

Badminton Rules

Toss

Before the game starts, a toss is conducted with the winning team having the choice:

- a) to serve or receive
- b) to choose a side of the court

The losing team gets the remaining choice.

Scoring System

A match is considered the best of three games.

A point is scored when a side or team wins a rally.

A team that score 21 points first will win the game.

If the score is 20-20, the side that gets a 2 point lead will win the game.

If the score is 29-29, the side that wins the 30th point will win the game.

The side winning a game will serve first in the next game.

Change of Ends

Player change ends after the first game is completed; after the second game if there is a third game and in the third game when the score reaches 11 points.

Service

The serve must be delivered when both the server and receiver are ready.

The server and receiver must stand in diagonally opposite courts within the boundary lines.

The server and receiver must keep both feet in contact with the floor when the shuttle is being served.

The server's racket head must be below the hand of the server and the shuttle must be contacted below the waist of the server during the serve.

The serve must be one continuous movement forward. (no faking allowed)

The server may not serve until the receiver is ready. If the receiver attempts to receive the serve then he is considered ready.

If the server misses the shuttle; it is considered a fault and a point is awarded to the receiving team.

Singles

Play starts with the server serving from the right hand service court to the receiver in his right hand service court. If the server wins the point, he will serve from the left hand service court.

Whenever the score is even, the server serves from the right side, when the score is an odd number, the server serves from the left service court. The receiver is always in the diagonally opposite service court.

After the serve, players may hit the shuttle from anywhere on their side of the net.

Doubles

Play starts with one team serving from the right hand service court to the receiver in his right hand service court. If the server wins the point, he will serve from the left hand service court to the opponent's partner.

Players do not switch sides at the serve until they win a point.

After the serve has been received, either partner may hit the shuttle.

If the receiving team wins the rally, they receive a point and become the new serving side.

- One service only
- Back service line remains and the current rule applies.
- The chart below explains the 3x21 rally point scoring system for doubles matches.

Players may not serve or receive out of turn, or receive two consecutive serves in the same game.

Either player of the winning side may serve in the next game and either player of the receiving side may receive first in the next game.

Service Court Errors

A service error occurs when a player serves or receives out of turn or a player serves or receives from the wrong service court. If an error is discovered, the error will be corrected and the existing score will stand.

Faults

It is a fault if during a serve the shuttle gets caught in the net or stays on the top of the net; or if the shuttle is hit by the receiver's partner.

It is a fault if the shuttle lands outside the boundary lines of the court, or goes under the net, or does not pass over the net.

It is a fault if the shuttle hits a person or their clothing.

It is a fault if the shuttle is hit twice by the same player or by both doubles partners consecutively.

It is a fault if a player touches the net with his racket, person or dress during play.

It is a fault if a player invades the opponent's court with his racket or person, unless, he is following through his stroke and has hit the shuttle on his own side of the net first.

It is a fault if a player deliberately distracts an opponent by shouting or making gestures.

It is a fault if a player obstructs or prevents an opponent from making a legal stroke.

Lets

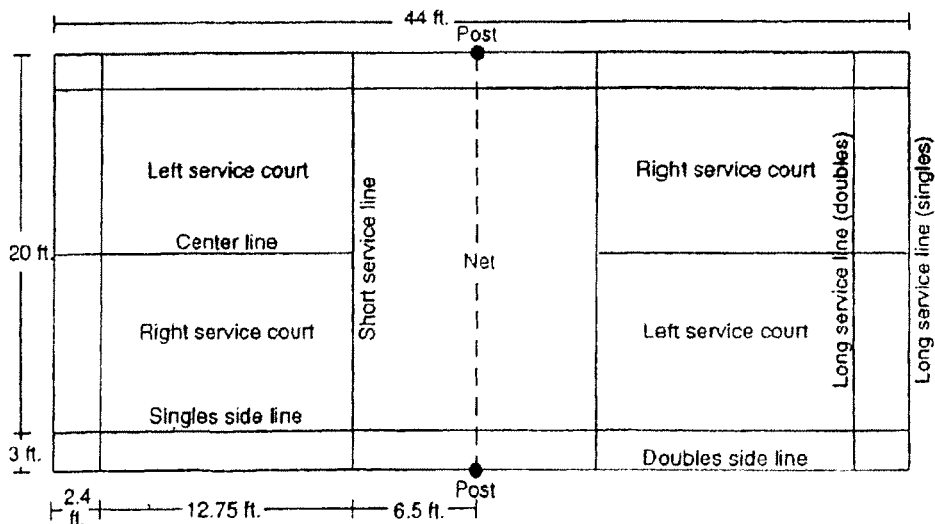
A let can be called if the server serves before the receiver is ready.

