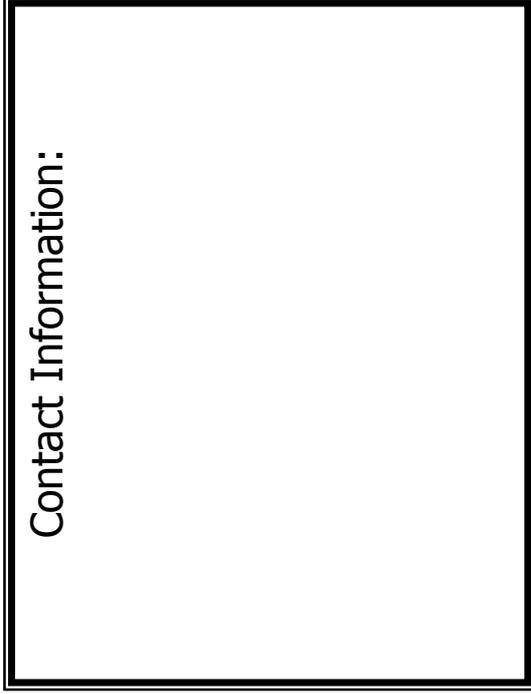




Contact Information:



# BADMINTON Simplified Rules



# A Sport For All

Badminton is one of the few sports where both genders are able to play together. It is a game for all ages and abilities, and although fitness is a key aspect for professional players, it is not a prerequisite for taking up the sport.

In fact, badminton is an excellent way to promote overall fitness as well as improve agility, coordination and mental alertness. Whether played recreationally or competitively, this exciting game can offer you hours of sporting pleasure.

It is a game that spans both the generation gap and gender issues, making it the ideal sport for families to play together. It can also be a wonderful way to meet new friends through local clubs and sports centres. It's a fantastic sport and easy to learn!

Why not give it a try!

