Simplified Badminton Rules

Toss

1. Direction of the shuttlecock knob or coin toss can be used to decide winner of the toss.
2. Winner of the toss has priority to choose [1] Serving OR [2] Receiving OR [3] Side (end of the court).

Scoring

1. Game starts with call of "love all" when both players scores 0 points.
2. Point will be assigned to player for each fault done by the opponent and the player becomes the server for next rally.
3. Server's score will be fist called by the judge ("One – Love", "One all", Two- One", Three-One").
4. When server's score is even (0, 2, 4, 6, …) service should be delivered from the right service court and when the server's score is odd (1,3,5,7, …) service should be delivered from .the left service court.

For doubles event please see "Scoring Example for Doubles Events" in the last page

Matches and Points

1. Each **match** consists of **three (3) games** and the player wins two (2) games (best of three) shall be the match winner.

2. Winner of a game will be decided as follow.
   - Player who first gains twenty-one (21) rally points will be the game winner.
   - In case of points are tied at twenty (20), the player/team who can win two (2) consecutive points (player/team who can show two point lead) will be the winner. When the score becomes 29 all then payer who wins the 30th point will be the winner.
3. Third (3rd) game
   - Will only be played if both players win one (1) game each (i.e. 1-1) and winner of the match will be decided from the 3rd game.
   - During the 3rd game, players have to switch sides (ends) when one player scored eleven (11) points first.
4. Rest and change sides
   - 2 min rest will be allowed after each game and players have to switch (change) sides (ends) for the next game.

## Faults (point shall be awarded to the opponent)

1. Following service faults will be considered as server's fault and point shall be awarded to the receiver.
   - When racket head falls over the waist line during the swing before hitting the shuttle.
   - Shuttle hit twice from server's racket.
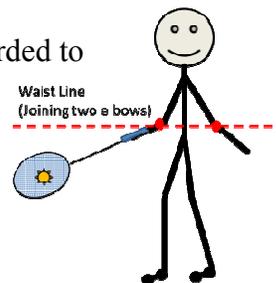
- Player foot touches lines of the courts.
- Service landed on non-diagonal court considered as <u>OUT</u> (service should be from left to left and right to right).
- Service landed between net and the service line considered as <u>OUT</u>.
- Service landed outside/above of the side lines or back boundary line shall be considered as <u>OUT</u>
- Shuttle caught on the net in the server's side.

