



**RECREATIONAL SERVICES**

# **Intramural Rulebook**



# **Badminton**

Rule 1. Equipment .....	2
Rule 2. Play .....	3
Interpretations .....	5
Badminton Singles and Doubles Courts .....	5

## BADMINTON RULES

### Rule 1 - Equipment

#### Section 1 - The Court

Article 1 - The court shall be laid out as in Diagram A (except in the case provided for in Article 3 of this section) and to the measurements there shown and shall be defined by white, black, or other easily distinguishable lines, 1 ½ inches wide.

Article 2 - In marking the court, the width (1-1/2 inches) of the center lines shall be equally divided between the right and left service courts; the width (1-1/2 inches each) of the short service line and the long service line shall fall within the 13-foot measurement given as the length of the service court; and the width (1-1/2 inches each) of all other boundary lines shall fall within the measurements given.

Article 3 - Where space does not permit the marking out of a court for doubles, a court may be marked out for singles only, as shown in Diagram B. The back boundary lines become also the long service lines, and the posts--or strips of material representing them as referred to in Rule 1, Section 2, Article 1--shall be placed on the side lines.

#### Section 2 - The Posts

Article 1 - The posts shall be 5 feet 1 inch in height from the floor. They shall be sufficiently firm to keep the net strained as provided in Rule 1, Section 3, Article 1, and shall be placed on the side boundary lines of the court. Where this is not practical, some method must be employed for indicating the position of the side boundary line where it passes under the net; e.g. by the use of a thin post or strip of material not less than 1-1/2 inches in width, fixed to the side boundary line and rising vertically to the net cord. Where this is in use on a court marked for doubles, it shall be placed on the side boundary of the doubles court, regardless of whether singles or doubles are being played.

#### Section 3 - The Net

Article 1 - The net shall be made of fine tanned cord of 3/4-inch mesh. It shall be firmly stretched from post to post, and shall be 2-1/2 feet in depth. The top of the net shall be 5 feet in height from the floor at the center, and 5 feet 1 inch at the posts, and shall be edged with 2 inch white tape doubled and supported by a cord or cable run through the tape and strained over and flush with the top of the posts.

#### Section 4 - The Shuttle

Article 1 - A shuttle shall weigh from 73 grains to 85 grains, and shall have from 14 to 16 feathers fixed in a cork which is 1 inch to 1-1/8 inch in diameter. The feathers shall be from 2-1/2 to 2-3/4 inches in length from the tip to the top of the cork base. They shall have from 2-1/8 to 2-1/2 inches spread at the top and shall be firmly fastened with thread to other suitable material.

Article 2 - Subject to there being no substantial variation in the general design, pace, weight, and flight of the shuttle, modifications in the above specifications may be made, subject to the approval of the National Organization concerned:

- a. In places where the atmospheric conditions, due either to altitude or climate, make the standard shuttle unsuitable.
- b. If special circumstances exist which make it otherwise expedient in the interests of the game.

Article 3 - A shuttle shall be deemed to be of correct pace if--when a player of average strength strikes it with a full underhand stroke from a spot immediately above one back boundary line in a line parallel to the side lines, and at an upward angle--it falls not less than one foot nor more than 2-1/2 feet short of the other back boundary lines.

### Rule 2 - Play

#### Section 1 - Players

Article 1 - The word "player" applies to all those taking part in a game.

Article 2 - The game shall be played, in the case of doubles game, by two players a side; and in the case of a singles game, by one player a side.

Article 3 - The side for the time being having the right to serve shall be called the "In" side, and the opposing side shall be called the "Out" side.

#### Section 2 - Toss

Article 1 - Before commencing play, the opposing sides shall toss, and side winning the toss shall have the option of:

- a. Serving first.
- b. Not serving first.
- c. Choosing ends.

The side losing the toss shall then have the choice of any alternative remaining.

#### Section 3 - Scoring

Article 1 - 3 x 21 Rally point scoring system - A game shall consist of the best of 3 games, with each game won by the side which scores 21 first. Each game must be won by 2 unless a contestant reaches 30. The side winning a rally shall be awarded a point. A side shall win a rally, if the opposing side commits a "fault" or the shuttle ceases to be in play because it touches the surface of the court inside the opponent's court. This scoring system shall apply to all matches.

Article 2 - Handicap games: Setting is not permitted.