**One billion people can't be wrong**

Oceania Badminton Confederation

15 / 8 Techno Park Drive

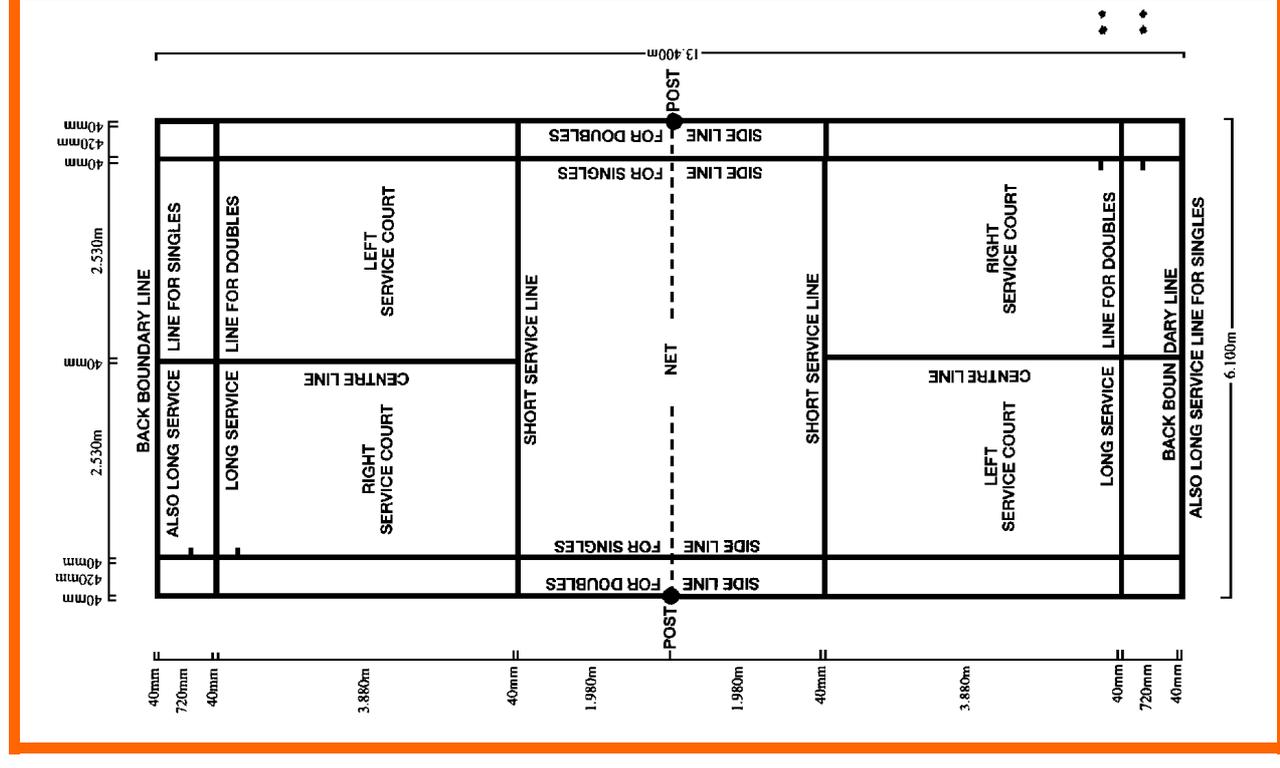
Williamstown 3016

Victoria, Australia

[www.oceaniabadminton.org](http://www.oceaniabadminton.org)

Badminton World Federation

[www.internationalbadminton.org](http://www.internationalbadminton.org)



## Continuous play

When the leading score reaches 11 points, players have a 60 second interval.

A 2-minute interval between each game is allowed.

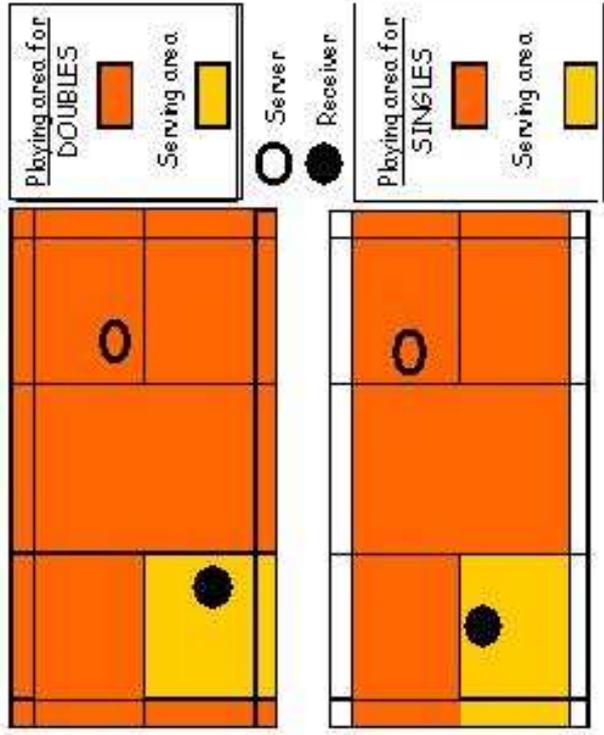
In the third game, players change ends when a side scores 11 Points.

Otherwise play must be Continuous



## Areas of Play

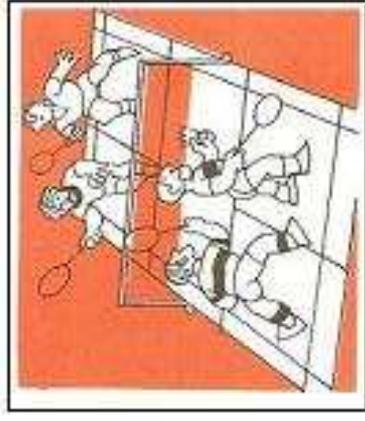
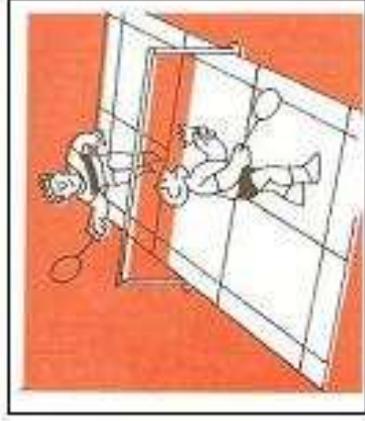
NOTE: the shuttle is called "IN" when it hits the line



