

## Department of Recreational Sports | Intramural Sports

### 2v2 Badminton Information Sheet

#### Rules of the Game

1. The Game
  - a. To win a match, a team must win 2 out of 3 games.
  - b. The first team to score 21 points wins a game. A team must win by 2 points, but games are capped at 30 points.
  - c. Rally scoring is used. The winner of a rally or the opposition of a server who commits a fault is awarded a point.
  - d. Before starting play, teams should toss a coin or spin the racket. The winner has the option to serve, receive, or choose a side of the court. The opposing team then exercises the remaining choice.
  - e. Teams change sides of the court after the first game, second game, and in the third game when a side first scores 11 points.
  - f. Only one Sport Club or Registered Student Organization team member may be on a team roster in their sport or allied sport.
2. Equipment and Location
  - a. Players are responsible for providing their own equipment.
  - b. Participants may choose to play the match at any agreed upon location.
3. Serving and Receiving Courts
  - a. At the beginning of the game and when the score is even, the server serves from the right service court. When the score is odd, the server will serve from the left court.
  - b. If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.
  - c. If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.
  - d. Players do not change their respective service courts until they win a point while their side is serving.
    - i. *Note: Service courts are changed by the servicing side only when a point is scored. In all other cases, the players continue to stay in their respective service court from where they played the previous rally. This guarantees an alternate server.*
4. Faults
  - a. Faults result in a point scored for the team that does not commit the fault. Faults may occur for a variety of reasons including:
    - i. Improper shuttle contact
    - ii. Improper shuttle landing
    - iii. Improper player contact
    - iv. Player misconduct
    - v. Double hits
5. Lets
  - a. Lets result in a replay of the previous rally. No point is awarded until the following serve. Lets may occur for a variety of reasons including:
    - i. The shuttle is caught on top of or in the net
    - ii. Players on both teams fault
    - iii. If a player is unready for the serve
    - iv. If teams are unable to come to a decision on a ruling
    - v. If the shuttle falls apart
    - vi. If there is a service court error by both teams
6. Service Court Errors
  - a. A service court error has been committed if a player has served out of their rotation, if a player has served from the wrong court, or if a player is standing on the wrong court while receiving a serve.
  - b. Service court errors can only be enforced if discovered prior to the next serve.
  - c. If the error is discovered and both sides committed it, the result is a let.
  - d. If the offending team won the rally, the error is considered a let.

e. If the offending team lost the rally, the error is a null.

*\*\*\*Any additional rules not stated on this sheet will be determined by the Badminton World Federation (BWF) official rules, which can be found at: <http://www.worldbadminton.com/rules/>.\*\*\**