

Truman State University

Badminton Rules

Rules: I.B.F. rules will be used with the following clarifications and/or differences:

1. The winner of a match is the first person to win two games. The winner of a game is the first person or team to score fifteen points with a 2-point difference. If the game is only a one-point difference (15-14 for example), the game shall continue until there is a 2-point difference (18-16, 20-18, 17-15 -for example).
2. *Service:*
 - a. A player shall serve from the right-hand service court when their score is 0 or an even number and the left-hand service court when their score is an odd number.
 - b. A player loses the serve when, on the serve, the shuttle at the instant of being struck, is higher than the server's waist, or if the head of the racquet, at the instant of striking the shuttle, is higher than any part of the server's hand that is holding the racquet.
 - c. The serve is lost if the shuttle falls into the wrong service court (not diagonally opposite the server), falls short of the service line, beyond the long service line, or outside the boundary lines of the service court.
 - d. The server's feet must be in the correct service court at the time of service.
 - e. The serve is lost if before or during, the delivery of the service any player makes preliminary fakes or otherwise intentionally balks his/her opponent.
3. *Faults*
 - a. When the serving team makes a fault, it will result in the loss of serve. If the receiving team makes a fault it will result in a point for the serving team.
 - b. A fault occurs when the feet of the player receiving the service are not in the service court diagonally opposite the server, until the service is delivered.
 - c. A fault occurs during service or play if:
 - i. the shuttle falls outside the boundaries of the court
 - ii. passes through or under the net
 - iii. touches the roof, side walls, or the person
 - d. A shuttle falling on the line shall be ruled "in". A served shuttle may contact the top of the net and go over in "fair" territory.
 - e. A fault occurs if the shuttle 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/her racquet in the course of a swing.
 - f. A fault occurs if the shuttle is hit twice, or is held on the racquet (caught or slung)during the execution of a stroke

- g. A fault occurs if a player obstructs an opponent.
 - h. If the server, in attempting to serve, misses the shuttle, it is not a fault.
4. Scoring
- a. Points can only be scored when an individual, or team, is serving.
 - b. A player who is serving shall continue until a fault by his/her team.
 - c. The side winning a game shall serve first in the next game. The players change ends at the beginning of the second and third games. In the third game, players shall change sides when either team reaches eight points. If players forget to change ends, they shall do so as soon as their mistake is discovered.
 - d. Each score is one point.
5. Lines defining the court (including quadrants) are within boundaries.
6. *Change of ends*: Players shall change ends at the end of the first game and prior to the third game (if necessary) and **IN THE THIRD GAME** when the leading score reaches 8.
7. Participants will officiate their own matches -- your cooperation and good sportsmanship is necessary!
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