# Simplified Laws of Badminton

## Players

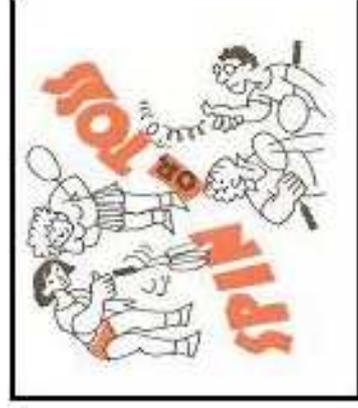
In singles there is one player on each of the opposing sides  
In doubles there are two players on each of the opposing sides



## The Toss

Before beginning to play opposing sides toss.

The winning side chooses either to serve or to receive the serve or to play at a particular end of the court. The losing side may make the remaining choice



# Scoring

In early 2006 IBF adopted a new scoring system - Rally scoring.

Now, a point is scored every rally. This makes the game of badminton much faster and exciting.

If the server wins a rally, the server scores a point and then serves again from alternate service court.

If the receiver wins a rally, the receiver scores a point and becomes the new server on the side of the court for their score.

The server and the receiver hit the shuttle alternatively until a "fault" is made or the shuttle ceases to be in play

If he/she continues to win the point he/she will continue to serve.

The first side to score the target score wins game

Games can be played to a nominated score eg 11,15,21

The side winning a game serves first in the next game

## TOURNAMENT FORMAT

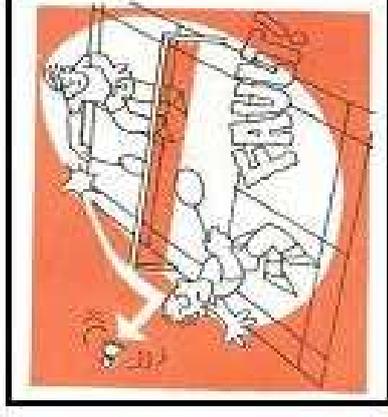
Singles, Doubles & Mixed Doubles

A match is the best of 3 games to 21

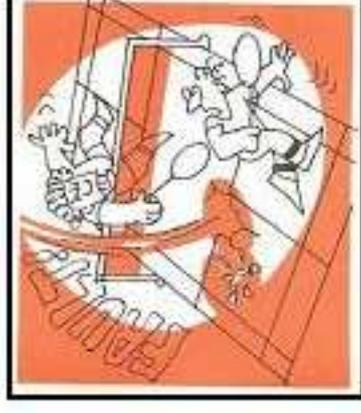
At 20 all, the side which gains a 2 point lead first, wins that game.

At 29 all, the side scoring the 30<sup>th</sup> point, wins that game.

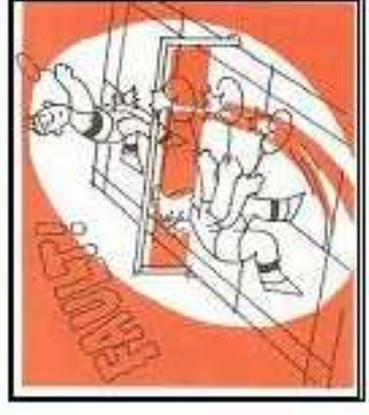
Change of ends at 11 in the 3rd set



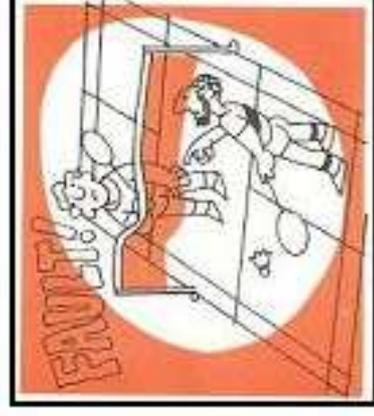
If the shuttle touches any other object other than players racket or net



