

Badminton (Men and Women)

1. **EQUIPMENT:** Tennis shoes.
2. **PLAYERS:** Single or Doubles. A 5 minute grace period is allowed before the match is forfeited.

Rules:

3. The toss of coin determines who shall get the choice of either the serve or the courts.
4. Games are played to 30 with a 2 point win margin – rally scoring, or 10 minute running clock. No time cap on overtime. Stalling results in loss of serve.
5. Teams change courts at end of game. During 3rd game, change at 8 points unless team captain agrees to remain on same side.
6. No time outs.
7. Service: singles – players serve from and receive service in their respective right-hand service courts when the server's score is 0 or an even number of points. When the server has an odd number of points service is delivered from and received in the left-hand court. Both players change service courts after each point has been scored.
8. Service: doubles – Service same as above, with the server rotating after each fault. (Rotation occurs prior to service, not after the fault.)
9. The server must keep both feet behind the rear boundary line until the shuttle has been contacted. After the serve is contacted, players may move anywhere on their side of the court.
10. It is a fault if: the shuttle does not make it over the net; if the shuttle, at the instant of being struck, is higher than the server's waist; if the shuttle falls into the wrong service court or falls short of the short service line or beyond the long service line, or outside the side boundary lines of the court.
11. It is permissible to run out of bounds and play a shuttle. A shuttle which is knocked out of bounds by the opponents must be allowed to hit the floor or wall outside before being touched, or, unless successfully returned it counts against the player touching it.
12. When a shuttle touches a boundary line, it is considered good.
13. A shuttle is kept in play if it hits the net and goes over into the opponent's court. A shuttle getting caught in the net is a 'let' and will be replayed.
14. A shuttle hit into the net by a team may be played.
15. One person may not play the shuttle twice consecutively on the volley; a player and partner may not hit the shuttle simultaneously.
16. Players may not touch the net. This loses the shuttle if the serving side is at fault, and counts as a point for the unoffending team. If both sides touch the net simultaneously, the shuttle is declared dead and is served again. Players may step over the center line as long as it does not interfere with the opponent's play.
17. The winning team gets the first serve of the next game. Either of the winners may serve and either of the losers may receive the service.
18. A match is determined by a 'best two out of three games' series.
19. Net height = 5' from the top of the net from the floor at the center and 5' 1" at the post.