

**Christopher Newport University**  
**Intramural Sports**  
**Badminton**  
**Rules of the Game**

Singles court 17 ft. x 44 ft. The net shall be 5 ft. high at center

Start of Play

- . Before starting the game, the opponents toss a coin with the winner choosing:
  - (a) to serve first/to receive first, or
  - (b) the side
- . In subsequent games, the winning side serves first.

Toss

A coin or shuttle is tossed up, following which the winner of the toss can select to either serve in the first game, or decide to receive and thus upon which end of the court to play on. If the winner elected to serve, the loser may choose sides. Should the winner elect to receive, the loser will thus have to serve.

Basic Aim

You win a rally if you hit the shuttle over the net and onto the floor of the opposing side's court. (see court layout below)

You lose the rally if you hit the shuttle into the net, or outside of the court. If the shuttle touches you or your clothing or if you hit it before it crosses the net, you also lose the rally.

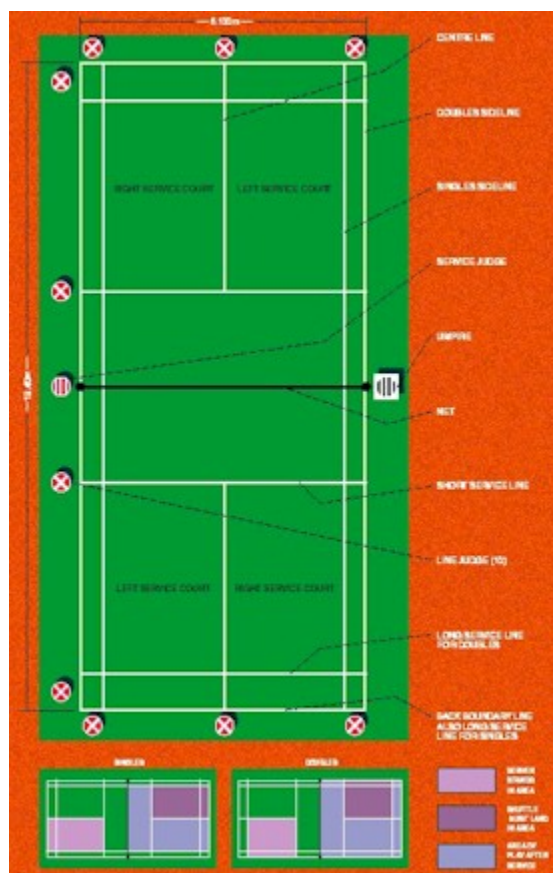
Serving

The service court is slightly different for singles and doubles. For both doubles and singles however the serving is always done diagonally (ie, from the right service court to the left service court or vice versa)

In singles, the first serve at the start of the game is always taken from the right service court. The shuttle can fall anywhere in the opposing service court including the back tramline. (NB, in a game of singles, the side tramlines are considered "out").

In doubles, the first serve is again always on the right hand service court. For the serve, the shuttle must land between the front service line and the back service line (refer to court layout diagram). Aside from the first serve of a doubles match, each time a side receives the serve they have two serves before the service is passed over to the opponents.

In both games, the server must obey certain serving "laws". For example, the highest part of the racquet must always remain below the server's hand and waistline, thus forcing an underhand serve. Both server and receiver must not allow either of their feet to leave the court surface until the shuttle has left the server's racquet.



### Scoring

Matches comprise of the best of three games. Each game starts at 0-0 (traditionally called "love-all"). 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 score remains unchanged and the 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.

15 points wins a game. However, if the score reaches 14-14, the side which first reached 14 can choose either to play to 15, or to set the game to 17 points. The final score will reflect the sum of the points won before setting plus the points gained in setting.

Scoring in ladies' singles is slightly different. 11 points wins a game and there is the option to set to 13 points" at 10-10.

### Changing Ends

Players change ends at the end of a game and when the leading score reaches 8 (or 6 for ladies' singles) in the third game. A five minute interval is allowed prior to any third game.