

Badminton Rules

Toss

The rules of badminton states that a toss shall be conducted before a game starts. If you win, you can choose between serving first or to start play at either end of the court. Your opponent can then exercise the remaining choice.

Scoring system

The rules of badminton states that a badminton match shall consist of the best of 3 games. In doubles and men's singles, the first side to score 15 points wins the game. In women's singles, the first side to score 11 points wins the game.

If the score becomes 14-all, the side which first scored 14 shall exercise the choice to continue the game to 15 points or to 'set' the game to 17 points.

The side winning a game serves first in the next game. **Only the serving side can add a point to its score.**

Change of ends

The rules of badminton states that you have to change ends with your opponent after finishing the first game. If a third game was to be played, you shall change ends when the leading score reaches 6 in a game of 11 points or 8 in a game of 15 points.

Rules of Badminton - Singles

Serving and receiving courts

You shall serve from, and receive in, the **right service court** when you or your opponent has scored an **even number** of points in that game.

You shall serve from, and receive in, the **left service court** when you or your opponent has scored an **odd number** of points in that game.

You and your opponent will hit the shuttle alternately until a **'fault'** is made or the shuttle ceases to be in play.

Scoring and serving

You score a point and serve again from the alternate service court when your opponent makes a 'fault' or the shuttle ceases to be in play because it touches the surface of your opponent's side of

court.

No points will be scored when you make a 'fault' or the shuttle ceases to be in play because it touches the surface of your side of court. The **servicing right** will then be transferred to your opponent.

Rules of Badminton - Doubles

At the start of the game, and each time a side gains the right to serve, the service shall be delivered from the right service court. Only your opponent standing diagonally opposite of you shall return the service.

Should your opponent's partner touch or hit the shuttle, it shall be a 'fault' and your side scores a point.

Order of play and position on court

After the service is returned, either you or your partner may hit the shuttle from any position on your side of the net. Then either player from the opposing side may do the same, and so on, until the shuttle ceases to be in play.

Scoring and serving

If you are serving or receiving first at the start of any game, you shall serve or receive in the **right service court** when your side or your opponent's side scored an **even number** of points.

You shall serve from or receive in the **left service court** when your side or your opponent's side has scored an **odd number** of points.

The reverse pattern shall apply to your partner.

In any game, the right to serve passes consecutively from the initial server to the initial receiver, then to that initial receiver's partner, then to the opponent who is due to serve from the right service court, then to that player's partner, and so on.

You shall not serve out of turn, receive out of turn, or receive two consecutive services in the same game, except as provided in service court errors and 'lets'.

Service court errors

A service court error has been made when a player has served out of turn, has served from the wrong service or standing on the wrong service court while being prepared to receive the service

and it has been delivered.

If a service court error is discovered after the next service had been delivered, the error shall not be corrected. If a service court error is discovered before the next service is delivered, the following rules apply.

If both sides committed an error, it shall be a 'let'. If one side committed the error and won the rally, it shall be a 'let'. If one side committed the error and lost the rally, the error shall not be corrected.

If there is a 'let' because of a service court error, the rally is replayed with the error corrected. If a service court error is not to be corrected, play in that game shall proceed without changing the player's new service courts.

Faults

The rules of badminton consider the following as **faults**:

- If the shuttle lands outside the boundaries of the court, passes through or under the net, fail to pass the net, touches the ceiling or side walls, touches the person or dress of a player or touches any other object or person.
- If the initial point of contact with the shuttle is not on the striker's side of the net. (The striker may, however, follow the shuttle over the net with the racket in the course of a stroke.)
- If a player touches the net or its supports with racket, person or dress, invades an opponent's court over the net with racket or person except as permitted.
- If a player invades an opponent's court under the net with racket or person such that an opponent is obstructed or distracted or obstructs an opponent, that is prevents an opponent from making a legal stroke where the shuttle is followed over the net.
- If a player deliberately distracts an opponent by any action such as shouting or making gestures.
- If the shuttle is caught and held on the racket and then slung during the execution of a stroke.
- If the shuttle is hit twice in succession by the same player with two strokes.
- If the shuttle is hit by a player and the player's partner successively or touches a player's racket and continues towards the back of that player's court.
- If a player is guilty of flagrant, repeated or persistent offences under Law of Continuous Play, Misconduct, Penalties.

- If, on service, the shuttle is caught on the net and remains suspended on top, or, on service, after passing over the net is caught in the net.