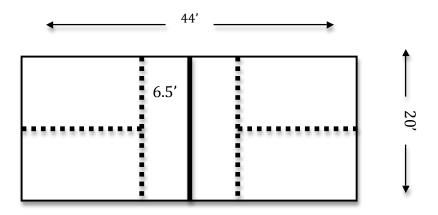
# SRVUSD Badminton Rules:

Court Dimensions: 6 courts with a net height of 5' in the middle



#### \*\*All games will be doubles unless discussed by coaches during their match\*\*

#### **Scoring System**

- A match consists of the best of 3 games of 21 points.
- Every time there is a serve there is a point scored.
- The side winning a rally adds a point to its score.
- At 20 all, the side which gains a 2 point lead first, wins that game.
- At 29 all, the side scoring the 30th point, wins that game.
- $_{\odot}$   $\,$  The side winning a game serves first in the next game.

### **Doubles**

- A side has only one 'service'.
- The service passes consecutively to the players as shown in the diagram.
- At the beginning of the game and when the score is even, the server serves from the right service court. When it is odd, the server serves from the left court.
- If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.
- If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.
- The players do not change their respective service courts until they win a point when their side is serving.

**Example:** In a doubles match between A & B against C & D. A & B won the toss and decided to serve. A to serve to C. A shall be the initial server while C shall be the initial receiver

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	C D B A	
A & B win a point. A & B will change service courts. A erves again from Left service court. C & D will stay in he 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	
C & D win a point and also right to serve. Nobody will hange their respective service courts.	1-1	Left Service Court. Being the score of the serving side is odd.	D serves to A.	A & B	C D	
A & B win a point and also right to serve. Nobody will hange 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	
C & D win a point and also right to serve. Nobody will hange 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	
C & D win a point. C & D will change service courts. C erves from Left service court. A & B will stay in the ame service courts.	3-2	Left Service Court. Being the score of the serving side is odd.	C serves to A	A & B	D C	
A & B win a point and also right to serve. Nobody will hange their respective service courts.	3-3	Left Service Court. Being the score of the serving side is odd.	A serves to C	A & B	D C	

A & B win a point. A & B will change service courts. A erves again from Right service court. C & D will stay in he same service courts.	4-3	Right Service Court. Being the score of the serving side is even.	A serves to D	C & D	D C B A
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## Faults

The rules of badminton consider the following as **faults**:

- If the shuttle lands outside the boundaries of the court, passes through or under the net, fail to pass the net, touches the ceiling or side walls, touches the person or dress of a player or touches any other object or person.

- If a player touches the net or its supports with racket, person or dress, invades an opponent's court over the net with racket or person.

- If a player invades an opponent's court under the net with racket or person such that an opponent is obstructed or distracted or obstructs an opponent, that is prevents an opponent from making a legal stroke where the shuttle is followed over the net.

- If a player deliberately distracts an opponent by any action such as shouting or making gestures.

- If the shuttle is caught and held on the racket and then slung during the execution of a stroke.

- If the shuttle is hit twice in succession by the same player with two strokes.

- If the shuttle is hit by a player and the player's partner successively or touches a player's racket and continues towards the back of that player's court.