

BADMINTON RULES

GENERAL RULES:

- A shuttle landing on the line is good.
- A shuttle hitting the net is good and play continues (including on the serve) if all other aspects of the play is legal.
- All players must be **inside** the lines of their respective service courts at the point of contact during the serve.
- A **“let”** is a situation requiring a replay (see reasons listed below).

BEGINNING PLAY:

- Before play, opposite teams shall **“toss”**, and the side winning the toss shall have the option of:
 - Serving first or receiving serve,
 - Choosing which side of the court to start on.
- The side losing the toss has the choice of the remaining alternatives.
- Toss is decided by one of the following:
 - Coin flip,
 - Volley,
 - Spin of racket,
 - Drop of the bird (direction pointing).

FAULTS:

***Players are expected to call their own faults, if a problem occurs, contact the meet director immediately. Do not wait until the game is complete. Please instruct students on this.**

- During the Serve, it is a “fault” if:
 1. Shuttle is struck higher than the waist.
 2. Head of the racket is not below server’s hand holding the racket.
 3. Shuttle falls into the wrong service court or out of bounds.
 4. Shuttle falls before the short serve line.
 5. Servers’ feet are not in the correct service court.
 6. Receiver of serve does not have both feet in the correct service court.
 7. Server steps forward when serving.
 8. Receivers move prior to the serve.
 9. Server intentionally balks, fakes, or feints.
 10. Part of both feet must remain in contact with the court in a stationary position until the service is made.
 11. Shuttle passes through, under, or gets caught on or over the net on the serve.
 12. Server attempts to serve and misses the bird completely.

- During Regular Play it is a "fault" if:
 1. Player reaches over net to play the bird (**follow through over the net after contact is legal**),
 2. Player hits the bird twice in one motion or momentarily holds or throws the bird,
 3. Player fails to return the bird to the opponents' court,
 4. Player obstructs, distracts, or hinders opponent,
 5. Player deliberately delays the game,
 6. Player touches the net with the racket, body, or clothes,
 7. In doubles, the receivers' partner returns the serve,
 8. Shuttle passes through or under the net,
 9. Shuttle touches the ceiling or walls,
 10. Shuttle touches a person or their clothes.

LETS:

- Server serves before receiver is ready.
- Shuttle breaks during play.
- Shuttle gets caught on top of the net or in the net after having gone over (except on the serve).
- A "let" or replay will be given for any "accidental hindrances".
- Double fault (one on each team) equals a let.

SCORING: TRI-MEETS & CITY FINALS

- Games are played to 21 points.
- 10 minute timed games.
- Rally scoring is used (a point is scored on every serve).
- If the receiving team wins the rally, it scores a point and will serve the next point.
- At 20 all, the side which gains a 2 point lead first, wins the game.
- At 24 all, the side scoring the 25th point, wins the game.
- Should a tie occur, the result of the game(s) between the schools tied shall determine the winner.
- In the event of a three-way tie, their person/team cumulative points scored in all games will be used to break the tie.
- Points for aggregate totals are awarded as follows: 1st (10), 2nd (8), 3rd (6), 4th (4), 5th (3), 6th (2). In the event of a tie between schools, the winner will be decided by total games won by schools.
- Players score their own games. Court etiquette is to announce the score prior to the serve. Failure to announce the score prior to serving will result in a **Re-serve**, not a loss of serve. If the shuttle is played by the receiver, the game shall continue.
- Participants from both teams must present when the winner(s) report(s) the final score to the official and sign the score sheet.

SINGLES PLAY:

- Singles **serveing court** and **playing court** are both **long and narrow**.
- Serve from the right side when the server's score is "even" and from the left side when their score is "odd".
- If the server wins a rally, the server scores a point and then serves again from the alternate court.
- If the receiver wins a rally, the receiver scores a point and becomes the new server.
- All serves must be diagonal.

DOUBLES PLAY:

***There is only one serve in doubles. Teams need to ensure that all four players rotate the serve.**

- Doubles **serveing court** is **short and wide**.
- Doubles **playing court** changes to **long and wide following the serve**.
- Each time the serving team scores a point, the same server serves the next serve from the other side of their court.
- No player ever receives two consecutive serves.
- The serving team changes service courts **only** after scoring a point.
- A receiving team **never** changes courts.
- When the receiving team wins the rally, their server is determined by whether their score is "even" (right side serves) or "odd" (left side serves).
- Only the player served to may receive the service.
- Non-serving partner may stand anywhere on the court (may not obstruct the receiving player's vision).

PLAYING COURTESIES:

- If in doubt about the bird's landing, always call it in favor of your opponent.
- If there is any question of you fouling at the net, be sure to call it against yourself.
- If there is any question about you throwing the bird, be quick to call the throw.
- Do not question calls of your opponent.
- Do not smash at your opponent if the point could easily be won by placing the bird elsewhere.

TERMINOLOGY:

Ace	scoring a point where the opponent is unable to return the service
Alley	area on each side of the court, narrow strips between the two side boundary lines, used only for double play
Balk	term used to indicate a player hindering an opponent
Bird	another term for shuttle
Clear	stroke that sends the shuttle high and deep over the opponent to the back of the court
Cut Shot	deceptive shot, looks like a clear, falls just over the net because the wrist is turned on contact
Doubles	four-handed game; i.e., two players one each side

Drive	hard, horizontal stroke that just clears the net
Drop Shot	stroke in which the shuttle falls just over the net to the floor
Fault	denotes an infraction of the rules resulting in a point for the other team
Foot Fault	standing on or over the service court boundary line by either receiver/server
Let	permitting the serve to be taken over or to replay a point
Match	best of 3 games
Rally	an exchange of the shuttle between opponents by s series of strokes
Serve	shot that initiates play, should be low and short or high and deep
Short Game	shots that are played low and close to the net
Smash	powerful downward stoke using wrist snap to end the point by hitting bird in front of opponent
Singles	game with one player on a side (two-handed)
Toss	how it is determined who will serve first and from which court