



Badminton League Rules

Updated Fall 2020

DETAILS

- Matches are played as doubles with two players for each team on the court
- Teams may have up to four players on their roster
- At least one player must be present to start a match
- If a team is not ready 10 minutes after the posted match time, they will lose by default 2-0. We recommend the match be played regardless if possible.

GAMEPLAY

- Matches will be 55 minutes long with a 5-minute warm up. A match that starts late will be a short match. Games must end on time.
- Matches consist of best of three games
- Each game will be played to a score of 21 with the winning team needing to win by 2 points with a cap of 30
- All games are rally point scoring, which means a point is scored whenever the shuttle hits the ground or fails to cross the net, regardless of who is serving
- If a match is tied with less than 10 minutes left a new game should not be started. There will be a sudden death match to 5 points to determine the winner.

SERVICE

- The server should call out the score prior to each serve
- Contact with the shuttle must occur below the player's waist
- The server's feet must remain stationary and within the service area
- The shuttle must land within the opposing team's receiving service area for it to be considered a legal serve
- When serving, you must serve to the opponent's opposite serving area
- The shuttle can hit the net on a serve as long as it lands in the opponent's service area. If it does not land in the service area it is a point for the opponent
- If a player attempts to serve and misses the shuttle, then their opponent scores a point
- If the team serving wins the rally, the same player continues to serve but alternates to the opposite serving area and serves to a different player each time they score a point
- When the team serving loses the rally, the serve then immediately switches to their opponents and the player that did not serve last will get to serve the next rally

NET

- Players are not allowed to touch any part of the net. Doing so will result in a point scored for their opponent
- Players are not allowed to cross the net to make contact with the shuttle. Doing so will result in a point scored for their opponent
- Players may follow through onto the other side of the net, but initial contact must occur on their side

OTHER RULES

- The shuttle may not be hit by a player more than once in succession. This will result in a point for the opponent.
- Only one stroke may be used to return the shuttle. If a player makes contact with the shuttle and their teammate touches it as well, this will result in a point for the opponents.
- The shuttle is inbounds if it touches any part of the boundary line
- Teams may not deliberately distract their opponents by shouting or making gestures

SCORES

- Teams should confirm scores after each point during the match
- A representative from both teams must report the final score to the Site Supervisor and sign the scoresheet immediately following the conclusion of the match

OFFICIATING

All matches are self-officiated. Players are responsible for making their own calls. This is a recreational league and we rely on our players to be honest. If a team or player continues unsportsmanlike behavior, please notify the League Coordinator via email following the match.

SPORTSMANSHIP

Please keep in mind that the purpose of this organization is to provide a safe and enjoyable experience for each player, while furthering sportsmanship and understanding of the game.