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Badminton is a sport that has been around since the 16th century. The sport is played indoors and the pinnacle comes from its Olympic events. The sport is very popular in Asian countries such as China and India with these countries leading the way by producing some of the worlds best players. Object of the Game The object of badminton is to hit the shuttlecock over the net and have it land in the designated court areas. If your opponent manages to return the shuttlecock then a rally occurs. If you win this rally i.e. force your opponent to hit the shuttlecock out or into the net then you win a point. You are required to win 21 points to win a set with most matches being best of 3 sets. Points can be won on either serve. Players & Equipment There are two forms of badminton, singles and doubles (its also possible to play mixed doubles). Each player is allowed to use a stringed racket (similar to a tennis racket but with the head being smaller) and a shuttlecock. The shuttlecock is made up of half round ball at the bottom and a feather like material surrounding the top. You can only really hit the bottom of the shuttlecock and as gravity comes into play will always revert the ball side facing down. You may only hit the shuttlecock once before it either hits the ground or goes over the net. The court measures 6.1m wide and 13.4m long. Across the middle of the rectangular court is a net which runs at 1.55m. Running along each side of the court are two tram lines. The inside lines are used as the parameter for singles match whilst the outside line is used for a doubles match. Scoring A point is scored when you successfully hit the shuttlecock over the net and land it in your opponents court before they hit it. A point can also be gained when your opponent hits the shuttlecock into either the net or outside the parameters. Winning the Game To win a game you must reach 21 points before your opponent. If you do so then you will have won that set. If the scores are tied at 20-20 then it comes down to whichever player manages to get two clear points ahead. If the points are still tied at 29-29 then the next point will decide the winner of the set. Winning the overall game will require you to win 2 out of the 3 sets played. Rules of Badminton A game can take place with either two (singles) or four (doubles) players. An official match has to be played indoors on the proper court dimensions. The dimensions are 6.1m by 13.4m. The net is situated through the middle of the court and is set at 1.55m. To score a point the shuttlecock must hit within the parameters of the opponents court. If the shuttlecock hits the net or lands out then a point is awarded to your opponent. Players must serve diagonally across the net to their opponent. As points are won then serving stations move from one side to the other. There are no second serves so if your first serve goes out then your opponent wins the point. A serve must be hit underarm and below the servers waist. No overarm serves are allowed. Each game will start with a toss to determine which player will serve first and which side of the court the opponent would like to start from. Once the shuttlecock is live then a player may move around the court as they wish. They are permitted to hit the shuttlecock from out of the playing area. If a player touches the net with any part of their body or racket then it is deemed a fault and their opponent receives the point. A fault is also called if a player deliberately distracts their opponent, the shuttlecock is caught in the racket then flung, the shuttlecock is hit twice or if the player continues to infract with the laws of badminton. Each game is umpired by a referee on a high chair who overlooks the game. There are also line judges who monitor if the shuttlecock lands in or not. The referee has overriding calls on infringements and faults. Let may be called by the referee if an unforeseen or accidental circumstance arose. These may include the shuttlecock getting stuck in the bet, server serving out of turn, one player was not ready or a decision which is too close to call. The game has only two rest periods coming from the of a 90 second rest after the first game and a 5 minute rest period after the second game. If the laws are continuously broken by a player then the referee holds the power to dock that player of points with persisting fouls receiving a forfeit of the set or even the match. You wont feel lost in the middle of your games. Imagine a situation when youre not aware of thescore and your game has actually finish. Lets say youre playingsingles. Your opponent is waiting to shake your hand at the net where assure preparing for your next service. How