2. When receiver starts moving before the server delivering the service will be considers as receiver's fault and a point will be awarded for the server even without starting the rally.
3. Shuttlecock is hit twice successively by the server's racket (two strikes) during a rally shall be considered as a fault.
4. Shuttlecock caught on the racket, player's body or cloths shall be considered as a fault.
5. Shuttlecock touched player's body or cloths before strike shall be considered as a fault.
6. Initial contact with the shuttle in opponent side (other side of the net). Racket or player's body can cross the net line during the follow-through of strike (after impact).
7. Racket, Players body or cloth touched the net during play shall be considered as a fault.
8. Player invades opponent court under the net using racket or foot with the intention of obstructing or distracting the opponent shall be considered a fault.
9. Shuttlecock's knob (cork) landed <u>inside</u> the opponent court boundaries or landed <u>on the line</u> will be considered as **IN** and striker will be awarded with a point
10. When the shuttlecock is landed outside of the boundaries of the opponent court (above the back boundary line or out of the side lines) shall be considered as **OUT** and also a strikers fault.
11. If shuttlecock touches player's body, cloth or racket or cloth before landing outside of the court shall be considered as **IN** and the striker will be awarded with a point.
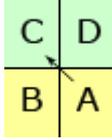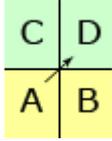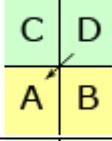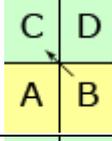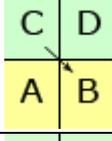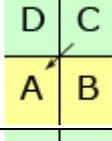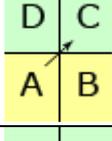
Lets (no points shall be awarded to opponent, rally point will be cancelled and re-served)
1. Player (server) serves before opponent (receiver) ready.
2. Server and reviver are both are fault
3. Shuttlecock caught on the top of the net or in striker's opponent side during a rally.
4. **IN** or **OUT** judgement is unsighted and both players are unable to agree on a decision.
5. Shuttle hit on lights or the roof.
6. Any unforeseen obstruction occurred (external person or object interfere with the court).
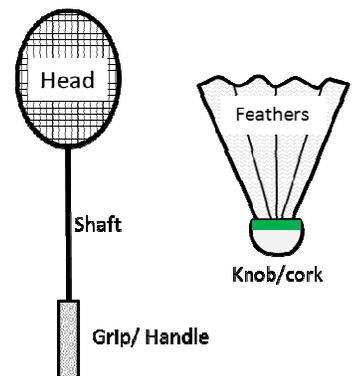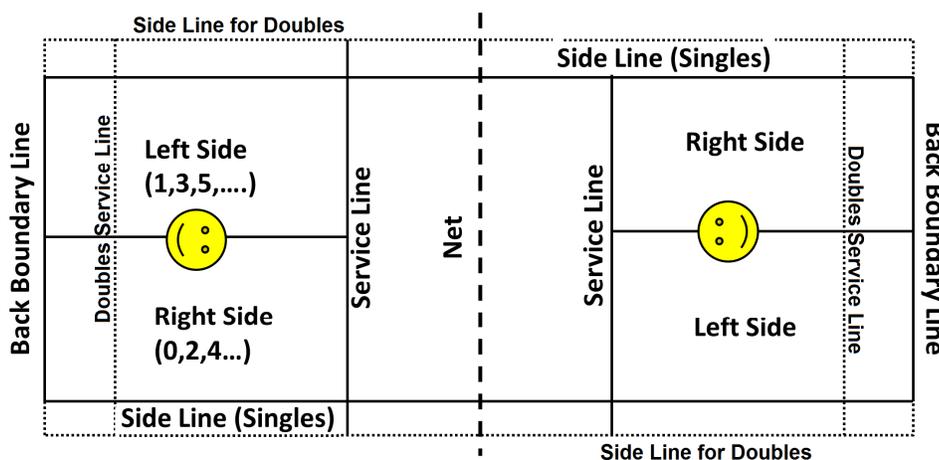
Scoring Example for Doubles Events

Consider a doubles match between players A & B against players C & D. A & B won the toss and decided to serve. Player A to serve to players C. players A shall be the initial server while players C shall be the initial receiver.

Course of action / Explanation	Score	Service from Service Court	Server & Receiver	Winner of the rally	
Begin game	Love All	Right Service Court. Being the score of the serving side is even.	A serves to C A and C are the initial server and receiver.	A & B	C D / B A
A & B win a point. A & B will change service courts. A serves again from Left service court. C & D will stay in the same service courts.	1-0	Left Service Court. Being the score of the serving side is odd	A serves to D	C & D	C D / A B
C & D win a point and also right to serve. Nobody will change their respective service courts.	1-1	Left Service Court. Being the score of the serving side is odd.	D serves to A.	A & B	C D / A B
A & B win a point and also right to serve. Nobody will change their respective service courts.	2-1	Right Service Court. Being the score of the serving side is even.	B serves to C	C & D	C D / A B
C & D win a point and also right to serve. Nobody will change their respective service courts.	2-2	Right Service Court. Being the score of the serving side is even.	C serves to B	C & D	C D / A B
C & D win a point. C & D will change service courts. C serves from Left service court. A & B will stay in the same service courts.	3-2	Left Service Court. Being the score of the serving side is odd.	C serves to A	A & B	D C / A B
A & B win a point and also right to serve. Nobody will change their respective service courts.	3-3	Left Service Court. Being the score of the serving side is odd.	A serves to C	A & B	D C / A B
A & B win a point. A & B will change service courts. A serves again from Right service court. C & D will stay in the same service courts.	4-3	Right Service Court. Being the score of the serving side is even.	A serves to D	C & D	D C / B A
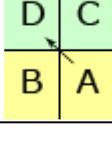
Note that the service courts are changed by the servicing side only when a point is scored. In all other cases, the players continue to stay in their respective service court from where they played previous rally. This shall guarantee alternate server.

Source: http://www.bwfbadminton.org/page.aspx?id=14914