

Cedarville University Intramural Badminton Rules:

The [Laws of Badminton](#) and Competition Regulations in the BWF Statutes provide the detail on every aspect of the game of badminton.

Below is a brief overview - simplified rules.

Scoring System

- A match consists of the best of 3 games of 21 points.
- Every time there is a serve – there is a point scored (Rally Scoring).
- The side winning a rally adds a point to his/her score.
- At 20 all, the side which gains a 2 point lead first, wins that game.
- At 29 all, the side scoring the 30th point, wins that game.
- The side winning a game serves first in the next game.

Interval and Change of Ends

- After each game, players may have a 2 minute interval and should change ends for the following game.
- In the third game, players change ends when the leading score reaches 11 points.

Singles Game

- At the beginning of the game (0-0) and when the server's score is even, the server serves from the right service court. When the server's score 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 the alternate service court.
- If the receiver wins a rally, the receiver scores a point and becomes the new server. They serve from the appropriate service court – left if their score is odd, and right if it is even.

Doubles Game

Additional Rules and Guidelines:

- **Serving**
 - Badminton serves must be executed underhand and below the waist. The shuttle must be contacted below the waistline, and the racket head must be completely below the handle. However, the racket handle may be above the waist.

- Neither server nor receiver may move either of his/her feet from the court until the shuttle is contacted.
- A service that tips the net and falls into the proper court is a legal serve.
- A serve may not be executed until the receiver indicated that he/she is ready.
- **Faults:**
 - If on the serve, the shuttle is contacted above the server's waist.
 - If during the serve, the feet of server and receiver are not within boundaries of their respective service courts.
 - If in serving, the shuttle lands outside the boundaries of the service court (i.e., into the one not diagonally opposite to the server).
 - If either in service or play, the shuttle falls outside the boundaries of the court, or passes through or under the net, or fails to pass the net, or touches the roof or side walls, or the person or clothing of a player.
 - If the shuttle in play be struck before it crosses to the striker's side of the net. The striker may, however, follow the shuttle over the net with the racket in the course of his stroke.
 - If when the shuttle is in play a player touches the net or its supports with racket, person, or clothing.
 - If the shuttle is held on the racket while struck (i.e., be caught or slung).
 - It is not a fault if the frame, shaft, or handle of the racket hits the shuttle, or if the base and the feathers of the shuttle are struck simultaneously.
- **Playing Regulations:**
 - If the server completely misses the shuttle on a serve, he/she may re-stroke. An infinite number of attempts may be made, provided the racket does not touch any part of the shuttle.
 - The shuttle is still in play if a player completely misses the shuttle on an attempted hit.
 - A shuttle falling on the boundary line is considered good.
 - A serve or a shot during a rally or exchange, which touches the net, is considered good as long as it falls within the proper boundaries.
 - A let (replay of the point) is called when any unusual occurrence interferes with the play.