embarrassing things couldturn up!You can even call a fault on your opponent if he or she tries to break the rules to gain some advantage in the game.Youll enjoy badminton even more when you play according to the proper rules.You might also want to learn some common Badminton Termsor language. Ill be using some common badminton terms throughout mywebsite, so its definitely an advantage for you if we share the same language.The intention of this page is to get you started in playing badminton.If you want to host a professional tournament, you should look at theofficial rules here.Lets begin with some simple badminton rules! How to Play Badminton?n very simple termsA rally starts with a serve.A rally ends when the shuttle touches the ground or get caught by the net.someone commits a fault.Youll be awarded with ONE point when you win a rally. Win 21 rallies and youll win the game.2. Badminton Court Size and MeasurementInterestingly, I get a couple of questions on how a badminton court look like and whats its measurements.So heres your info on Badminton Court Size.3. Who serves at Love All?n official tournaments, we toss a coin to decide who starts first.In casual games, this doesnt really matter. Different countries have different interesting ways to decide who serves first.In Malaysia and Australia, we hit the shuttle high up into the air and let it fall to the ground. If the head of shuttlecock points towards my side on the floor, Ill serve.4. In Out Boundaries (Singles and Doubles)Service boundaries. Serve to the gray area. If your serve land on the court within the gray area, you get a point.SinglesDoublesIn/Out Boundaries. After the receiver retrieves the shuttle, the yellow area becomes the In/Out boundaries. If the shuttlecock lands anywhere within the yellow area, you get a point.SinglesDoublesWhat happens when the shuttlecock falls on the line between the Inside and Outside area of the court?nI find this question very popular among beginners. If this happens, the shuttlecock is considered as dropping INSIDE the court.5. Serving and Receiving Where to Stand?Where should I stand whilst serving and receiving?When serving, stand within the service box; while receiving, stand within the receivers box.For example in singlesService BoxBasically, you can stand anywhere within the Yellow area to serve. Ideally, youll want to stand at the red dot to serve in singles.Receivers BoxYou can stand anywhere within the Yellow area to receive the serve. Most players will choose to stand at the Red dot to receive the serve.Common Question: Can I stand ON the lines of the Service and Receivers box while serving/receiving?No you cant. Its a fault. Any part of your feet should not be on top of those lines.6. Badminton Scoring System 21 PointsBadminton Scoring is based on the 21 points system or known as the new rules to most people.Learnhow to count your points and serve from the correct position during abadminton game. Your badminton game will become more interesting and funif you know how the badminton scoring system works.7. Badminton Fouls or FaultsBasically there are 5 types of faults in badminton.Contact Fault/Over the Net FaultService Fault/Receiver FaultDoubles HitIt is important to know what are you not suppose to do during a badminton game in order to avoid losing unnecessary points.I highly recommend the you know these basic Badminton Fouls.Badminton rules may sound complicated at the start. But as you play morebadminton, youll get to know them like theyre at the back of yourhead!! hope you found what youre looking for on this page. Otherwise, let me know in the comments below.8. Badminton Rules for DoublesThe rules for singles and doubles are the same! However the rules might get a little messy with doubles since there are 2 players on the court.This page on Badminton Rules for Doubles summarizes all the rules you need to know in order to play a casual game of doubles. As amended and adopted by the BWF 26APR2025. Historical Versionsare also available. The Laws are a subset of the full BWF Handbook (rendered as PDF Booklet for convenience), which also covers all aspects of competition. The laws are also available rendered as a PDF Booklet or directly from the BWF website. COURT AND COURT EQUIPMENT 1.1. The court shall be a rectangle marked out with lines 40 mm wide as shown in Diagram A. 1.2. The lines marking out the court shall be easily distinguishable and preferably be coloured white or yellow. 1.3. All the lines shall form part of the area which they define. 1.4. The posts shall be 1.55 metres in height from the surface of the court and shall remain vertical when the net is strained as provided in Law 1.10. 