



## BADMINTON RULES

1. 8 players per team
2. **All games both singles and doubles be the best of THREE sets/games to 21 points**
3. **NO REVERSE DOUBLES OR SINGLES**  
See scoring system below for details
4. **Doubles matches first**
5. Players ranked on merit, for singles only
6. Each match has **TWO** courts.
7. Each team must provide rackets and shuttle cocks (at least four each)
8. Acceptable tennis, squash or badminton attire to be worn with non marking footwear.
9. There must be an adult supervisor with each team.
10. **ALL MATCHES ARE PLAYED ON A HOME AND AWAY BASIS**
11. Schools without suitable venues will always play away.
12. **MOST GAMES ARE SCHEDULED TO START AT 9.00 A.M.**
13. **GAMES STARTING AT 10.30 A.M. WILL BE INDICATED AS SUCH ON THE PROGRAM**
14. **HOST SCHOOLS WHO WISH TO RE SCHEDULE GAMES DUE TO COURT ALLOCATION WILL NEED TO CONTACT SCHOOLS DIRECT WELL BEFORE THE PLAYING DATE.**

### SCORING SYSTEM

1. A match consists of THREE games of 21 points
2. The side winning a rally adds a point to its score.
3. At 20 all, the side which gains a 2 point lead first wins that game.
4. At 29 all, the side scoring the 30<sup>th</sup> point wins the game.

### Intervals and Change of Ends

When the leading score reaches 11 points, players have a 60 second interval.

### Singles

At the beginning of the game and when the score is even, the server serves from the right service court. When it is odd, the server serves from the left service court.

If the server wins a rally, the server scores a point and then serves again from alternate service court.

If the receiver wins a rally, the receiver scores a point and becomes the new server.

### Doubles

There is only one serve in doubles. The service passes consecutively to the players.

At the beginning of the game and when the score is even, the server serves from the right court. When it is odd, the server serves from the left court.

If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.

If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.

The player of the receiving side who served last stays in the same service court from where he served last. The reverse pattern applies to the receiver's partner.

The players do not change their respective service courts until they win a point when their side is serving.

If players commit an error in the service court, the error is corrected when the mistake is discovered.