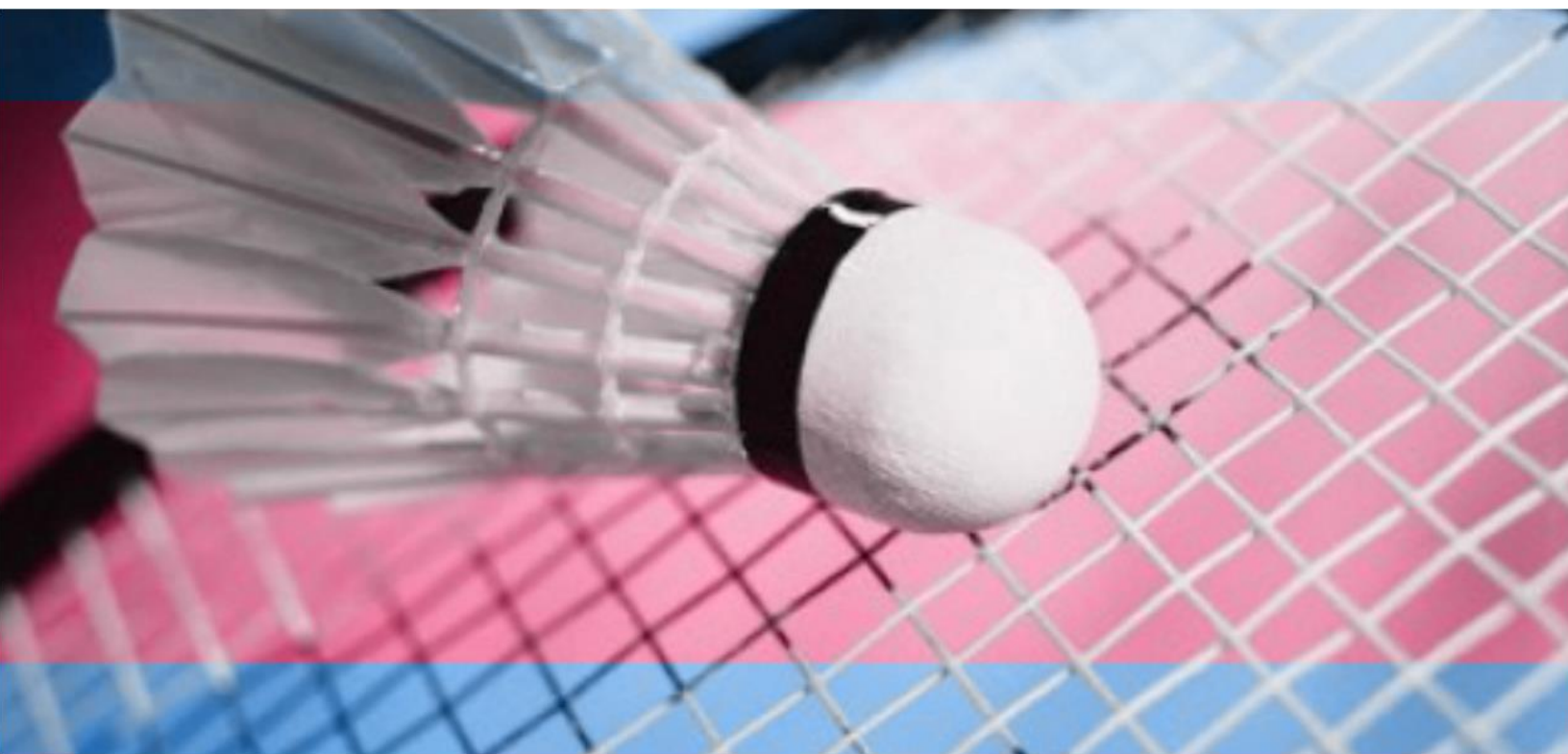




BADMINTON

RULES



HIGHLIGHTS

- Forfeit time is five (5) minutes after the scheduled game start time. If the player or team is not “Ready to Play” within five (5) minutes after the scheduled game start time, then that player or team will forfeit and the opposing player or team will be declared the winner (assuming the opposing player or team is ready to play).
- A match is won by the player or team that wins two (2) out of three (3) games. A game is won by the player or team that first scores twenty-one (21) points with a minimum lead of two (2) points.
- The top of the net from the surface of the court shall be 1.524 meters at the center of the court and 1.55 meters over the sidelines.
- 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.