1.5. The posts shall be placed on the doubles side lines as in Diagram A irrespective of whether singles or doubles is being played. The posts or its supports shall not extend into the court beyond the side lines. 1.6. The net shall be made of fine cord of dark colour and even thickness with a mesh of not less than 15 mm and not more than 20 mm. 1.7. The net shall be 760 mm in depth and at least 6.1 metres wide. 1.8. The top of the net shall be edged with a 75 mm white tape doubled over a cord or cable running through the tape. This tape shall rest upon the cord or cable. 1.9. The cord or cable shall be stretched firmly, flush with the top of the posts. 1.10. The top of the net from the surface of the court shall be 1.524 metres at the centre of the court and 1.55 metres over the side lines for doubles. 1.11. There shall be no gaps between the ends of the net and the posts. If necessary, the full depth of the net at the ends shall be tied to the posts. DIAGRAM A Also available in English Units.Note: (1) Diagonal length of full court = 14.723m (2) Court as shown above can be used for both singles and doubles play (3) ** Optional testing marks as shown in Diagram B. SHUTTLE 2.1. The shuttle shall be made of natural and / or synthetic materials. From whatever material the shuttle is made, the flight characteristics generally shall be similar to those produced by a natural feathered shuttle with a cork base covered by a thin layer of leather. 2.2 Feathered Shuttle 2.2.1 The shuttle shall have 16 feathers fixed in the base. 2.2.2 The feathers shall have a uniform length between 62 mm to 70 mm when measured from the tip to the top of the base. 2.2.3 The tips of the feathers shall lie on a circle with a diameter from 58 mm to 68 mm. 2.2.4 The feathers shall be fastened firmly with thread or other suitable material. 2.2.5 The base shall be 25 mm to 28 mm in diameter and rounded on the bottom. 2.2.6 The shuttle shall weigh from 4.74 to 5.50 grams. 2.3 Non-Feathered Shuttle 2.3.1 The skirt, or simulation of feathers in synthetic materials, shall replace natural feathers. 2.3.2 The base shall be as described in Law 2.2.5. 2.3.3 Measurements and weight shall be as in Laws 2.2.2, 2.2.3 and 2.2.6. However, because of the difference in the specific gravity and other properties of synthetic materials in comparison with feathers, a variation of up to 10 per cent shall be acceptable. 2.4 Subject to there being no variation in the general design, speed and flight of the shuttle, modifications in the above specifications may be made with the approval of the Member Association concerned, in places where atmospheric conditions due to either altitude or climate make the standard shuttle unsuitable. TESTING A SHUTTLE FOR SPEED 3.1 To test a shuttle, a player shall use a full underhand stroke which makes contact with the shuttle over the back boundary line. The shuttle shall be hit at an upward angle and in a direction parallel to the side lines. 3.2 A shuttle of correct speed will land not less than 990 mm short of the other back boundary line as in Diagram B. DIAGRAM B RACKET 4.1 The racket shall be a frame not exceeding 680 mm in overall length and 230 mm in overall width consisting of the main parts described in Laws 4.1.1 to 4.1.5 as illustrated in Diagram C. 4.1.1 The handle is the part of the racket intended to be gripped by a player. 4.1.2 The stringed area is the part of the racket with which it is intended that a player hits the shuttle. 4.1.3 The head bounds the stringed area. 4.1.4 The shaft connects the handle to the head (subject to Law 4.1.5). 4.1.5 The throat (if present) connects the shaft to the head. DIAGRAM C 4.2 The stringed area: 4.2.1 shall be flat and consist of a pattern of crossed strings either alternately interlaced or bonded where they cross; and 4.2.2 shall not exceed 280 mm in overall length and 220 mm in overall width. However, the strings may extend into an area which otherwise would be the throat, provided that: 4.2.2.1 the width of the extended stringed area does not exceed 35 mm; and 4.2.2.2 the overall length of the stringed area does not then exceed 330 mm. 4.3 The racket: 4.3.1 shall be free of attached objects and protrusions, other than those used solely and specifically to limit or prevent wear and tear, or vibration, or to distribute weight, or to secure the handle by cord to the player's hand, and which are reasonable in size and placement for such purposes; and 4.3.2 shall be free of any device that makes it possible for a player to change materially the shape of the racket. EQUIPMENT COMPLIANCE The International Badminton Federation shall rule on any question of whether any racket, shuttle or equipment or any prototype used in the playing of Badminton complies with the specifications. Such ruling may be undertaken on the Federation's initiative or on application by any party with a bona fide interest, including any player, technical official, equipment manufacturer or Member Association or member thereof. TOS 6.1 Before play commences, a toss shall be conducted and the side winning the toss shall exercise the choice in either Law 6.1.1 or 6.1.2. 