



BADMINTON

THE GAME:

Badminton is a sport played by two or four people. The objective of each person/team is to successfully volley a shuttlecock over a net with a long-handled racket causing it to fall to the court before the opposing player can return it.

1. Twenty-one points constitutes the usual game (Rally Point); a player or team must win by two (2) points unless one player/team reaches 30. The best two out of three games determine the winner of a match.

The winner of the toss (coin or shuttle) has the choice of serving or receiving, or taking a particular side of the court. The loser of the toss has choice of the remaining option.

2. The service must be delivered to the diagonal service court.
 - (a) The bird that lands on the line is considered good

Players change courts at the end of a game and the winner serves first. In doubles, either of the two winners may serve first and either of the two losers may receive first. However the first serve must take place from the right hand side.

If a third game is necessary to determine the winner of a match, the players may change courts when either team or person's score reaches 11 points.

3. Only one (1) service (Trail) is allowed per inning:
 - (a) The service alternates to courts starting in the right-hand court for doubles at all times
 - (b) In singles, the service starts in the right-hand court at the beginning of the game, but thereafter, the service is made from the right-hand court when the score is even (for that side) and from the left-hand court when the score is odd (for that side)
4. It is a fault (loss of service or hand for the serving side and toss of point for receiving side) when:
 - (a) Shuttlecock is not hit below Server's waist when serving

- (b) Service or played shot lands outside specified court, passes through or under the net
- (c) If the Server or Receiver steps out of his proper court before delivery of serve. Only the person served to may return the bird.

5. A point is scored:

- (a) Opponent misses shuttle and it drops inside court
- (b) Opponent hits a shot out of court or under net
- (c) Opponent lets shuttlecock touch any part of the body
- (d) If opponent touches the net with racquet or body or steps under net

6. **FAULTS OR ERRORS:**

The following infractions of the rules constitute a point for the team who doesn't cause the infraction.

(a) If the service is made overhand. (At the instant of being struck the shuttlecock may not be higher than the servers waist.

(b) If the service falls outside the court diagonally opposite the server. (Long or short serve, outside, or wrong court). If the shuttlecock lands on the line it is considered within the boundaries or the court.

(c) If the server or receiver steps out of his respective court (on the line is out for a player) before the service is delivered (as soon as the shuttlecock is contacted by the server's racket).

(d) If during the service the server or his partner balks (makes preliminary feints, etc.)

(e) If during the service or play the shuttlecock falls outside the designated boundaries, goes through or under the net, fails to pass over the net, touches the roof or sidewalks, or the person or dress of any player.

(f) If during play the shuttlecock is contacted before it crosses the net. (It is legal to follow the shuttlecock over the net with the racket, provided the initial contact is made while the player is on his or her own side of the net.

(g) If during play a player touches the net or it's support with their racket, person, or dress.

(h) If the shuttlecock is hit twice in succession by the same player (unless it is one motion), or two players on the same side.

(i) If during the service the server or receiver fails to remain in their respective court and fails to keep some part of both feet in contact with the ground until the service is delivered.

(j) If the shuttlecock is momentarily held on the racket and not distinctly contacted.

7. SINGLES VS DOUBLES

Section One

The rules for singles and doubles are the same with the following exceptions:

1. In SINGLES, when the server's score is zero or an even number, the shuttlecock must be served from and received in the respective player's right-hand court; when the server's score is an odd number, the shuttlecock is delivered from and received in the respective player's left-hand court.

2. Both players change courts after each point. The same players may receive consecutive services.

8. PERSONAL INJURY

Section One

Any player injured must notify either the Sport Supervisor or a sport official so that the proper paperwork can be completed.

Section Two

Any player who is bleeding shall be removed from the game immediately. The clock will be stopped and will resume once the player that is bleeding has been removed from the contest. If the bleeding has stopped or been covered completely, and has been cleaned from all court surfaces, the player may return to the game and the contest shall resume. The Sport Supervisor will have the authority to decide if the player shall return to the game.

Section Three

Intramural Sports is a volunteer activity in which players participate at their own risk. Participants should understand that they are responsible for any and all costs arising from injury or property damage as a result of participation.

Section Four

Eye Protection is Highly Recommended.

DEFINITIONS:

MATCH

Best of three games.

RIGHT OF SERVICE Decided by hitting up a shuttle (which side it points to).

FAULTS Are infringements that end a Rally.

