BADMINTON RULES

Each player must present their UNC-One Card or valid government ID to be eligible to participate. No Exceptions!

THE GAME:

Badminton can be played in either the singles or doubles format. The side that has the serve is called the "in" side and the side receiving the serve or the opposition is the "out" side. The game is begun by a toss or a racket spin; the side winning the option may serve first, receive, or choose court.

The server shall start by serving from the right hand service court and opponent standing in the right service area. Service is made from the right service area in singles play when the score of the server is zero or even, and from the left side when the score is odd. Players, therefore, must change service area whenever a point is scored. A player who commits an infraction of the rules has made a "fault." A fault on the part of the server results in loss of the serve or a "hand out," or if the fault is by the receiving side it is a point.

FAULTS ON SERVE:

1. Service is overhand, shuttle is hit at a point higher than the server’s waist or any part of the racket is higher than server’s holding the racket.
2. Shuttle is not hit to proper service area.
3. Server is not standing in proper area to serve or is standing on lines, or receiver is not in proper court area.
4. Server fakes or balks opponent off balance.
5. Shuttle is hit outside of court when it passes under the net or touches person, dress, walls, or ceiling.
6. Striking shuttle before it crosses the net.
7. Net or supports are touched by the player or racket.

SCORING:

A pool play match will consist of 2 out of 3 games to 15 points using a rally scoring method. Players will change ends after each game. There is a 20-minute time limit in effect. If after 20 minutes the match is not over, whichever player is ahead wins that game. If the game is tied when the 20 minutes are over, continue play until one player/team has a one-point advantage.

NOTES:

1. During a serve, both the server and receiver must be in their respective courts. Touching a line with the foot is considered out of the court.
2. If the shuttle hits the net on the serve and is otherwise good, it is a legal serve.
3. A shuttle that touches the net during play is still in play if it goes into the proper court.
4. A server who misses the shuttle completely during a serve does not commit a fault.
5. A shuttle that falls on the line is considered inbounds.
6. Any accidental hindrance is considered a let (ex. ball on court).
7. It is illegal for a player to hold up his racket to block a return at the net. He may hold the racket up, however, to protect his/her face, providing he does not balk their opponent.
8. Players/teams switch sides after each game.
9. The Singles Side Line is marked 1 1/2 feet from the edge of the outer boundary (doubles side line).