6.1.1 To start play at one end of the court or the other. 6.2 The side losing the toss shall then exercise the remaining choice. SCORING SYSTEM 7.1 A match shall consist of the best of three games, unless otherwise arranged (Part II, Section 1B Appendix 2 and 3). 7.2 A game shall be won by the side which first scores 21 points, except as provided in Law 7.4 and 7.5. 7.3 The side winning a rally shall add a point to its score. A side shall win a rally, if the opposing side commits a "fault" or the shuttle ceases to be in play because it touches the surface of the court inside the opponent's court. 7.4 If the score becomes 20-all, the side which gains a two point lead first, shall win that game. 7.5 If the score becomes 29-all, the side scoring the 30th point shall win that game. 7.6 The side winning a game shall serve first in the next game. CHANGE OF ENDS 8.1 Players shall change ends: 8.1.1 at the end of the first game; 8.1.2 at the end of the second game, if there is to be a third game; and 8.1.3 in the third game when a side first scores 11 points, except in Handicap Matches(BWF Statute Section 4.1.3).8.2 If the ends are not changed as indicated in Law 8.1, it shall be done so soon as the mistake is discovered and when the shuttle is not in play. The existing score shall stand. SERVICE Note: As of December 2018 the fixed-height service has been mandatory for all high-level tournaments. For other play it has not been specified but is assumed since the old service height rules have been removed.9.1 In a correct service, the flight of the shuttle shall be upwards from the server's racket to pass over the net so that, if not intercepted, it shall land in the receiver's service court (i.e. on or within the boundary lines); and 9.1.1 neither side shall cause undue delay to the delivery of the service once the server and the receiver are ready for the service; 9.1.2 on completion of the backward movement of the server's racket head, any delay in the start of the service (Law 9.2), shall be considered to be an undue delay; 9.1.3 the server and the receiver shall stand within diagonally opposite service courts (Diagram A) without touching the boundary lines of these service courts; 9.1.4 some part of both feet of the server and the receiver shall remain in contact with the surface of the court in a stationary position from the start of the service (Law 9.2) until the service is delivered (Law 9.3); 9.1.5 the server shall release the shuttle without adding spin, and the server's racket shall initially hit the base of the shuttle; 9.1.6 the whole shuttle shall be below 1.15 metres from the surface of the court at the instant of being hit by the server's racket; 9.1.7 the movement of the server's racket shall continue forwards from the start of the service (Law 9.2) until the service is delivered (Law 9.3); 9.1.8 in attempting to serve, the server shall not miss the shuttle. 9.2 Once the players are ready for the service, the first forward movement of the server's racket head shall be the start of the service.9.3 Once started (Law 9.2), the service is delivered when the shuttle is hit by the server's racket or, in attempting to serve, the server misses the shuttle. 9.4 The server shall not serve before the receiver is ready. However, the receiver shall be considered to have been ready if a return of the service is attempted. 9.5 In doubles, during the delivery of service (Law 9.2, 9.3), the partners may take up any positions within their respective courts, which do not unsight the opposing server or receiver. SINGLES 10.1 Serving and receiving courts 10.1.1 The players shall serve from, and receive in, their respective right service courts when the server has not scored or has scored an even number of points in that game. 10.1.2 The players shall serve from, and receive in, their respective left service courts when the server has scored an odd number of points in that game. 10.2 Order of play and position on court. In a rally, the shuttle may be hit by the server and the receiver alternately, from any position on that player's side of the net, until the shuttle ceases to be in play (Law 15). 10.3 Scoring and serving 10.3.1 If the server wins a rally (Law 7.3), the server shall score a point. The server shall then serve again from the alternate service court. 