

BADMINTON RULES HANDOUT

Games and Match: Eleven points make a game in women's singles. All doubles and men's singles games are 15 points. A match constitutes two games out of three. As soon as a side wins two games, the match is over. The winner of the previous game serves the next game. Players change courts after the first and second games. In the third game, players change after 8 points in a 15-point game and after 6 points in an 11-point game.

Scoring: Only the serving side scores and continues to do so until an error is committed.

Setting: if the score becomes tied, the player or side first reaching the tied score may extend the game. In a 15-point game, the set may occur at 13-13 (setting to 5 points) or 14-14 (setting to 3 points). In an 11-point game, the score may be set at 10-10 (setting to 2 points) or 9-9 (setting to 3 points). A set game continues, but the score called is now 0-0, or "Love all." The first player or side to reach set score wins. If a side chooses not to set, the regular game is completed.

Singles Play: The first serve is taken from the right service court and received cross court (diagonally) in the opponent's right service court. All serves on 0 or an even score are served and received in the right-hand court. All serves on an odd score are served and received in the left service court.

Doubles Play: In the first inning, the first service is with one hand only. In all other innings, the serving team gets to use two hands. At the beginning of each inning, the player in the right court serves first. Partners rotate only after winning a point.

Even and odd scores are served from the same court as in singles play. If a player serves out of turn or from the incorrect service court and wins the rally, a let will be called. The let must be claimed by the receiving team before the next serve.

If a player standing in the incorrect court takes the serve and wins the rally, it will be a let, provided the let is claimed before the next serve. If either of the above cases occurs and the side at fault loses the rally, the mistake stands, and the players' positions are not corrected for the rest of the game.

Faults: A fault committed by the serving side (in-side) results in a side out, while a fault committed by the receiving side (out-side) results in a point for the server. A fault occurs in any of the following situations.

1. During the serve, the shuttlecock is contacted above the server's waist, or the racquet head is held above the hand.
2. During the serve, the shuttlecock does not fall within the boundaries of the diagonal service court.
3. During the serve, some part of both feet of the server and receiver do not remain in contact with the court, inside the boundary lines, until the shuttlecock leaves the racquet of the server. Feet on the boundary lines are considered out-of-bounds.