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TOURNAMENT RULES

READY TO PLAY

- Forfeit time is five (5) minutes after the scheduled game start time. If a team is not “Ready to Play” within five (5) minutes after the scheduled game start time, then that team will forfeit and the opposing team will be declared the winner (assuming the opposing team is ready to play).

JERSEYS AND APPARREL

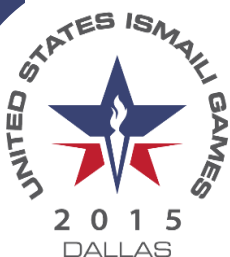
- All players participating must wear the uniforms provided by the USIG during check-in. If a player is not wearing the uniform provided, that player will not be allowed to take the court unless they have received a waiver from the USIG National Sports team.
 - Players are not allowed to alter the uniforms that are provided by the USIG.
- Proper shoes must be worn at all times.
- If a player is not wearing the proper attire, they will not be allowed to take the court.
- It will be at the umpire’s discretion to determine whether a player can rejoin play after the player has corrected their attire

UMPIRE’S JUDGMENT

- An umpire's judgment should not be contested.
- Failure to adhere to an umpire's judgment may warrant ejection.
- The umpire's decisions are final and no appeals of the decision will be allowed.
- Only rule clarifications may be requested following the issue in question by Team Captain and it is up to the umpire’s discretion to consult the rulebook

WEATHER, DELAYS AND SCHEDULING

- If there are unscheduled delays or weather related delays, the USIG National team has the right to adjust the schedule, rules, length of the game or any other game conditions for scheduling purposes



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OFFICIAL RULES

METHOD OF SCORING

- A match shall consist of the best of three games.
- A game shall be won by the side that first scores twenty-one (21) points. If the score becomes twenty (20) – all, the side that gains a two-point (2-point) lead first, shall win that game. If the score becomes twenty nine (29) – all, the side scoring the thirtieth (30) point shall win that game.
- The side winning a game shall serve first in the next game.
- 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.

GAME EQUIPMENT

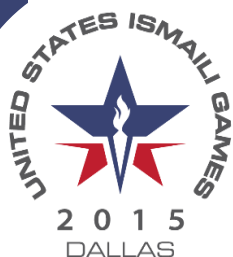
- The shuttle shall be made of natural and/or synthetic materials. From whatever material the shuttle is made, the flight characteristics generally shall be similar to those produced by a natural feathered shuttle with a cork base covered by a thin layer of leather.
- The racket shall be a frame not exceeding 680 mm in overall length and 230 mm in overall width.

START OF PLAY

- Before play commences, a toss shall be conducted and the side winning the toss shall exercise the choice to: a) serve or receive first; b) to start play at one end of the court or the other. The side losing the toss shall then exercise the remaining choice.

CHANGE OF ENDS

- Players shall change ends:
 - at the end of the first game;
 - at the end of the second game, if there is to be a third game; and
 - in the third game when a side first scores eleven (11) points.
- If the ends are not changed as indicated, it shall be done so as soon as the mistake is discovered and when the shuttle is not in play. The existing score shall stand.



