

# Badminton

## Rules:

1. A match will consist of best 2 out of 3 games.
2. Games will be played to 21 points with rally scoring. The first person to 21 wins; you do not need to win by 2.
3. A rally is won when a shuttle is hit over the net and onto the floor of the opponent's court. A rally is lost if the shuttle is hit into the net, or over the net but outside of the opponent's court. A rally is also lost if the shuttle touches the player's clothing or body, or if it is hit before it crosses over the net.
4. A shuttle on the line is "in".
5. The server and receiver stand in the diagonally opposite service courts (always right hand at the start of the game) but therefore players may move anywhere on their side of the net. The server must use an underhand delivery of the serve, and the receiver must stand still until the service is struck.
6. If the serving side wins a rally, it scores a point, and serves again but from the alternate service court. If the receiving side wins the rally, the receiving team earns a point and service passes to the next player in turn. In singles, this is the opponent; in double it's either the partner or, if both players have just had a turn of serving, one of the opponents.
7. Players change ends at the end of a game and when the leading score reaches 8 in a game of 15 points (or 6 in a game of 11 points) in the third game.

## Serving:

- a.) Service games start from the right side. Second point is from the left and then serves alternate.
- b.) The winning side of a game always serves first in the next game.
- c.) Serving faults that result in a loss of a serve:
  - 1.) Shuttle is above the waist at the point of contact.
  - 2.) Server is not in the proper service area or behind the line.
  - 3.) Server does not have at least one foot in contact with the floor on the serve.
  - 4.) Server fakes a serve.
  - 5.) Served shuttle does not fall in opponent's court.

**All rules are subject to change by the Program Director for Intramural and Club Sports.**