Badminton Rules

Net 5 feet

Toss Before the game, the winner of the toss has a choice of serving first or choosing end.

Games Grades 9 to 12: 21 points

Rally Point Scoring In rally point scoring, a point is awarded at the end of each and every rally. The player/team winning the rally adds a point to their score. The first player/team to reach 21 points wins the game but must win by two points (ie. the score can never be 21-20) At 20 all, the side which gains a two- point lead first, wins that game. At 29 all, the side scoring the 30th point, wins that game.

Singles At the beginning of the game the player who wins the serve, serves from his/her right service court. For the remainder of the game, whenever a player's score is even he/she serves from the right service court. If a player's score is odd, he/she serves from the left service court. If the server wins a rally, the server scores a point and then serves again from the alternate service court. If the server loses a rally, the receiver scores a point and becomes the new server.

Doubles There is only one serve per team in doubles. A team continues to serve as long as they win the rally otherwise the serve passes to the other team. At the beginning of the game the team that wins the serve, serves from the right court. If the serving side wins the rally, the serving side scores a point and the same server serves again from the alternate service court. If the serving side loses a rally, the receiving side scores a point and begins serving.

Throughout the game, whenever a team begins serving, if they have an even score, the player in the right court serves (and continues to serve, alternating courts until they lose a rally). If the team begins serving and has an odd score, the player in the left court serves (and continues to serve, alternating courts until they lose a rally). Although players should try to remember where they last served from, it is always the case that if the score is even the serve comes from the right court and if it is odd the serve comes from the left court. As well, if player 1 from Team A is serving and loses his/her serve, the next time Team A serves, player 2 will be the one serving- this is always the case if the players are in the correct courts.

Faults

1. A fault committed by the server results in a side-out, a fault by the receiver results in a point for the server.
2. It is a fault if:
    a. During the serve, the whole shuttle is not below the server's waist at the instant of being hit by the server's racket or if the shaft of the server's racket at the instant of hitting the shuttle is not pointing in a downward direction.
    b. During the serve, the shuttle does not fall within the boundaries of the diagonal service court.
    c. During the serve, the feet of the server and the receiver are not within the boundaries of their respective courts. Feet on the boundary are considered out of bounds.
    d. Before or during the serve the receiver or the server feints or balks.
    e. During the serve or rally, the shuttle contacts the wall, ceiling, player, their clothing, passes under the net, fails to pass the net, or does not fall within the boundaries.
    f. Any player reaches across the net to contact the shuttle, other than on the follow through.
    g. During play any player touches the net.
    h. The shuttle is hit more than once.

i. A player obstructs an opponent or invades an opponent's court.

General

1. A serve may not be delivered until the receiver is ready.
2. Some part of both feet of the server and the receiver must remain in contact with the court, inside the boundary lines, until the shuttle leaves the racquet of the server.
3. A serve that touches and passes over the net and falls within the diagonal service court is good.
4. Shuttles falling on the lines are in bounds.
5. It is a fault if server completely misses the shuttle on the serve.