

Badminton Rules Summary

All rules not mentioned in the summary will be governed by BWF.

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Equipment

- Players may use their own equipment or check equipment out from the Sports Center Rock Wall desk.

Competition Format:

- Single elimination tournament.
- 4 participants maximum from each collegian.
- Games are self-officiated
- The winner of each game is responsible for reporting their game result to the collegian sports manager on duty.

General Rules

- A game of “rock, paper, scissors” will determine the start of the match, and the winner may choose to serve first or may pick an end of the court.

Serving

- The server and receiver stand in the service courts diagonally opposite each other.
- The players shall serve from, and receive in, their respective right service courts at the beginning of the match or if the server has scored an even number of points in that game.
- The players shall serve from, and receive in, their respective left service courts when the server has scored an odd number of points in that game.
- Serves must be underhand, and the receiver must stand still until the shuttle is struck.
- The whole shuttle shall be below the server’s waist at the instant of being hit by the server’s racket.
 - The waist shall be considered to be an imaginary line round the body.
- After the shuttle is struck, players may move anywhere on their side of the net.
- A shuttle on the line is “in.”

Scoring

- Rally Point scoring.
- Non-championship matches consist of one game to 21 points. The championship match will be a best-of-three with each game being played to 21 points.
 - At 20-all, the side that gains a 2-point advantage first wins that game. At 29-all, the side that reaches 30 first wins that game.
- Players change sides at the end of a game and when the leading score reaches 11 in a non-championship game of 21 points.

Rally

- To win a rally: The shuttle is hit over the net and onto the floor of the opponent’s court
- To lose a rally if the shuttle:

Collegian Sports:

*Student Activities Office, AC-1
850-478-8496, ext. 2740*

Game Line:

*850-478-8496
Ext. 4263 (GAME)*

Email:

CollegianSports@pcci.edu

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- Lands anywhere outside the lines of the court
- Is Hit into the net
- Touches the player's clothing or body
- Is hit before it crosses over the net

Faults

- A service fault occurs when the shuttle:
 - Is caught on the net and remains suspended on its top
 - After passing over the net, is caught in the net
 - Is hit by the receiver's partner
- A fault is during play occurs when the shuttle:
 - Lands outside the boundaries lines of the court
 - Fails to pass over the net
 - Touches the ceiling or side walls
 - Touches the person or dress of a player
 - Touches any other object or person outside the court
 - Is caught and held on the racket and then slung during the execution of a stroke
 - Is hit twice in succession by the same player.
- A player fault occurs when a player:
 - Touches the net or its supports with racket, person, or dress
 - Invades an opponent's court over or under the net with racket or person
 - **Obstruction:** prevents an opponent from making a legal stroke where the shuttle is followed over the net
 - Deliberately distracts an opponent by any action such as shouting or making gestures.

Lets

- A service let occurs when:
 - The server serves before the receiver is ready
 - The receiver and the server are both faulted
- A let after the service and on a return occurs when:
 - The shuttle is caught on the net and remains suspended on its top
 - The shuttle is caught in the net
- When a 'let' occurs, play since the last service shall not count and the player who served last shall serve again.

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