If a player touches the net with racket or body while shuttle is in play



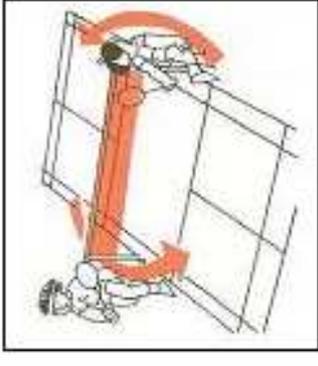
If a player swings or hits the shuttle twice in succession except with one stroke



If the shuttle is not hit on the strikers side of the net

# Change of Ends

Change ends at the end of a game and when the leading score reaches half way of the third set. If forgotten, change immediately the mistake is discovered. Score stands



# Lets

When a "let" occurs, the player who served last shall serve again. "Let" may be given for any unforeseen or accidental occurrence to stop play. Eg. If the server serves before the receiver is ready or if a shuttle from another court disturbs play.

# Service

## In a correct service

Server and receiver stand within diagonally opposite service courts — see page 9

For the serve only the shuttle must be hit below the server's waist.

See left.

The whole of the head of the racket shall at the instant of hitting the shuttle be discernibly below the whole of the server's hand. See left.

The shuttle must fall in the receiver's court on the diagonal



# Faults

**It is a fault when:**

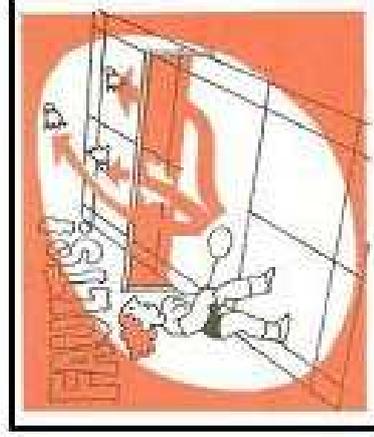
If a service is not correct and hit outside the service



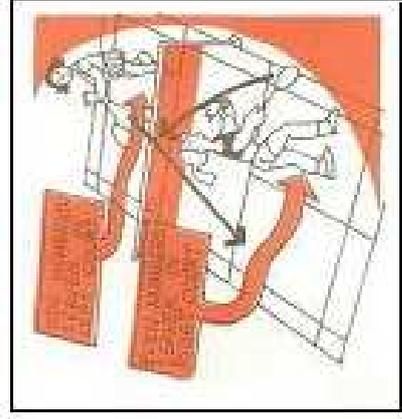
If the server in attempting to serve misses the shuttle



If a player swings or hits the shuttle twice in succession except with one stroke



## Serving in Singles



If you have an even number of points you serve from the right service court

SERVE FROM	
<b>LEFT COURT</b> when score is: ODD NUMBER 1, 3, 5 etc	<b>RIGHT COURT</b> when score is: EVEN NUMBER 2, 4, 6 etc

If you have an odd number of points you serve from the left service court

## Serving & Receiving in Doubles

In doubles the players must first decide who will serve and receive the first service from the right hand service court.

There is only one serve in doubles.

At the beginning of the game and when the score is even, the server serves from the right 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 will serve again from the alternate service court.

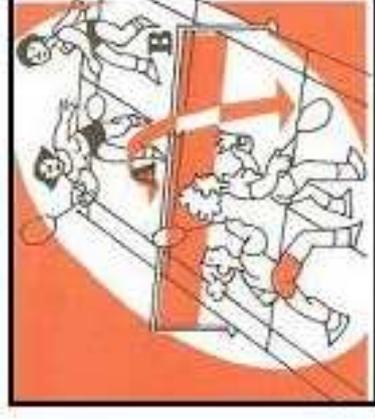
## Doubles cont....

If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.

The player of the receiving side who served last stays in the same service court from where he served last. The reverse pattern applies to the receiver's partner

The players do not change their respective service courts until they win a point when their side is serving.

If players commit an error in the service court, the error is corrected when the mistake is discovered



After the receiver has returned the shuttle, any player from any position can hit it. If the receiving side makes a 'fault' or the shuttle touches the surface inside the receiving side's court, the serving side scores a point and the same server serves again. If the servers sides loses a rally, the right to serve passes to the opposition and they score a point.

No player shall receive two consecutive services in the same game

If an error (wrong person serving or receive in the wrong service court) is discovered before the next service, it is a 'let' unless only one side was at fault and lost the rally.