

Badminton Rules

Structure

- Preliminary match followed by tournament Play
- Divisions- Beginner, Intermediate, Advanced
 - Women's Singles
 - Women's Doubles
 - Men's Singles
 - Men's Doubles
 - Coed Doubles
 - Faculty/ Staff
- Location: All matches are played at the Sarkeys Fitness Center

Badminton Information

- All participants must provide a valid OUID (with picture) prior to each contest.
 - No OU ID = No Play

The Game

- 1) All games are played to 15. First one to reach 15 wins.
- 2) Only the player or the side that is serving may score points. A player continues to serve, alternating courts until they commit an error.
 - a) Singles
 - i) The first serve of the game is made from the right service court and received in the diagonal right service court, as are all serves when the server's score is zero or an even number.
 - ii) When the server's score is odd, the serve is made from the left service court and received in the diagonal left service court.
 - iii) On an error by the server, "service over" is called, no points are scored, and the receiver becomes the server.
 - b) Doubles
 - i) The side serving first has only one term of service.
 - ii) If the serving team commits a fault, "service over" is called.
 - iii) Whenever a side becomes a serving side, the in the right hand service court serves first. The partners rotate courts only after winning a point. A player should be in this court whenever the score for their side is zero or even.
 - iv) When the serving side commits an error when the first server is serving, "second service" is called, no point is scored, and the partner of the first server becomes the server.
 - v) When the serving side commits an error when the second server is serving, "service over" is called, no point is scored, and the opposing side becomes the serving side.
- 3) It is a fault if:
 - a) During the instant the shuttle is contacted on the serve, the shuttle is above the server's waist, or the racket head is above the head.
 - 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 service courts. Feet on the boundary lines are considered out of bounds.
 - d) Before or during the serve any player balks the opponent.
 - e) During the service or rally the shuttle contacts the walls, the ceiling, the player or clothing, passes through or under the net or fails to pass the net, or does not fall within the court boundaries.
 - f) Any player reaches across the net to contact the shuttle, other than on the follow through.
 - g) During play any player, their clothing, or racket touches the net or supports
 - h) The shuttle is hit more than once in succession by a player or is hit in succession by partners or caught or slung when struck. Simultaneous striking of the base and feathers of the shuttle are legal if no slinging or catching occurs.
 - i) A player obstructs an opponent or invades an opponents court
 - j) In play, a player standing in bounds or out of bounds contacts the shuttle with any part of their body or is struck on any part of their body by the shuttle.
- 4) Service
 - a) A serve may not be delivered until the receiver is ready.
 - b) 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 racket of the server.
 - c) A serve which touches and passes over the net and falls within the diagonal service court and a shot during a rally which touches and passes over the net and falls within the legal boundary lines are both good.
 - d) Shuttles falling on the lines are in bounds.
 - e) It is not a fault if the server completely misses the shuttle on the serve.
 - f) "Let" is called when the receiver is not ready for the serve and when, after passing over the net on a serve or rally the shuttle is caught in or on the net.

For rules not specifically mentioned above refer to Badminton World Federation Official Rules.

Revised August, 2016