



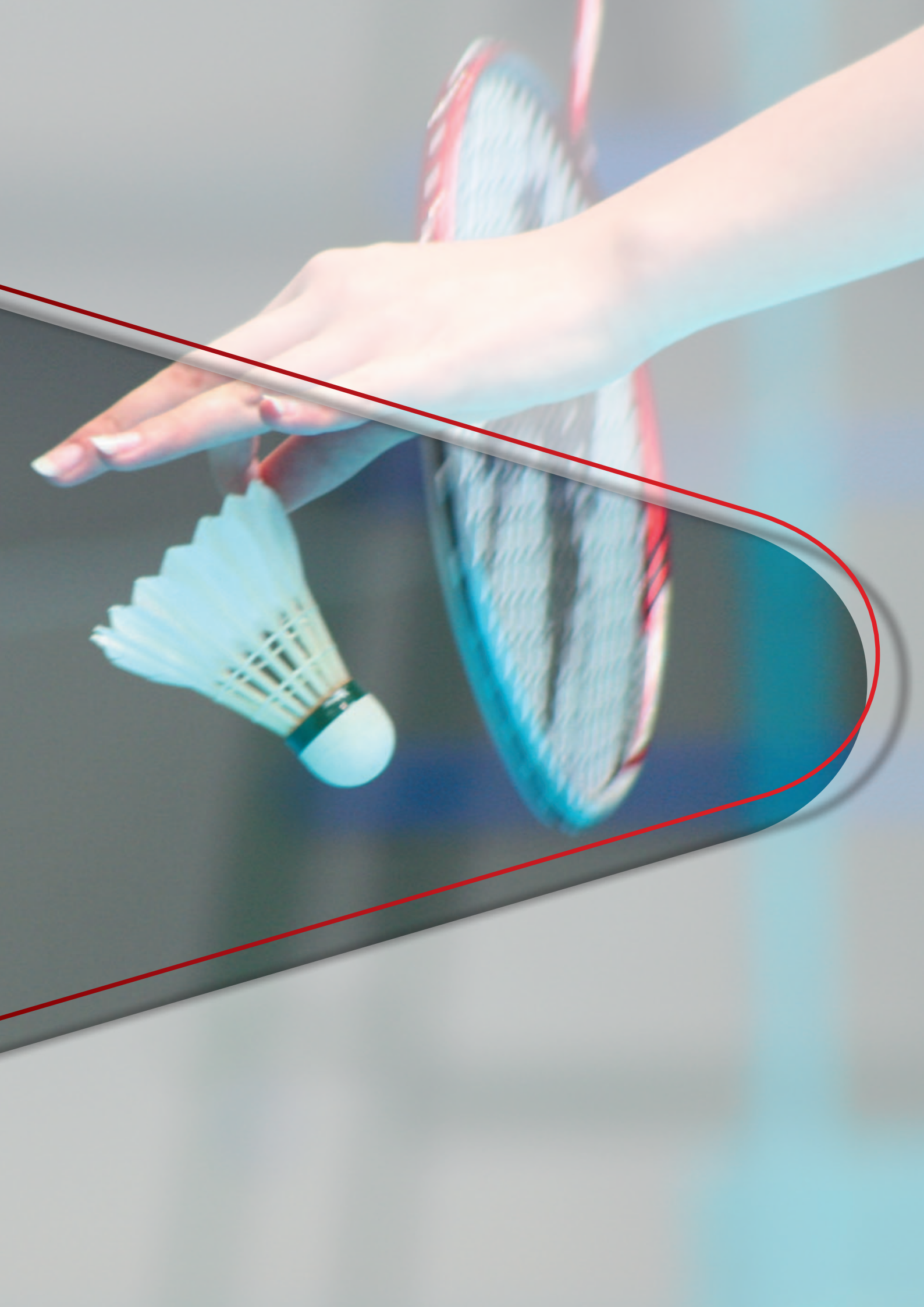
# SHUTTLE TIME

**BWF SCHOOLS BADMINTON**

TEACHERS' MANUAL

MODULE 10: SIMPLIFIED RULES OF BADMINTON





# SHUTTLE TIME

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# Acknowledgements

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## Materials Developers

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Heinz Kelzenberg

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## Continental Confederations

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Badminton Africa	<a href="http://www.badmintonafrika.org">www.badmintonafrika.org</a>
Badminton Asia	<a href="http://www.badmintonasia.org">www.badmintonasia.org</a>
Badminton Europe	<a href="http://www.badmintoneurope.com">www.badmintoneurope.com</a>
Badminton Pan Am	<a href="http://www.badmintonpanam.org">www.badmintonpanam.org</a>
Badminton Oceania	<a href="http://www.oceaniabadminton.org">www.oceaniabadminton.org</a>



## More Information

The resources for *Shuttle Time* are available in different languages. The material can be downloaded from the BWF website.

