle is dead (out of play) as soon as it hits the net and remains suspended there, strikes the net and falls to the ground, or hits outside the boundary line. If an opponent then touches the net or shuttle with his racket or person, there is no penalty as the shuttle is not then in play.
6. During play a player may hold his racket to protect his face, but he cannot put his racket up near the net on the chance of the shuttle rebounding off it, thereby obstructing the smash of an opponent.
7. If in the course of **SERVICE** or **RALLY** the shuttle touches and passes over the net, the stroke is **NOT** invalidated.
8. A service (or any other shot) which hits the top of the net and continues on into the proper court is a legal hit and must be played.
9. Participants should be aware that there is a risk of injury in participation of intramural sports due to the inherent nature of the activity. Individuals are encouraged to have a physical examination and to obtain adequate health and accident insurance before participation. Individuals participate in intramural activities at their own risk!