

Badminton Rules



Court and Equipment

- Court size for singles - 44 feet long x 17 feet wide
- Court size for doubles - 44 feet long x 20 feet wide
- Net height - 5 feet
- Shuttlecocks - Also known as birdies or birds. One type has feathers with a cork base, and the other is plastic with a rubber base.
- Rackets - Made of lightweight material like wood, plastic or metal.

Object of the game

The object of the game is to hit the shuttlecock back and forth over a net without permitting it to hit the floor in bounds on your side of the net.

Some general rules and terms

1. A player may not touch the net with a racket or history body during play.
2. A birdie may not come to rest or be carried on the racket.
3. A birdie may hit the net on its way across during play and the rally can continue.
4. A term of service is called an inning.
5. A player may not reach over the net to hit the shuttlecock.
6. A loss of serve is called a side out.
7. In class games will be played to 15 points and a match is 2 out of 3 games.
8. Some types of shots are the lob, drop shot, smash and drive.

Serving

1. A coin toss or spin of the racket determines who will serve first.
2. The serve must travel diagonally (cross court) to be good.
3. A serve that touches the net and lands in the proper court is called a let serve and is reserved, otherwise, only one serve is permitted to each court until a side out occurs. A serve that is totally missed may be tried again.
4. The racket must make contact with the birdie below the waist on a serve.
5. The server and receiver shall stand within their respective service courts until the serve is made.
6. Points may only be scored when serving.
7. All lines are considered in bounds.
8. In singles, when the server's score is an even number, the serve is taken from the right side. When the server's score is an odd number, it is taken from the left. (Serving in a doubles game is different)

