

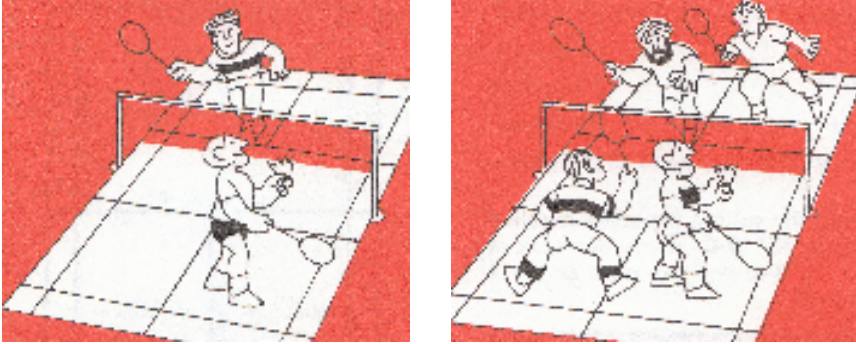
# BADMINTON SIMPLIFIED LAWS

## SIMPLIFIED LAWS OF BADMINTON

## NOTES

### PLAYERS

In singles there is only one player on each side. In doubles there are two on each side.



### TOSS

Before beginning to play opposing sides toss. The side winning the toss chooses to serve or receive **or** to play at a particular end of the court. The side losing the toss may make the remaining choice.



## MISCONDUCT

A player shall not:

deliberately cause delay in, or suspension of, play;

deliberately modify or damage the shuttle in order to change its speed or its flight;

behave in an offensive manner; or

be guilty of misconduct not otherwise covered by the Laws of Badminton.

## WARNINGS

On the first offence for misconduct, the umpire has to issuing a warning to the offending side at the same time raising the right hand **holding a yellow card** above the head.



On the second offence for misconduct, the umpire has to FAULT the offending side at the same time raising the right hand **holding a red card** above the head.



## SCORING

A match shall consist of the best of three games.

A game shall be won by the side which first scores 21 points.

The side winning a rally shall add a point to its score. 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.

If the score becomes 20-all, the side which gains a two point lead first shall win that game.

If the score becomes 29-all, the side scoring the 30<sup>th</sup> point shall win that game.

The side winning a game shall serve first in the next game.

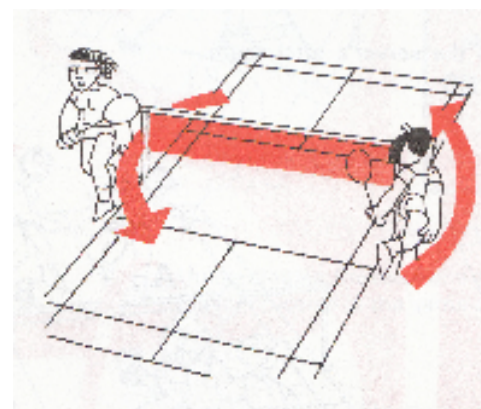
## CHANGE OF ENDS

at the end of the first game;

at the end of the second game, if there is to be a third game

in the third game, when a side first scores 11 points.

If the ends are not changed as indicated in Law 8.1, it shall be done so as soon as the mistake is discovered and when the shuttle is not in play. The existing score shall stand.





## SERVICE

In a correct service,

neither side shall cause undue delay to the delivery of the service once the server and the receiver are ready for the service. On completion of the server's backward movement of the racket head, any delay for the start of the service shall be considered to be an undue delay.

the server and the receiver shall stand within diagonally opposite service courts without touching the boundary lines of these service courts;

some part of both feet of the server and the receiver shall remain in contact with the surface of the court in a stationary position from the start of the service until the service is delivered

the server's racket shall initially hit the base of the shuttle;

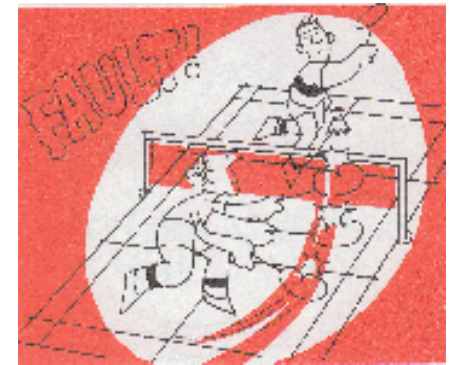
the whole of the shuttle shall be below the server's waist at the instant of being hit by the server's racket. The waist shall be considered to be an imaginary line round the body, level with the lowest part of the server's bottom rib;

the shaft of the server's racket at the instant of hitting the shuttle shall be pointing in a downward direction;

the movement of the server's racket must continue forwards after the start of the service until the service is delivered;

the flight of the shuttle shall be upwards from the server's racket to pass over the net, so that, if not intercepted, it shall land in the receiver's service court (i.e. on or within the boundary lines); and

in attempting to serve, the server shall not miss the shuttle.