#### Section 4 - Opposing Sides

Article 1 - The opposing sides shall contest the best of 3 games unless otherwise agreed.

Article 2 - The players shall change ends at the commencement of the second game and also of the third game (if any). In the third game the players shall change ends when the leading score reaches:

- a. 8 in a game of 15 points.
- b. 6 in a game of 11 points.
- c. 11 in a game of 21 points.

Article 3 - In handicap events, the players shall change ends when one of the sides has scored half the total number of points required to win the game (the next highest number being taken in case of fractions). When it has been agreed to play one game the players shall change ends as provided for the third game.

Article 4 - If, inadvertently, the players fail to change ends at the score indicated in Article 2 of this section, the ends shall be changed immediately when the mistake is discovered, and the existing score shall stand.

#### Section 5 - Doubles Play

Article 1 - It having been decided which side is to have the service, the player in the right-hand court of that side commences the game by serving to the player in the service court diagonally opposite. If the latter player returns the shuttle before it touches the ground, it is to be returned by one of the "in" side, and then returned by one of the "out" side, and so on until a fault is made or the shuttle ceases to be in play (see Article 2 of this section). If a fault is made by the "in" side, the server's hand is out and, as the side beginning a game has only one hand in its first innings (see Rule 2, Section 7, Article 1), the player of the opposing side is the right-hand service court becomes the server; but if the service is not returned, or the fault made by the "out" side, the "in" side scores a point. The "in" side players then change from one service court to the other, the service now being from the left-hand service court diagonally opposite. So long as a side remains "in", diagonally opposite, the change being made by the "in" side when, and only when, a point is added to its score.

Article 2 - The first service of a side in each inning shall be made from the right-hand service court. A "service" is delivered as soon as the shuttle is struck by the server's racket. The shuttle is thereafter "in play" until it touches the ground, or until a fault or "let" occurs, or except as provided in Rule 2, Section 3, Article 2. After the service is delivered, the server and the player served to, may take up any position they choose on their side of the net, irrespective of any boundary lines.

#### Section 6 - Receiving Serve

Article 1 - The player served to may alone receive the service; but should the shuttle touch, or be struck by his partner, the "in" side scores a point. No player may receive two consecutive services in the same game, except as provided in Rule 2, Section 8, Article 1.

#### Section 7 - Service

Article 1 - The side beginning a game has only one hand in its first inning. In all subsequent innings each partner on each side has a hand, the partners serving consecutively. The side winning a game shall always serve first in the next game, but either of the winners may serve and either of the losers may receive the service.

#### Section 8 - Service and "Lets"

Article 1 - If a player serves out of turn, or from the wrong service court (owing to a mistake as to the service court from which service is at the time being in order), and his side wins the rally, it shall be a "let", provided that such "let" be claimed or allowed before the next succeeding service is delivered. If a

player standing in the wrong service court takes the service and his side wins the rally, it shall be a "let" provided that such "let" be claimed or allowed before the next succeeding service is delivered. If in either of the above cases the side at fault loses the rally, the mistake shall stand and the player's position shall not be corrected during the remainder of the game. Should a player inadvertently change sides when he should not do so and the mistake is not discovered until after the next succeeding service has been delivered, the mistake shall stand and a "let" cannot be claimed or allowed, and the player's position shall not be corrected during the remainder of the game.

#### Section 9 - Singles Play

In singles, Rule 2, Section 5, Article 1 and 2, and Section 8, Article 1, hold good except that:

**Article 1** - The players shall serve from and receive service in their respective right-hand service courts only when the server's score is 0 or an even number of points in the game, the service being delivered from and received in their respective left-hand service courts when the server's score is an odd number of points.

**Article 2** - Both players shall change service courts after each point has been scored.

#### Section 10 - Faults

**Article 1** - A fault made by a player of the side which is "in", puts the server out; if made by a player whose side is "out", it counts as a point to the "in" side. It is a fault:

