

BADMINTON RULES

Objective:

To hit a shuttlecock across the net to land in your opponent's court without having them return it using their own racket. If it is hit by your opponent then a rally occurs until the shuttle is either hit out of the designated area or lands on the court before being hit. In either case, the person who hit the shuttle outside of the designated boundary, or allowed the shuttle to land on their court has lost the rally and the other player receives a point (independent of who served). Each game goes to 21. The best player out of 3 sets to 21 is considered the winner.



- **Singles**

- One player on each side of the net
- 'Skinny and long' boundary lines
- When beginning each set, or when the player serving has a score of an even number, they will serve from the right service court. If the players score is odd, they will serve from the left.
- If the server wins the rally, they receive a point and then serve once again, switching to the opposite service court.
- If the receiver wins a rally, they receive a point, now having the chance to serve (from the appropriate service court)

Other Rules to keep in mind:

- You must win each round by 2 points. If score is 20-20, play until winner wins by 2.
- If players are still tied at 29-29, the winner is decided by the first player to reach a score of 30.
- When serving, the shuttle must be served diagonally to their opponents court
- There are no second serves.
- Serves must be underarm.
- Once the shuttle is in play, each player can move around any part of their court and hit in any other part of their opponents court.
- If you touch the net, with either your body or racket, you have lost that rally and your opponent receives a point.
- Serve into net results in a point for opposing team.