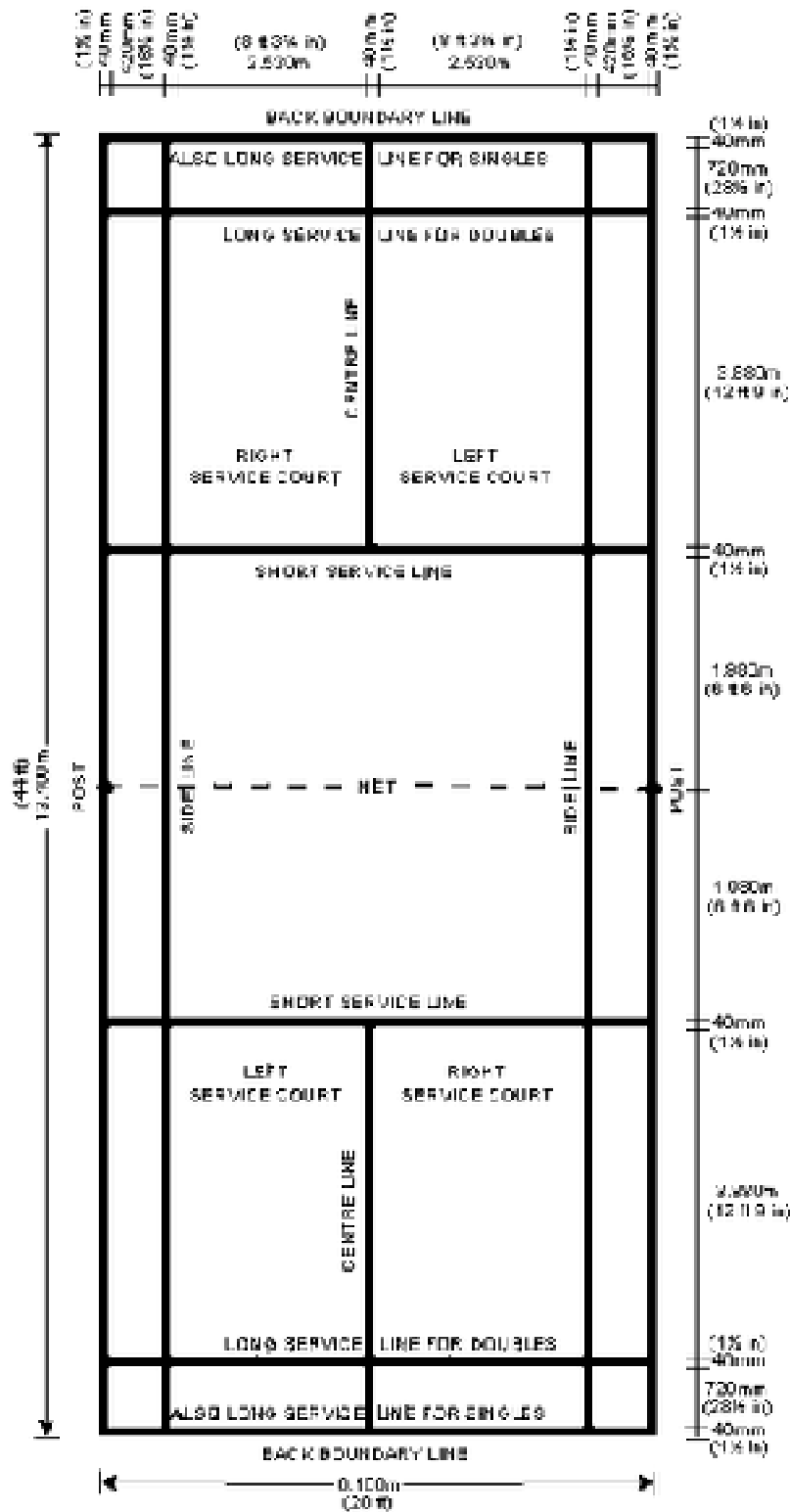


Diagram A

metres (13 feet) measurement given as the length of the service

The Court

1(a) The court shall be a rectangle and laid out as in the following Diagram A (except in the case provided for in paragraph 1(d) of this Law) and to the measurements there shown, and shall be defined preferably by white or yellow lines or, if this is not possible, by other easily distinguishable lines 40mm (1 1/2 inches) wide.

1(b) To show the zone in which a shuttle of correct pace lands when tested (see Law 4(d)), an additional four marks 40mm by 40mm (1 1/2 inches by 1 1/2 inches) may be made up as follows:

-inside each side line for singles of the right service court, 530mm (1 foot 9 inches) and 990mm (3 feet 3 inches) from the back boundary line.

In making these marks, their width shall be within the measurement given, i.e., the marks will be from 530mm to 570mm (1 foot 9 inches to 1 foot 10 1/2 inches) and from 950mm to 990mm (3 feet 1 1/2 inches to 3 feet 3 inches) from the outside of the back boundary line.

1(c)(i) The width 40mm (1 1/2 inches) of the centre lines shall be equally divided between the right and left service courts.

1(c)(ii) The width 40mm (1 1/2 inches) of each of the short service line and the doubles long service line shall fall within the 3.960 court.

1 (c)(iii) The width 40mm (1 1/2 inches) of all other lines shall fall within the measurements given.

1(d) Where space does not permit the marking out of a court for doubles, a court may be marked out for singles only, as shown in Diagram B. The back boundary lines become also the long service lines, and the posts, or the strips of material representing them as referred to in Law 2, shall be placed on the side lines.

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The Players, Toss, & Scoring

5.The Players

5(a) The word "Player" applies to all those taking part in a game.

5(b) The game shall be played, in the case of the doubles game, by two players a side and in the case of the singles game, by one player a side.

5(c) The side for the time being having the right to serve shall be called the "In" side, and the opposing side shall be called the "Out" side.

6.The Toss Before commencing play, the opposing sides shall toss, and the side winning the toss shall have the option of:

(a) Serving first:

(b) Not serving first; or

(c) Choosing ends.

The side losing the toss shall then have choice of any alternative remaining.

7.The Scoring

7(a) The doubles and men's singles game consists of 15 points provided that, when the score is 14-all, the side which first reached 14 has the option of "setting" the game to 3. After a game has been "set" the score is called "love-all", and the side which first scores 3 points wins the game. If players choose to "set", the score is no longer called "love-all"; instead the score continues to be called to 17. In either case, the claim to "set" the game must be made before the next service is delivered after the score has reached 14-all.

7(b) The ladies' singles game consists of 11 points. Provided that when the score is "9-all" the player who first reached 9 has the option of "setting" the game to 3, and when the score is "10-all" the player who first reached 10 has the option of "setting" the game to 2 3.