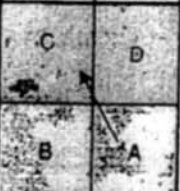
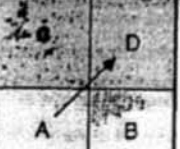
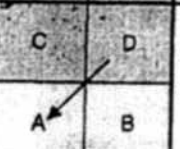
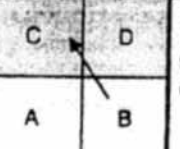
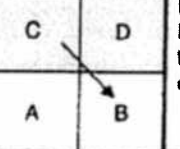
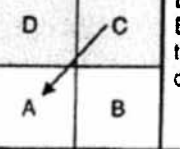
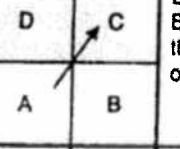
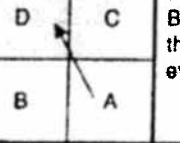
A let can be called if the shuttle disintegrates and the base separates from the rest of the shuttle.

A let can be called if the shuttle is caught on the net after passing over the net.

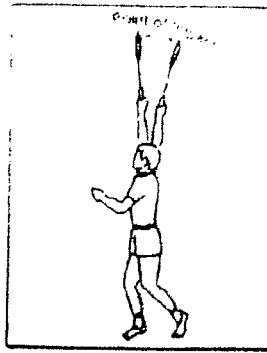
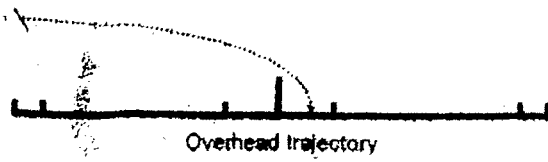
A let can be called if the server and receiver are both faulted.

When a "let" occurs, the serve is retaken and no point is awarded for that rally.

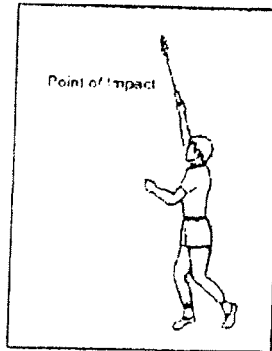
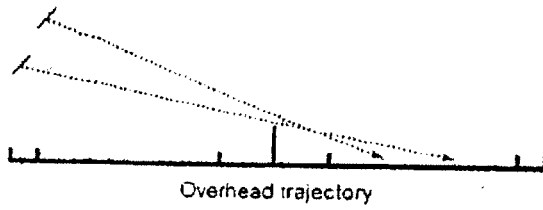


Course of action / Explanation	Score			Service from Service Court	Server & Receiver	Winner of the rally
	Love All			Right Service Court. Being the score of the serving side is even.	A serves to C A and C are the initial server and receiver.	A & B.
A & B win a point. A & B will change service courts. 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

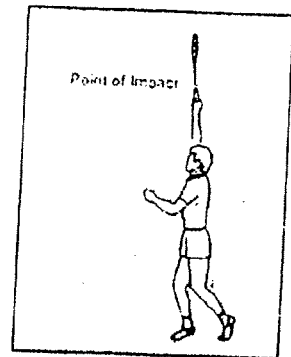
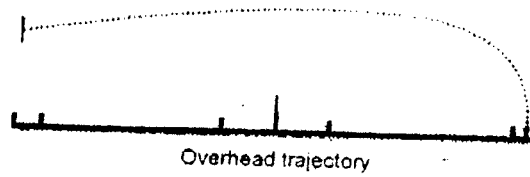
Slow Drop Shot