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SERVICE

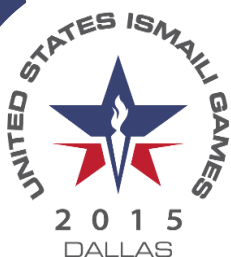
- The server and the receiver shall stand within diagonally opposite service courts without touching the boundary lines of these service courts. Some part of both feet of the server and the receiver shall remain in contact with the surface of the court in a stationary position from the start of the service until the service is delivered.
- The whole shuttle shall be below the server's waist at the instant of being hit by the server's racket. The waist shall be considered an imaginary line around the body, level with the lowest part of the server's bottom rib. The shaft of the server's racket at the instant of hitting the shuttle shall be pointing in a downward direction.
- In doubles, during the delivery of the service the partners may take up any positions within their respective courts, which do not unsight the opposing server or receiver.

SINGLES

- 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. 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.
- If the server wins a rally, the server shall score a point. The server shall then serve again from the alternate service court. If the receiver wins a rally the receiver shall score a point. The receiver shall then become the new server.

DOUBLES

- 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. 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.
- The player of the receiving side who served last shall stay in the same service court from where he served last. The reverse pattern shall apply to the receiver's partner.
- The player of the receiving side standing in the diagonally opposite service court to the server shall be the receiver.
- The players shall not change their respective service courts until they win a point when their side is serving. Service in any turn of serving shall be delivered from the service court corresponding to the serving side's score.
- 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.



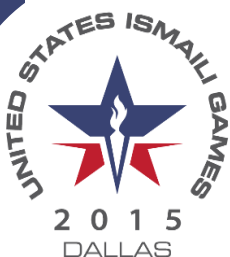
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- After the service is returned, in a rally, the shuttle may be hit by either player of the serving side and either player of the receiving side alternately, from any position on that player's side of the net, until the shuttle ceases to be in play.
- In any game, the right to serve shall pass consecutively:
 - from the initial server who started the game from the right service court;
 - to the partner of the initial receiver;
 - to the partner of the initial serve;
 - to the initial receiver;
 - to the initial server and so on.
- No player shall serve or receive out of turn, or receive two consecutive services in the same game.
- 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.
- If a service court error is discovered, the error shall be corrected and the existing score shall stand.

FAULTS

- It shall be a 'fault':
 - if a service is not correct;
 - if, in service, the shuttle is caught on the net and remains suspended on its top, or after passing over the net, is caught in the net, or is hit by the receiver's partner;
 - if in play, the shuttle, lands outside the boundaries of the court (i.e. not on or within the boundary lines), passes through or under the net, fails to pass over the net, touches the ceiling or side walls, touches the person or dress of a player, touches any other object or person outside the court, is caught and held on the racket and then slung during the execution of a stroke, is hit twice in succession by the same player or, is hit by a player and the player's partner successively;
 - if, in play, a player touches the net or its supports with racket, person or dress, 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, invades an opponent's court under the net with racket or person such that an opponent is obstructed or distracted, obstructs an opponent, deliberately distracts an opponent by any action such as shouting or making gestures.
- When a 'let' occurs, play since the last service shall not count and the player who served last shall serve again.



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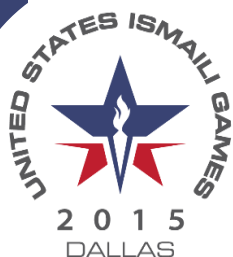
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INTERVALS

- Play shall be continuous from the first service until the match is concluded with intervals not exceeding one hundred twenty (120) seconds between the first and second game, and between the second and third game.
- Under no circumstances shall play be delayed to enable a player to recover strength or wind or to receive advice.

OUT OF ORDER SERVING, RECEIVING OR CHANGING ENDS

- If a player serves or receives out of turn, play shall be interrupted by the umpire as soon as the error is discovered and shall resume with those players serving and receiving who should be server and receiver respectively at the score that has been reached, according to the sequence established at the beginning of the match and, in doubles, to the order of serving chosen by the pair having the right to serve first in the game during which the error is discovered.
- If the players have not changed ends when they should have done so, play shall be interrupted by the umpire as soon as the error is discovered and shall resume with the players at the ends at which they should be at the score that has been reached, according to the sequence established at the beginning of the match.
- In any circumstances, all points scored before the discovery of an error shall be reckoned.



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