7(c) A side rejecting the option of "setting" at the first opportunity shall not thereby be debarred from "setting" if a second opportunity arises.

7(d) Notwithstanding paragraph (a) above, it is permissible by prior arrangement for only one game

to be played and also for this to consist of 21 points, in which case "setting" shall be as for the game of 15 points with scores of 19 and 20 being substituted for 14 respectively.

7(e) In handicap games "setting" is not permitted.

8. The opposing sides shall contest the best of three games, unless otherwise agreed. The players shall change ends at the commencement of the second game and also of the third game (if any). In the third game the players shall change ends when the leading score reaches:

8(a) 8 in a game of 15 points;

8(b) 6 in a game of 11 points;

or in handicap events, when one of the sides has scored half the total number of points required to win the game (the next highest number of points to win the game - the next highest number being taken in case of fractions). When it has been agreed to play only one game the players shall change ends as provided above for the third game. In a game of 21 points, the players shall change ends when the leading score reaches 11 or in handicap games as indicated above.

If, inadvertently, the players omit to change ends as provided in this Law at the score indicated, the ends shall be changed immediately when the mistake is discovered, and the existing score shall stand.



Double Play & Single Play

9. Double Play

9(a) It having been decided which side is to have the first service, the player in the right-hand service court of that side commences the game by serving to the player in the service court diagonally opposite. If the latter player returns the shuttle before it touches the ground, it is to be returned by one of the "In" side, and then returned by one of the "Out" side, and so on, till a fault is made or the shuttle ceases to be "in play" (vide paragraph (b)). If a fault is made by the "In" side its right to continue serving is lost, as only one player on the side beginning a game is entitled to do so (vide Law 11), and the opponent in the right-hand service court then becomes the server; but if the service is not returned, or the fault is made by the "Out" side, the "In" side scores a point. The "In" side players then change from

one service court to the other, the service now being from the left-hand service court to the player in the service court diagonally opposite. So long as a side remains "In", service is delivered alternately from each service court into the one diagonally opposite, the change being made by the "In" side when, and only when, a point is added to its score.

9(b) The first service of a side in each innings shall be made from the right-hand service court. A "Service" is delivered as soon as the shuttle is struck by the server's racket. The shuttle is thereafter "in play" until it touches the ground, or until a fault or "let" occurs, or except as provided in Law 18. After the service is delivered the server and the player served to may take up any positions they choose on their side of the net, irrespective of boundary lines.

10.

The player served to may alone receive the service, but should the shuttle touch, or be struck by, his partner the "In" side scores a point. No player may receive two consecutive services in the same game, except as provided in Law 12.

11.

Only one player of the side beginning a game shall be entitled to serve in its first innings. In all subsequent innings each partner shall have the right, and they shall serve consecutively. The side winning a game shall always serve first in the next game, but either of the losers may receive the service.

12.

If a player serves out of turn, or from the wrong service court (owing to a mistake as to the service court from which service is at the time being in order), and his side wins the rally, it shall be a "Let", provided that such "Let" be claimed and allowed, or ordered by the umpire, before the next succeeding service is delivered.

If a player of the "Out" side standing in the wrong service court is prepared to receive the service when it is delivered, and his side wins the rally, the mistake shall stand and the players' positions shall not be corrected.

Should a player inadvertently change sides when he should not do so, and the mistake not be discovered until after the next succeeding service has been delivered, the mistake shall stand, and a "Let" cannot be claimed or allowed, and the players' position shall not be corrected.

13. Single Play In singles, Laws 9 to 12 hold good except that:

13(a) The players shall serve from and receive service in their respective right-hand service courts only when the server's score is 0 or an even number of points in the game, the service being delivered from and received in their respective left-hand service courts when the server's score is an odd number of points. Setting does not affect this sequence. 13(b) Both players shall change service courts after each point has been scored.

Faults & General

FAULTS

14.