Smash

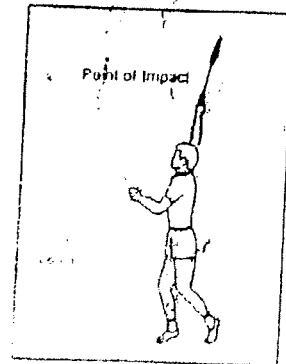
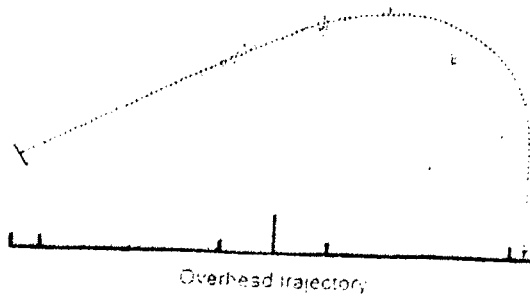


Attacking Clear

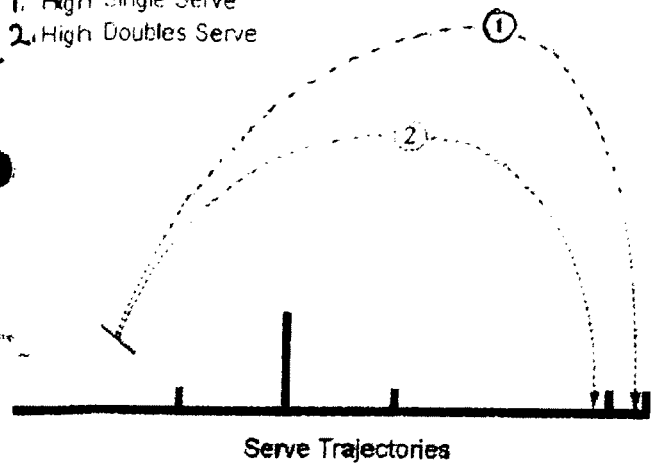


Defensive Clear has a high and deep trajectory. These badminton shots give you more time to return to your base and prepare for the next shot. The shuttle is hit with your racket face leaning slightly backwards.

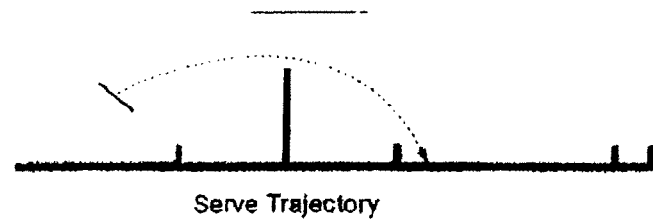
Defensive Clear



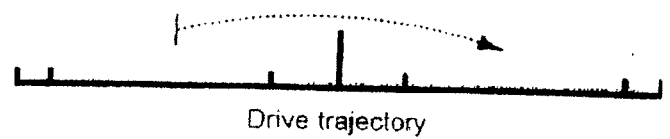
- 1. High Single Serve
- 2. High Doubles Serve



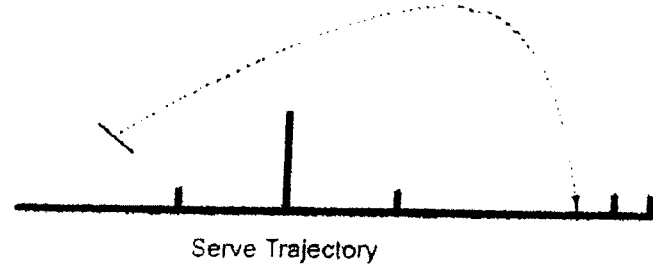
Low Serve



Drive



Flick Serve



Drive Serve