10.3.2 If the receiver wins a rally (Law 7.3), the receiver shall score a point. The receiver shall then become the new server. DOUBLES 11.1 Serving and receiving courts 11.1.1 A player of the serving side shall serve from the right service court when the serving side has not scored or has scored an even number of points in that game. 11.1.2 A player of the serving side shall serve from the left service court when the serving side has scored an odd number of points in that game. 11.1.3 The player of the receiving side who serves last shall stay in the same service court from where he served last. The reverse pattern shall apply to the receiver's partner. 11.1.4 The player of the receiving side standing in the diagonally opposite service court to the server shall be the receiver. 11.1.5 The players shall not change their respective service courts until they win a point when their side is serving. 11.1.6 Service in any turn of serving shall be delivered from the service court corresponding to the serving side's score, except as provided in Law 12.11.2 Order of play and position on court After the service is returned, in a rally, the shuttle may be hit by either player of the serving side and either player of the receiving side alternately, from any position on that player's side of the net, until the shuttle ceases to be in play (Law 15). 11.3 Scoring and serving 11.3.1 If the serving side wins a rally (Law 7.3), the serving side shall score a point. The server shall then serve again from the alternate service court. 11.3.2 If the receiving side wins a rally (Law 7.3), the receiving side shall score a point. The receiving side shall then become the new serving side. 11.4 Sequence of serving in any game, the right to serve shall pass consecutively: 11.4.1 from the initial server who started the game from the right service court 11.4.2 to the partner of the initial receiver.11.4.3 to the partner of the initial server 11.4.4 to the initial receiver. 11.4.5 to the initial server and so on. 11.5 No player shall serve or receive out of turn, or receive two consecutive services in the same game, except as provided in Law 12 or when a fault for misconduct is called. 11.6 Either player of the winning side may serve first in the next game, and either player of the losing side may receive first in the next game. SERVICE COURT ERRORS 12.1 A service court error has been made when a player: 12.1.1 has served or received out of turn; and 12.1.2 has served or received from the wrong service court; 12.2 If a service court error is discovered, the error shall be corrected when the shuttle is not in play and the existing score shall stand. FAULTS It shall be a "fault": 13.1 if a service is not correct (Law 9.1); 13.2 if, in service, the shuttle: 13.2.1 is caught on the net and remains suspended on its top; 13.2.2 after passing over the net, is caught in the net; or 13.2.3 is hit by the receiver's partner; 13.3 if in play, the shuttle: 13.3.1 lands outside the boundary lines; 13.3.2 fails to pass over the net; 13.3.3 touches the ceiling or side walls; 13.3.4 touches the person or dress of a player; 13.3.5 touches any other object or person outside the court; (Where necessary on account of the structure of the building, the local badminton authority may, subject to the right of veto of its Member Association, make bye-laws dealing with cases in which a shuttle touches an obstruction). 13.3.6 is caught and held on the racket and then slung during the execution of a stroke; 13.3.7 is hit twice in succession by the same player. However, a shuttle hitting the head and the stringed area of the racket in one stroke shall not be a "fault"; 13.3.8 is hit by a player and the player's partner successively; or 13.3.9 touches a player's racket and does not travel towards the opponent's court; 13.3.10 in wheelchair badminton if the shuttle is: 13.3.10.1 caught on the net and remains suspended on top; or 13.3.10.2 after passing over the net is caught in the net.13.4 if, in play, a player: 13.4.1 touches the net or its supports with racket, person or dress; 13.4.2 invades an opponent's court over the net with racket or person except that the striker may follow the shuttle over the net with the racket in the course of a stroke after the initial point of contact with the shuttle is on the striker's side of the net;13.4.3 invades an opponent's court under the net with racket or person such that an opponent is obstructed or distracted; or 13.4.4 obstructs an opponent, i.e. prevents an opponent from making a legal stroke where the shuttle is followed over the net; 13.4.5 deliberately distracts an opponent by any action such as shouting or making gestures; 13.5 if a player is guilty of flagrant, repeated or persistent offences under Law 16; LETS 14.1 "Let" shall be called by the umpire, or by a player (if there is no umpire), to halt play. 14.2 It shall be a "let, if: 14.2.1 the server serves before the receiver is ready (Law 9.4); 14.2.2 during service, the receiver and the server are both faulted; 14.2.3 after the service is returned, the shuttle is: 14.2.3.1 caught on the net and remains suspended on its top, or 14.2.3.1.1 except in wheelchair badminton when it is a fault, or 14.2.3.2 after passing over the net, is caught in the net; 14.2.3.2.1 except in wheelchair badminton when it is a fault. 