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

It is a fault:

14(a) If in serving,

14(a)(i) the initial point of contact with the shuttle is not on the base of the shuttle, or

14(a)(ii) any part of the shuttle at the instant of being struck be higher than the server's waist, or
14(a)(iii) if at the instant of the shuttle being struck the shaft of the racket is not pointing in a downward direction to such an extent that the whole of the head of the racket is discernibly below the whole of the server's hand holding the racket. 14(b) If, in serving, the shuttle does not pass over the net, or falls into the wrong service court (i.e., into the one not diagonally opposite to the server), or falls short of the short service line, or outside the side boundary lines of the service court into which service is in order.

14(c) If the server's feet are not in the same service court from which the service is at the time being in order, or if the feet of the player receiving the service are not in the service court diagonally

opposite until the service is delivered (vide Law 16). 14(d) If, once the service has started, any player makes preliminary feints or otherwise intentionally balks his opponent, or if any player deliberately delays serving the shuttle or in getting ready to receive it so as to obtain an unfair advantage. (When the server and receiver have taken up their respective positions to serve and to receive, the first forward movement of the server's racket constitutes the start of the service and such must be continuous thereafter). 14(e) If, either in service or play, the shuttle falls outside the boundaries of the court, or passes through or under the net, or fails to pass the net, or touches the roof or side walls, or the person or dress of a player. (A shuttle falling on a line shall be deemed to have fallen in the court or service court of which such line is a boundary).

14(f) If, when in play, 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 his racket in the course of a stroke). 14(g) If, when the shuttle is "in play", a player touches the net or its supports with racket, person or dress.

14(h) If the shuttle be caught and held on the racket and then slung during the execution of a stroke; or if the shuttle be hit twice in succession by the same player with two strokes; or if the shuttle be hit by a player and his partner successively.

14(i) If, in play, a player strikes the shuttle (unless he thereby makes a good return) or is struck by it, whether he is standing within or outside the boundaries of the court.

14(j) If a player obstructs an opponent.

14(k) If Law 16 be transgressed.

14(l) If a player is guilty of flagrant repeated or persistent offences under Law 21.

14(m) If the server, in attempting to serve, misses the shuttle.

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GENERAL

15.

The server may not serve till his opponent is ready, but the opponent shall be deemed to be ready if a return of the service be attempted.

16.

The server and the player served to must stand within the limits of their respective service courts (as bounded by the short and long service, the centre, and the side lines), and some part of both feet of these players must remain in contact with the surface of the court in a stationary position until the service is delivered. A foot on or touching a line in the case of either the server or the receiver shall be held to be outside his service court (vide Law 14(c)). The respective partners may take up any position, provided they do not sight or otherwise obstruct an opponent.

17.

17(a) If, in the course of service or rally, the shuttle touches and passes over the net, the stroke is not invalidated thereby. It is a good return if the shuttle having passed outside either post drops on or within the boundary lines of the opposite court. A "Let" may be given by the umpire for any unforeseen or accidental hindrance.

17(b) If, in service, or during a rally, a shuttle, after passing over the net, is caught in or on the net, it

is a "Let".

17(c) If the receiver is faulted for moving before the service is delivered, or for not being within the correct service court, in accordance with Laws 14(c) or 16, and at the same time the server is also faulted for a service infringement, it shall be a "Let".

17(d) When a "Let" occurs, the play since the last service shall not count, and the player who served shall serve again, except when Law 12 is applicable.

18.

If, when in play, the shuttle strikes the net and remains suspended there, or strikes the net and falls towards the surface of the court on the striker's side of the net, or hits the surface outside the court and an opponent then touches the net or shuttle with his racket or person, there is no penalty, as the shuttle is not then in play.19.

If a player has a chance of striking the shuttle in a downward direction when quite near the net, his opponent must not put up his racket near the net on the chance of the shuttle rebounding from it. This is obstruction within the meaning of Law 14(j).

A player may, however, hold up his racket to protect his face from being hit if he does not thereby balk his opponent.

20.

It shall be the duty of the umpire to call "fault" or "let" should either occur, without appeal being made by the players, and to give his decision on any appeal regarding a point in dispute, if made before the next service; and also to appoint linesmen or service judge at his discretion. The umpire's decision shall be final, but he shall uphold the decision of a linesman or service judge. This shall not preclude the umpire also from faulting the server or receiver. Where, however, a referee is appointed, an appeal shall lie to him from the decision of an umpire on questions of law only.Go To Top