- a. If, in serving, the shuttle at the instant of being struck is higher than the server's waist; or if any part of the head of the racket, at the instant of striking the shuttle, is higher than any part of the server's hand holding the racket.
- b. If, in serving, the shuttle falls into the wrong service court (i.e., into the one not diagonally opposite the server), or falls short of the short service line, or beyond the long service line, or outside the side boundary lines of the service court into which the service is in order.
- c. If the server's feet are not in the service court from which the service is at the time being in order, or if the feet of the player receiving the service are not in the service court diagonally opposite until the service is delivered (see Rule 2, Section 12, Article 1).
- d. If, before or during the delivery of the service, any player makes preliminary feints or otherwise balks his opponent.
- e. If, either in service or play, the shuttle falls outside the boundaries of the court, or passes through or under the net, or fails to pass the net; or touches the roof or side walls, or the person or dress of a player. (A shuttle falling on a line shall be deemed to have fallen in the court or service court of which such line is a boundary.)
- f. If the shuttle in play is struck before it crosses to the striker's side of the net. (The striker may, however, follow the shuttle over the net with his racket in the course of his stroke.)
- g. If, when the shuttle is in play, a player touches the net or its supports with racket, person, or dress.
- h. If the shuttle is hit twice in succession by the same player, or is hit by a player and his partner successively, or if the shuttle is not distinctly hit or the base of the shuttle is hit by the frame, shaft, or handle of the racket (see Interpretation II).
- i. If in play a player strikes the shuttle (unless he thereby makes a good return), or is struck by it, whether he is standing within or outside the boundaries of the court.
- j. If a player obstructs an opponent.
- k. If Rule 2, Section 12, Article 1, is transgressed.

#### Section 11 - Serving

**Article 1** - The server may not serve until his opponent is ready, but the opponent shall be deemed ready if a return of the service is attempted.

**Article 2** - If the server, in attempting to serve, misses the shuttle it is not a fault; but if the shuttle is touched by the racket, a service is thereby delivered.

**Article 3** - Play shall be continuous from the first service until the match is concluded, except that:

- a. In the International Badminton Championships, there shall be allowed an interval not exceeding five minutes between the second and third games of a match.
- b. In countries where climatic conditions render it desirable there shall be allowed, subject to the previously published approval of the National Organization concerned, an interval not exceeding five minutes between the second and third games of a match, either singles or doubles or both.

#### Section 12 - Boundaries

**Article 1** - The server and the player served to must stand within the limits of their respective service courts (as bounded by the short and long service, the center, and the side lines), and some part of both feet of these players must remain in contact with the ground in a stationary position until the service is delivered. A foot on or touching a line in the case of either the server or the receiver shall be held to be outside his service court (see Rule 2, Section 10, Article 1c). The respective partners may take up any position, provided they do not unsight or otherwise obstruct an opponent.

#### Section 13 - Rally

**Article 1** - If, in the course of service or rally, the shuttle touches and passes over the net, the stroke is not invalidated thereby. It is a good return if the shuttle, having passed outside either post, drops on or within the boundary lines of the opposite court. A "let" may be given by the umpire for any unforeseen or accidental hindrance. If, in service or during a rally, after passing over the net the shuttle is caught in or on the net, it is a "let". When a "let" occurs the play since the last service shall not count, and the player who served shall serve again.

**Article 2** - If, when in play, the shuttle strikes the net and remains suspended there, or strikes the net and falls toward the ground on the striker's side of the net, or hits the ground outside the court and an opponent then touches the net or the shuttle with his racket or person, there is no penalty as the shuttle is not then in play.

**Article 3** - If a player has a chance of striking the shuttle in a downward direction when quite near the net, his opponent must not put up his racket near the net on the chance of the shuttle rebounding from it. This is an obstruction within the meaning of Rule 2, Section 10, Article 1j. A player may, however, hold up his racket to protect his face from being hit if he does not thereby balk his opponent.

#### Interpretations

- I. Any movement or conduct by the server that has the effect of breaking the continuity of service after the server and receiver have taken their positions to serve and to receive the service is a preliminary feint (see Rule 2, Section 10, Article 1d).
- II. It is the fault under Rule 2, Section 10, Article 1h:
  - a. If the shuttle is held on the racket during the execution of a stroke; i.e., if it is caught and slung instead of being distinctly hit.
  - b. If the shuttle is hit twice during the execution of a stroke. But it is not a fault (provided the stroke is otherwise legitimate).
  - c. If the base and feathering of the shuttle are struck simultaneously.
- III. It is obstruction if a player invades the opponent's court with racket or person in any degree except as permitted in Rule 2, Section 10, Article 1f. (See Rule 2, Section 10, Article 1j.)

Reviewed Aug 2008

### The Badminton Singles and Doubles Courts

