

Neenah Parks & Recreation 2010 - Doubles Badminton Rules

Court and Equipment

- Court size for doubles - 44 feet long x 22 feet wide
- Net height - 5 feet
- Shuttlecocks - Also known as birdies or birds.



Object of the game

The object of the game is to hit the shuttlecock back and forth over a net without permitting it to hit the floor in bounds on your side of the net.

Some general terms

- A term of service is called an inning.
- A loss of serve is called a side out.
- Some types of shots are the lob, drop shot, smash and drive.
- A serve that touches the net and lands in the proper court is called a let serve.
- Games start at 0-0 (traditionally called "love-all")

Start of the game

- The team listed as home, on the schedule, has serve in the first and third games.
- The away team has choice of side in first and third games. Home team has choice of side in second with the away team having serve.

Scoring

- Three games will be played. Each game will be counted separately in the standings. The team with the best win/loss record will be league champ.
- Rally scoring will be played. A point is awarded to a team for every fault, regardless if serving.
- A game shall consist of 21 points. No win by two.

Serving

- The first serve of a game is always made from the right side of the court.
- A player continues to serve (alternating service courts) until a side out occurs.
- If the server completely misses the shuttle on the serve, the server may re-serve.
- A serve may not be delivered until the receiver is ready. If the receiver attempts to return the serve, the receiver is to have been considered ready.
- During a serve, it is a fault if;
 - The shuttle is contacted above the server's waist or the racket head is above any part of the hand.
 - The shuttle does not fall into the diagonally opposite service court.
 - Some part of both feet of the server and receiver are not in contact with the appropriate court until the server contacts the shuttle.
 - Receiver's partner hits the served shuttle.
- A serve that touches the net and lands in the proper court is a let serve and is reserved.
- No fake serving.
- Underhand serving only.
- Receiver must stand still until the service is struck.

General Play

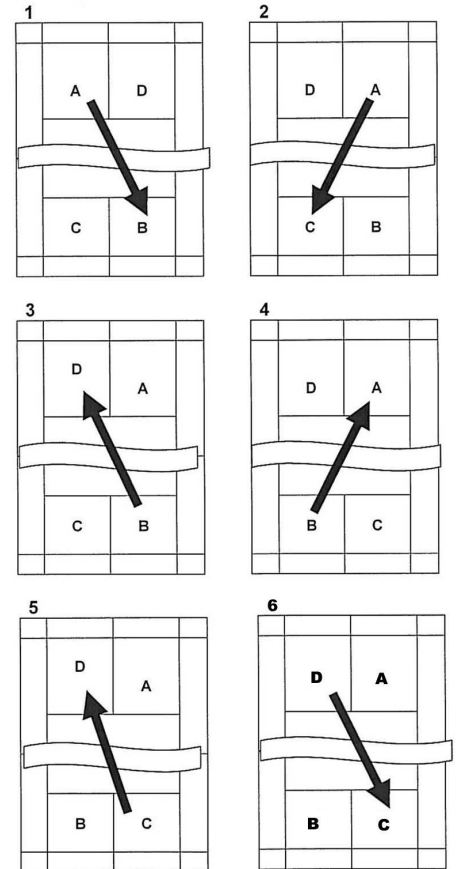
- A shuttle falling on the line is good.
- After the serve has been returned, players may move anywhere on their side of the net.
- A shuttle that touches and passes over the net is in play.
- Points are called out by server with their team's score being called first.

It is considered a fault if:

- The shuttle fails to pass over the net or lands outside the boundary line.
- The shuttle contacts the walls, ceiling, player or players clothes.
- The shuttle passes through or under the net.
- The player touches the net.
- The player reaches across the net to contact the shuttle (following through across the net is allowed).
- The shuttle is hit more than once or is momentarily caught and thrown.
- The player obstructs an opponent or invades the opponent's court.
- The shuttle hits a player whether the player is standing inside or outside the court boundaries.

Serving Rotation (See Diagram)

- *Player A* from *Team 1* serves from the right hand side of his/her court (diagram 1). If he/she wins the point, then *Player A* serves from the left side of his/her court. (diagram 2). *Player A* continues alternating sides until he/she loses the service, after which, *Player B* from *Team 2* gets the serve.
- Whoever is on the right side of *Team 2's* court when they obtain the serve, serves first (diagram 3). This person continues serving in the same fashion as the earlier servers (alternating left and right sides). This player, *Player B*, continues serving until he/she loses the service (diagram 4).
- After *Player B* is done serving, *Player C* from *Team 2* begins their serve (diagram 5).
- After *Player C* loses the serve, *Team 2* gives up the serve back to *Team 1*, where *Player D* begins to take his/her turn serving (diagram 6).
- After *Player D* ends their turn serving, the serve returns to *Player A* and the whole process repeats itself.
- NOTE: Players shall not change their respective service courts, until they win a point when their side is serving.



BADMINTON - COURT DIMENSIONS

Overall Court Dimensions

The overall dimension of a badminton court is 20 feet by 44 feet. The lines along these measurements mark the sidelines for doubles play and long service lines for singles play.

The Net Line

The net line marks the middle of the court where the net is placed, creating a 22 feet by 20 feet area on each side of the net.

Short Service Line

The short service line is marked 6 feet 6 inches (some are marked 7 feet) from the centerline. The area inside the short service line is also called the Non Volley Zone.

Center Line

The Center Line is the line that divides the court from the Short Service Line to the Back Boundary Line. This delineates the Left from Right Service Court.

