

Badminton Rules and Etiquette

PLAYERS

A doubles game shall have two players to a side; a singles game shall have one player to a side.

COURT

A badminton court is a rectangle 13.4-metres long and 5.18-metres wide for singles, extended on each side with 42-centimetre alleys for doubles (making the doubles court 13.4m x 6.1m). It is divided into two equal sections by the net, 155cm high at the posts at either side and dipping to 152.4cm in the centre.

TOSS

The side winning the toss shall have the options of:

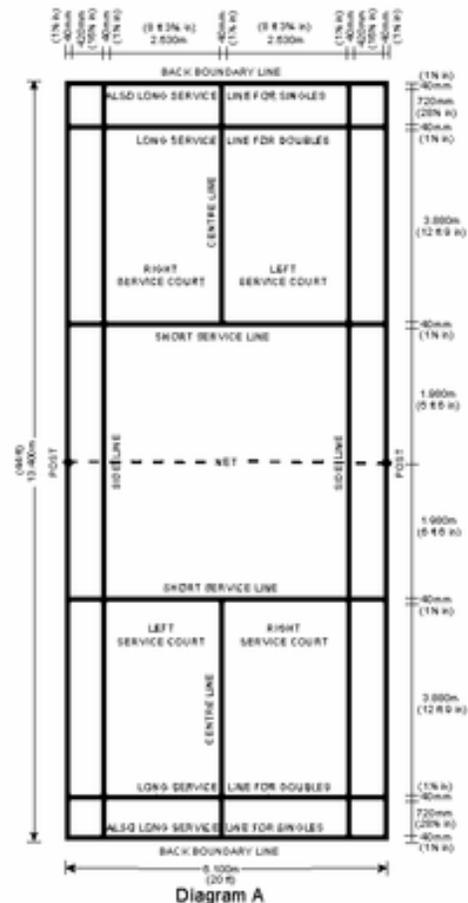
- servicing first; or
- receiving; or
- choosing a particular end of the court.

GENERAL PLAY

□ Once the shuttle is in play, the point continues with players attempting to hit the shuttle back and forth across the net. A side wins the rally by hitting the shuttle to the floor line on the opponent's side of or if the opponent fails to keep the shuttle in play.

□ The shuttle is declared out of play if it fails to cross the net, lands out of the court or hits the ceiling of the venue.

□ A rally is also lost if a fault is committed. A fault is called if a player touches the net during play with either body or racquet, hits the shuttle before it comes across the net or is hit by the shuttle.



OTHER RULES

- A shuttle that lands on a line is in bounds.
- A player may let his racquet cross over the net in his or her followthrough on a shot.
- A shuttle may hit the net on a serve as long as it then lands within the opponent's service court, otherwise it is a fault.
- If a shuttle should get caught on top of the net or in the net, having passed over the net during play, a let is called and the rally replayed, except on service when a fault is called.
- A fault is called if a player swings and misses while serving.
- Players are guilty of a fault if they deliberately distract an opponent by shouting or making gestures

SCORING

- If the serving side wins a rally, the serving side shall score a point. The server then continues to serve. If the receiving side wins a rally, the receiving side shall score a point and become the new serving side.
- A game shall be won by the side which first scores 21 points.
- The side winning a rally shall add a point to its score. A side shall win a rally, if the opposing side commits a "fault" or the shuttle ceases to be in play because it touches the surface of the court inside the opponent's court.
- A match is comprised of the best of three games unless otherwise arranged.
- If the score becomes 20-all, the side which games a two point lead first, shall win that game. If the score becomes 29 all, the side coring the 30th point shall win that game.
- The side winning that game shall serve first in the next game.

SERVING

- Services courts are slightly different for singles and doubles. In singles, the service court is "long and thin". In doubles, it is "short" and wide".
- A shuttle that lands on the line is considered "in".
- The server and receiver stand opposite one another in diagonal service courts and always start a game in the right service court.
- Once a serve has been made the players may move anywhere on their side of the net.
- Serves are always underhand in delivery and the receiver must stand still until the serve has been made.
- In **singles**, both players shall change service courts after each point

scored. Players serve and receive in the right service courts when the server has not scored or has scored an even number of points, in the left service box when the server has scored an uneven amount of points. In **doubles**, future serves are then made from alternate service courts to alternate players.

FAULTS

A fault by a player of the side which is "in" puts the server out; if made by a player whose side is "out," it counts as a point to the "in" side. It is a fault:

- a) if in serving, the shuttle falls into the wrong service court, or falls short of the short service line, or beyond the long service line, or outside the boundary lines.
- b) if the server's feet are not in the service court from which the service is being made, or if the feet of the receiver are not in the service court diagonally opposite until the service is delivered.
- c) if, when the shuttle is "in play," a player touches the net or its supports with racket, person or clothing.
- d) if the shuttle is hit twice in succession by the same player; is hit more than once; or is held on the racket during the execution of a stroke; or if the shuttle is hit by a player or his partner successively.
- e) if the server, in attempting to serve, misses the shuttle, it is not a fault, except if the racket touches the shuttle than a service is thereby delivered.