14.2.4 during play, the shuttle disintegrates and the base completely separates from the rest of the shuttle; 14.2.5 in the opinion of the umpire, play is disrupted or a player of the opposing side is distracted by a coach. 14.2.6 a line judge is unsighted and the umpire or Instant Review System is unable to make a decision; or 14.2.7 any unforeseen or accidental situation has occurred. 14.3 When a "let" occurs, play since the last service shall not count and the player who served last shall serve again.. SHUTTLE NOT IN PLAY A shuttle is not in play when:15.1 it strikes the net or post and starts to fall towards the surface of the court on the striker's side of the net; 15.2 it hits the surface of the court; or 15.3 a "fault" or a "let" has occurred. CONTINUOUS PLAY, MISCONDUCT & PENALTIES 16.1 Play shall be continuous from the first service until the match is concluded, except as allowed in Laws 16.2 and 16.3. 16.2 Intervals: 16.2.1 not exceeding 60 seconds during each game when the leading score reaches 11 points, except Handicap matches (BWF Statutes, Section 4.1.3); and 16.2.2 not exceeding 120 seconds between the first and second game, and between the second and third game shall be allowed in all matches. (For a televised match, the Referee may decide before the match that intervals as in Law 16.2 are mandatory and of fixed duration). 16.3 Suspension of play 16.3.1 When necessitated by circumstances not within the control of the players, the umpire may suspend play for such a period as the umpire may consider necessary. 16.3.2 Under special circumstances the Referee may instruct the umpire to suspend play. 16.3.3 If play is suspended, the existing score shall stand and play shall be resumed from that point. 16.4 Delay in play 16.4.1 Under no circumstances shall play be delayed to enable a player to recover strength or wind or to receive advice. 16.4.2 The umpire shall be the sole judge of any delay in play. 16.5 Advice and leaving the court 16.5.1 Only when the shuttle is not in play (Law 15) and until the players have taken up position to serve and receive shall a player be permitted to receive advice during a match. 16.5.2 No player shall leave the court during a match without the umpire's permission, causing delay to play, except during the intervals as described in Law 16.2. 16.6 A player shall not: 16.6.1 deliberately cause delay in, or suspension of, play; 16.6.2 deliberately modify or damage the shuttle in order to change its speed or its flight; 16.6.3 behave in an offensive or inappropriate manner; or 16.6.4 be guilty of misconduct not otherwise covered by the Laws of Badminton. 16.7 Administration of breach 16.7.1 The umpire shall administer any breach of Law 16.2 16.4.1, 16.5.2 or 16.6 by: 16.7.1.1 issuing a warning to the offending side; or16.7.1.2 faulting the offending side, if previously warned, or 16.7.1.3 faulting the offending side in cases of flagrant offence. 16.7.2 On faulting a side (Law 16.7.1.2 or 16.7.1.3), the umpire shall report the offending side immediately to the Referee, who shall have the power to disqualify the offending side from the match. OFFICIALS AND APPEALS 17.1 The Referee shall be in overall charge of the tournament or event of which a match forms part. 17.2 The umpire, where appointed, shall be in charge of the match, the court and its immediate surrounds. The umpire shall report to the Referee. 17.3 The service judge shall call service faults made by the server should they occur (Law 9.1.2 to 9.1.8). 17.4 A line judge shall indicate whether a shuttle landed "in" or "out" on the line(s) assigned. 17.5 An official's decision shall be final on all points of fact for which that official is responsible except that if, 17.5.1 in the opinion of the umpire, it is beyond reasonable doubt that a line judge has clearly made a wrong call, the umpire shall overrule the decision of the line judge. 17.5.2 an Instant Review System is in operation, the system in operation shall decide on any line call challenge (Appendix 7). 