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# Module 10

## Simplified Rules of Badminton

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1. Overview
2. Scoring System
3. Singles Play
4. Doubles Play

### Module 10 Focus

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**Module 10** introduces you to the basic rules of badminton – the scoring system, serving in singles and doubles and scoring in singles and doubles.

### Learning Outcomes for Module 10

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By the end of this module, you will better understand:

- the basic rules of badminton
- the scoring system in badminton
- serving in singles, starting play and scoring in singles
- serving in doubles, starting play and scoring in doubles

### 1. Overview

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The Laws of Badminton and Competition Regulations can be downloaded from the BWF website [www.bwfbadminton.org](http://www.bwfbadminton.org)

Below is a brief overview – The Simplified Rules of Badminton.

## 2. Scoring System

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- A match consists of the best of 3 games of 21 points.
- Every time there is a serve – there is a point scored.
- The side winning a rally adds a point to its score.
- At 20 all, the side which gains a 2 point lead first, wins that game.
- At 29 all, the side scoring the 30th point, wins that game.
- The side winning a game serves first in the next game.

## 3. Interval and Change of Ends

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- When the leading score reaches 11 points, players have a 60 second interval.
- A 2 minute interval between each game is allowed.
- In the third game, players change ends when the leading score reaches 11 points.

## 4. Singles Play

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- At the beginning of the game (0-0) and when the server's score is even, the server serves from the right service court. When the server's score is odd, the server serves from the left service court.
- If the server wins a rally, the server scores a point and then serves again from the alternate service court.
- If the receiver wins a rally, the receiver scores a point and becomes the new server. They serve from the appropriate service court – left if their score is odd, and right if it is even.

## 5. Doubles Play

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- A side has only one 'service'.
- The service passes consecutively to the players as shown in the diagram.
- At the beginning of the game and when the score is even, the server serves from the right service court. When it is odd, the server serves from the left court.
- If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.
- If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.
- The players do not change their respective service courts until they win a point when their side is serving.

If players commit an error in the service court, the error is corrected when the mistake is discovered.

In a doubles match between A & B against C & D. A & B won the toss and decided to serve. A to serve to C. A shall be the initial server while C shall be the initial receiver.



Course of action / Explanation	Score	Service from Service Court	Server & Receiver	Winner of the rally
	Love All	Right Service Court. Being the score of the serving side is even.	A serves to C A and C are the initial server and receiver.	A & B 
A & B win a point. A & B will change service courts. A serves again from Left service court. C & D will stay in the same service courts.	1-0	Left Service Court. Being the score of the serving side is odd	A serves to D	C & D 
C & D win a point and also right to serve. Nobody will change their respective service courts.	1-1	Left Service Court. Being the score of the serving side is odd.	D serves to A.	A & B 
A & B win a point and also right to serve. Nobody will change their respective service courts.	2-1	Right Service Court. Being the score of the serving side is even.	B serves to C	C & D 
C & D win a point and also right to serve. Nobody will change their respective service courts.	2-2	Right Service Court. Being the score of the serving side is even.	C serves to B	C & D 
C & D win a point. C & D will change service courts. C serves from Left service court. A & B will stay in the same service courts.	3-2	Left Service Court. Being the score of the serving side is odd.	C serves to A	A & B 
A & B win a point and also right to serve. Nobody will change their respective service courts.	3-3	Left Service Court. Being the score of the serving side is odd.	A serves to C	A & B 
A & B win a point. A & B will change service courts. A serves again from Right service court. C & D will stay in the same service courts.	4-3	Right Service Court. Being the score of the serving side is even.	A serves to D	C & D 

Note that this means:

- The order of server depends on the score odd or even same as in singles.
- The 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 previous rally. This shall guarantee alternate server.





