

Badminton Rules

ELIGIBILITY AND PARTICIPATION:

1. Any at least part-time student is eligible to participate
2. AU faculty, staff and their spouses/children are eligible to play
3. Players may be added to rosters during the first week of the season, but not after that.
4. All players must be recorded on the game sheet before they are allowed to participate.
 1. Teams:
 - a. Teams consist of 2 players on the court at one time.

START OF PLAY

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

SCORING SYSTEM

1. A match consists of the best of 3 games of 21 points (games cap at 30 points). Each game starts at 0-0. If the match goes to the third game that third game will be played to 15.
2. Every time there is a serve – there is a point scored.
 - a. A rally is won when a shuttle is hit over the net and onto the floor of the opponent's court.
 - b. A rally is lost if the shuttle is hit into the net, or over the net but outside of the opponent's court. A rally is also lost if the shuttle touches the player's clothing or body, or if it is hit before it crosses over the net.
3. The side winning a rally adds a point to its score.
4. At 20 all, the side which gains a 2 point lead first, wins that game.
5. At 29 all, the side scoring the 30th point, wins that game.
6. The side winning a game serves first in the next game.

INTERVAL AND CHANGE OF ENDS

1. A 2 minute interval between each game is allowed.
2. Teams switch sides at the end of each game.
3. In the third game, teams switch sides when the leading score reaches 8 points.

SERVING

1. The first serve of the game is always made from the right side of the court to the opposite diagonal side. Only the player standing in the proper service court may return the serve.
2. The server must obey laws designed to force underhand delivery of the serve, and the receiver must stand still until the service is struck.
3. Following the serve, players may move anywhere on their side of the net.
4. A player continues to serve (alternating service courts) as long as a player scores points.
5. The service passes consecutively to the players as shown in the diagram (*see below*).

6. **When the score is even, the server serves from the right service court. When it is odd, the server serves from the left court.**
7. If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.
8. If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.
9. The players do not change their respective service courts until they win a point while their side is serving.
10. If the server completely misses the shuttle on the serve the server may re-serve.
11. 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.
12. 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 until the shuttle is contacted by the server. Touching a line with the foot is considered out of the court.

*If players commit an error in the service court, the error is corrected when the mistake is discovered.

GENERAL PLAY

1. A shuttle falling on the line is good. Use outside lines all the way around, except for serves where you use the shorter back lines.
2. A shuttle which touches and passes over the net is in play (including the serve)
3. **Faults Include:**
 - (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 comes to rest or is momentarily caught on the racquet 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.
 - (i) It is illegal for a player to hold up his/her racquet to block a return at the net. However, he/she may hold it up to protect his/her face or if he/she is returning it from within the appropriate receiving court.
4. Any accidental hindrance is considered a "let" and there will be a re-serve. For example, a player or shuttle from another game entering the court.

In a doubles match between A & B against C & D. A & B won the toss and decided to serve. A to serve to C. A shall be the initial server while C shall be the initial receiver.

COURSE OF ACTION / EXPLANATION	SCORE	SERVICE FROM SERVICE COURT	SERVER & RECEIVER	WINNER OF THE RALLY	
	Love All	Right Service Court. Being the score of the serving side is even.	A serves to C A and C are the initial server and receiver.	A & B	
A & B win a point. A & B will change service courts. A serves again from Left service court. C & D will stay in the same service courts.	1-0	Left Service Court. Being the score of the serving side is odd	A serves to D	C & D	
C & D win a point and also right to serve. Nobody will change their respective service courts.	1-1	Left Service Court. Being the score of the serving side is odd.	D serves to A.	A & B	
A & B win a point and also right to serve. Nobody will change their respective service courts.	2-1	Right Service Court. Being the score of the serving side is even.	B serves to C	C & D	
C & D win a point and also right to serve. Nobody will change their respective service courts.	2-2	Right Service Court. Being the score of the serving side is even.	C serves to B	C & D	
C & D win a point. C & D will change service courts. C serves from Left service court. A & B will stay in the same service courts.	3-2	Left Service Court. Being the score of the serving side is odd.	C serves to A	A & B	
A & B win a point and also right to serve. Nobody will change their respective service courts.	3-3	Left Service Court. Being the score of the serving side is odd.	A serves to C	A & B	
A & B win a point. A & B will change service courts. A serves again from Right service court. C & D will stay in the same service courts.	4-3	Right Service Court. Being the score of the serving side is even.	A serves to D	C & D	

NOTE THAT THIS MEANS:

1. The order of server depends on the score odd or even.
2. The service courts are changed by the servicing side only when a point is scored. In all other cases, the players continue to stay in their respective service court from where they played previous rally. This shall guarantee alternate server.