Side Line for Singles Play

The Singles Side Line is marked 1 1/2 feet from the edge of the outer boundary (doubles side line)

Back Boundary Line and Long Service Line for Singles

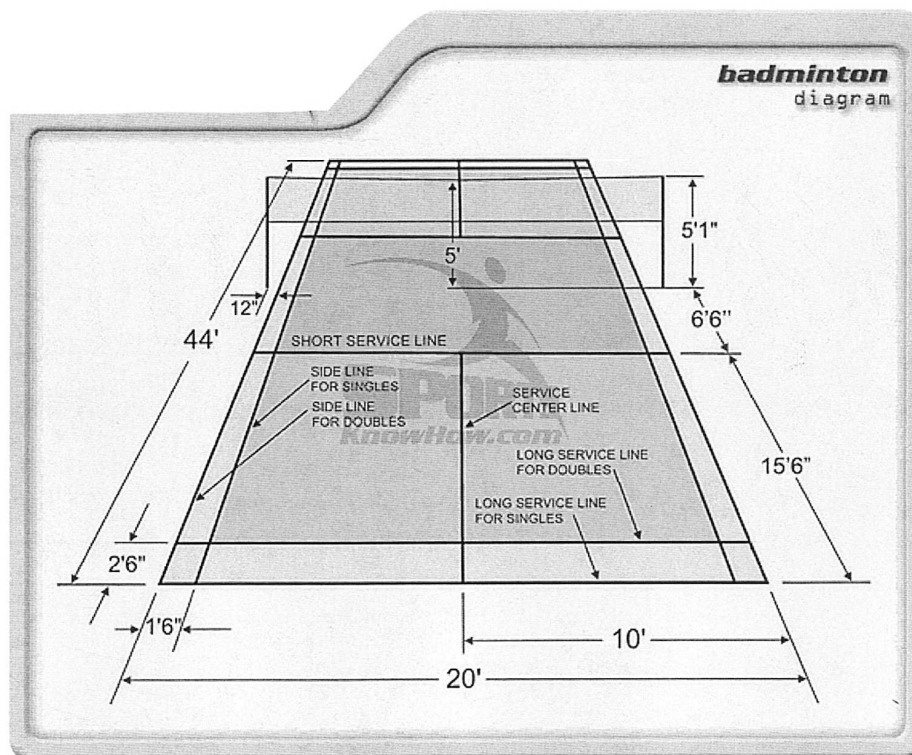
The back boundary line is the same for singles and doubles play it is the outermost back line on the court.

Long Service Line for Doubles

The Long Service line for Doubles is marked 2 1/2 feet inside the Back Boundary Line.

The Badminton Net

The badminton net measures 5 feet tall in the center.

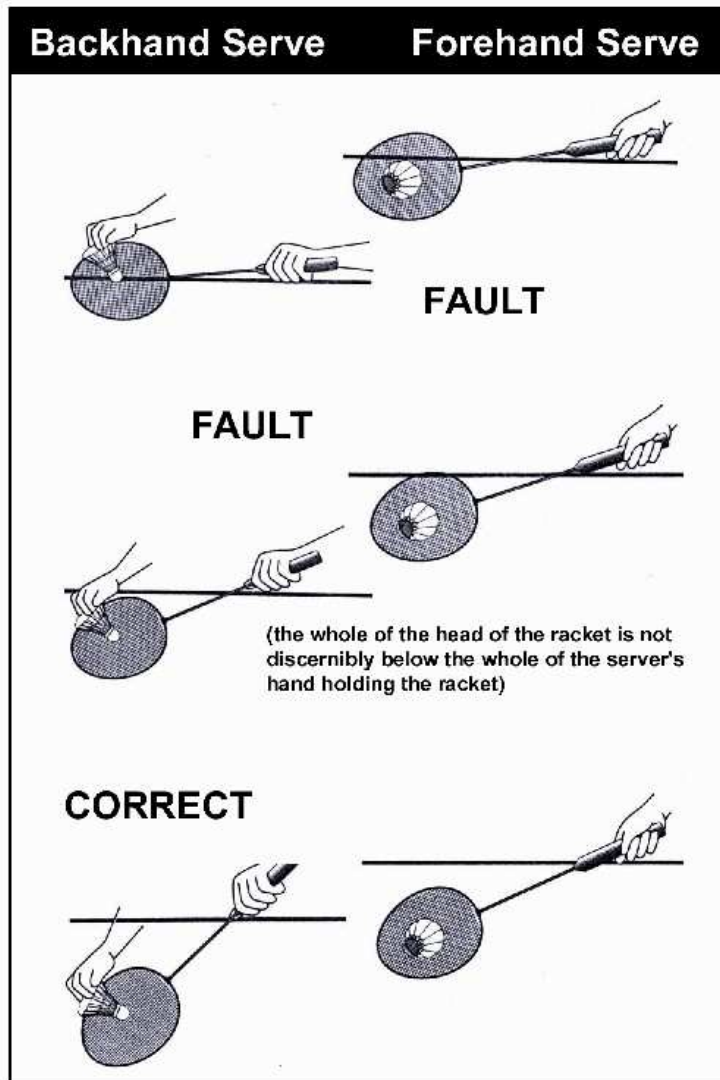


Badminton – Service

Some part of both feet of you and your opponent must remain in contact with the surface of the court in a stationary position from the start of the service until the service is delivered.

Your racket shall initially hit the base of the shuttle. The whole shuttle shall be below your waist as you hit it with the racket.

The shaft or your racket at the instant of hitting the shuttle shall be pointing in a downward direction to such an extent that the whole of the head of the racket is discernibly below the whole of your hand holding the racket. The diagram below illustrates this point clearly.



Service Faults