- if a player slings or hits the shuttle twice in succession except with one stroke

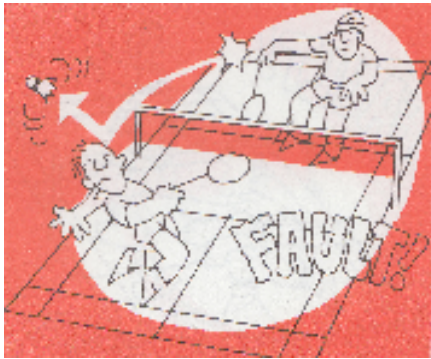
## LETS

When a "let" occurs, the player who served last shall serve again. "Let" may be given for any unforeseen or accidental occurrence to stop play. E.g. If the server serves before the receiver is ready or if a shuttle from another court disturbs play.

## CONTINUOUS PLAY

60 second intervals are allowed when the score first reaches 11 points in a game. A 120 second interval is allowed between each game. Otherwise play shall be continuous.





- touches any other object than the player's racket or net



- if the shuttle is not hit on the striker's side of the net



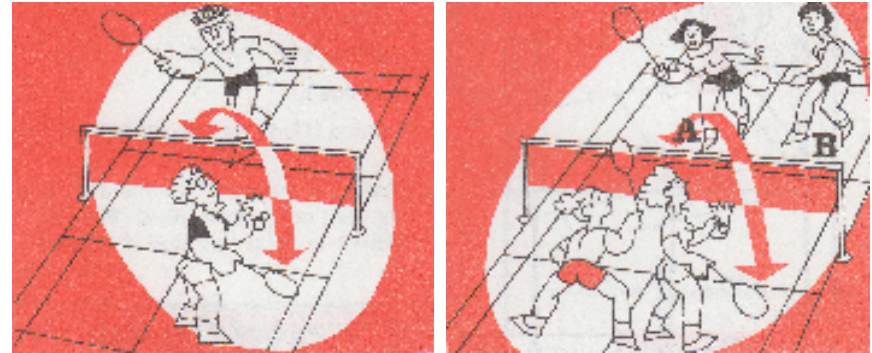
- if a player touches the net with racket or person

## SERVICE RULES

If you have an even number of points you serve from the right service court.

If you have an odd number of points you serve from the left service court.

This also applies to setting where the total score decides where to stand.



In doubles, the players must decide who will serve and who will receive the first service from the right hand service court. That player is called player A. Partner is player B.

If the server wins a rally, the server shall score a point. The server shall then serve again from the alternate service court.

If the receiver wins a rally, the receiver shall score a point. The receiver then shall become the new server.

## ORDER OF PLAY

After the service is returned, in a rally, the shuttle may be hit alternately by either player of the serving side and either player of the receiving side alternately, from any position on that player's side of the net, until the shuttle ceases to be in play.

## SEQUENCE OF SERVING

In any game, the right to serve shall pass consecutively:

from the initial server who started the game from the right service court.

to the partner of the initial receiver. The service shall be delivered from the left service court.

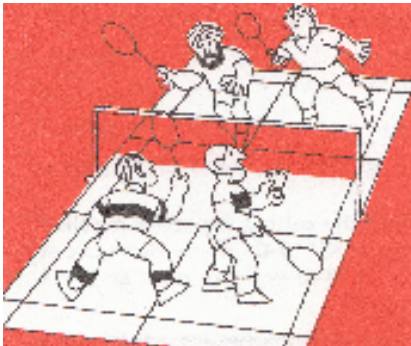
to the partner of the initial server.

to the initial receiver.

to the initial server and so on.

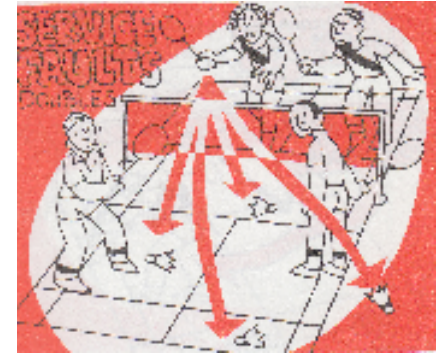
No player shall serve or receive out of turn, or receive two consecutive services in the same game, except when a let has been called.

In Doubles, either player of the winning side may serve first in the next game, and either player of the losing side may receive first in the next game.



## FAULTS

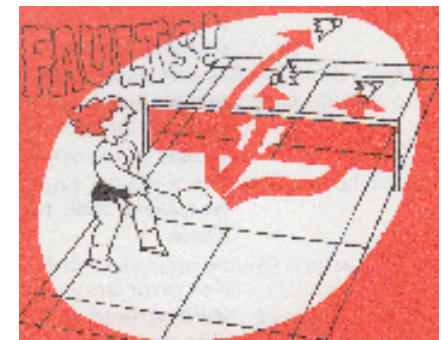
It is a fault



- if a service is not correct



- if the server in attempting to serve misses the shuttle



- if in play, the shuttle lands outside the court or passes under the net