17.6 An umpire shall: 17.6.1 uphold and enforce the Laws of Badminton and, especially, call a "fault" or a "let" should either occur; 17.6.2 give a decision on any appeal regarding a point of dispute, if made before the next service is delivered; 17.6.3 ensure players and spectators are kept informed of the progress of the match; 17.6.4 appoint or replace line judges or a service judge in consultation with the Referee; 17.6.5 where another court official is not appointed, arrange for that official's duties to be carried out; 17.6.6 where an appointed official is unsighted, carry out that official's duties or play a "let"; 17.6.7 record and report to the Referee all matters relating to Law 16; and 17.6.8 refer to the Referee all unsatisfied appeals on questions of law only. (Such appeals must be made before the next service is delivered or, if at the end of the match, before the side that appeals has left the court). The information here is presented as-is. My intention is for this to be as accurate as possible, but I can assume no responsibility for errors or omissions. This is the official publication of the BWF rendered as HTML. Please contact me with any corrections or updates and I will incorporate them into this presentation. Last revised: 30 April 2025 13:23. For further information about this page (www.worldbadminton.com/rules) contact: Stan Bischof stan@worldbadminton.com BADMINTON RULE BOOK PDF: This section is for those who would like to download the official rule book.We recommend reading through the simplified guide to badminton rules and regulations first.The portable document format may be useful once you are familiar with the basic version.Badminton school teachers and coaches may find it easier to study the key elements in the PDF rules book.We also provide answers to the most asked questions in the badminton FAQ guide. You will find a concise list of keywords and phrases in the badminton terminology A-Z section.Note: Review the list of equipment needed to play badminton. Check what gear and accessories you need to enjoy playing the game and meet BWF guidelines. Note: We also have a section with a list of weird sports facts about bizarre and oddball activities, such as blindfold boxing, dwarf throwing, and toe wrestling.Badminton Rules PDF (Portable Document Format) 0 ratings0% found this document useful (0 votes)104 viewsThe document outlines the basic rules of badminton. It defines key terms like player, match, singles, and doubles. It describes the scoring system including how points are earned in games andSaveSave Badminton Rules For Later0%0% found this document useful, undefinedHow can financial brands set themselves apart through visual storytelling? Our experts explainhow.Learn MoreThe Motorsport Images Collections captures events from 1895 to today's most recentcoverage.Discover The CollectionCurated, compelling, and worth your time. Explore our latest gallery of EditorsPicks.Browse Editors' FavoritesHow can financial brands set themselves apart through visual storytelling? 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No additional restrictions You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. Like any sport, badminton has a set of rules that players must follow. While the game itself is not difficult to play, understanding the ruleswill allow for better matches. This is especially true if you plan to play in competition. Even if you only ever plan to play badminton leisurely, having an understanding of the rules will allow for streamlined playing.Badmintonis similar to tennis in that teams can play singularly or in doubles. 1. Court and Equipment 2. Scoring System 3.Serving Rules The server must serve diagonally across the net into the opponent's service court The shuttle must be struck below the waist and with the racket head pointing downward in singles, the server stands on the right service court If their score is even and on the left if their score is odd In doubles, the server alternates service courts after winning a rally 4. Faults and Let Calls A fault occurs if the shuttlecock: Lands outside the boundaries of the court. Fails to pass over the net. Touches the ceiling or walls. Is hit twice by the same player. A let is called if: The shuttlecock gets caught in the net after a serve. There is outside interference. 5. Player Conduct and Fair Play Players must not distract or obstruct their opponents. The game must be played in a sportsmanlike manner, adhering to fair play principles. Coaching is only allowed during designated intervals. By following these rules, players can enjoy a fair and competitive game of badminton. 0 ratings0% found this document useful (0 votes)72 viewsThe document provides rules and guidelines for playing badminton. It discusses rules such as not allowing the birdie to touch the net or floor, serving underhand from below the waist, and chSaveSave Basic Rules of Badminton For Later0%0% found this document useful, undefined

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