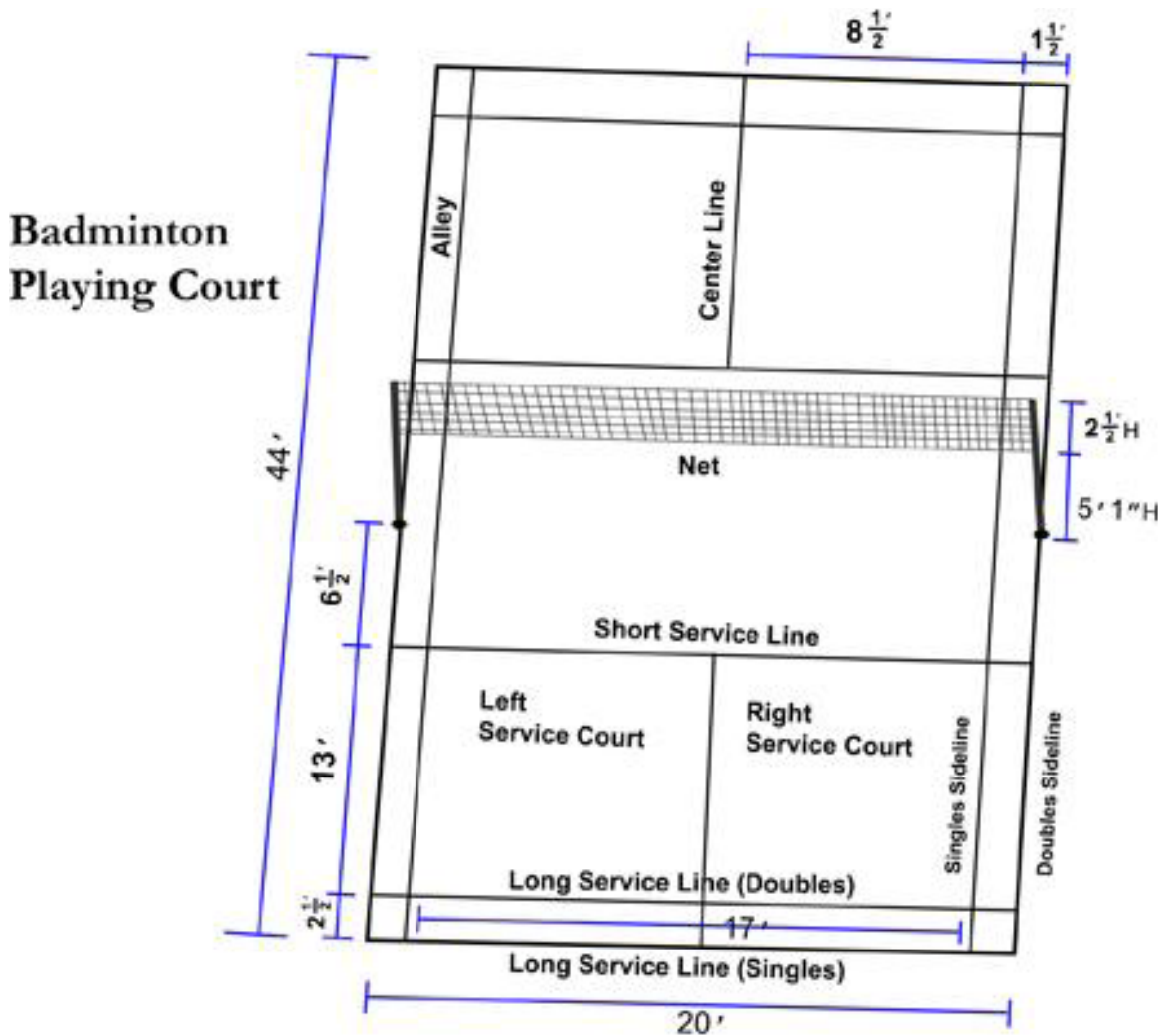


# **FLAGHOUSE** Game Rules

# **BADMINTON**

## **COURT AND EQUIPMENT**

- Court size for singles is 44'L x 17'W.
- Court size for doubles is 44'L x 20'W.
- Net height is 5'.
- Shuttlecocks - Also known as birdies or birds. One type has feathers with a cork base, and the other is plastic with a rubber base.
- Rackets - Made of lightweight material like wood, plastic or metal.



## **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.

## **LENGTH OF GAME**

Games are played to varying point totals.

- Men's singles & all doubles: 15 pts.

- Women's singles: 11 pts.
- One-game match for any type: 21 pts.

A match is the best of all 3 games. Play is non-stop with 5 minutes of rest between the 2nd and 3rd game.

## **PLAYING THE GAME**

A coin toss determines who will "serve" (hit) the shuttlecock first.

### **Serving/Returning:**

The serve is made from within the serving player's court (not from behind the back line). The shuttle is hit underhand into the service court diagonally opposite the server. A term of service is called an inning. All returns must be made before the shuttlecock hits the ground. If it lands on the marketing line it is considered in-bounds. A player may not reach over the net to hit the shuttlecock. The server calls the score after each point.

In singles play, service areas are bounded by a short service line, a singles long service line, and singles sidelines. The outside alleys are not inbounds. If the score adds up to 0 or an even number, the serve is made from the right service court; if the score is an odd number, the serve is made from the left service court; if the score is an odd number, the serve is made from the left service court.

In doubles play, the service areas are bounded by a short service line, a doubles long service line, and doubles sidelines. The server winning the first point continues serving, changing service courts for each point (receiving players do not switch) until failing to score.

Service then changes to the opponent in the right service court, who continues to serve as long as points are scored. When the new server fails to score, the partner takes over and serves from alternate courts to alternate opponents until failing to score. Service then returns to the original pair and each serves in turn. The receiving side must prevent both servers from scoring to regain service.

After the serve is returned by the player in the service court diagonally opposite the server, any player can hit the shuttlecock.

### **Faults:**

A fault is an error that stops play. A fault committed by the service side gives the serve to the opponent; a fault by the receiving side gives the point to the server.

*Service faults occur when the:*

- Shuttlecock doesn't cross the net or lands in the wrong court
- Shuttlecock is not hit on its base
- Shuttlecock is higher than the server's waist when hit
- Shuttlecock is hit overhand
- Server is outside the service court, has a foot or feet off the ground, or steps on any line
- Server misses the shuttlecock while attempting to serve

*Receiving faults occur when the:*

- Receiving player does not stand in the correct service court or moves before the serve is made

*Faults occur during rallies when the:*

- Shuttlecock touches the ground inbounds
- Shuttlecock does not go back over the net
- Shuttlecock falls outside the court
- Shuttlecock is hit more than once by a player and/or partner before it is returned over the net

- Player touches the net with his body or racquet
- Player reaches over the net to hit the shuttlecock
- Player is hit by the shuttlecock
- Player blocks the opponent's play

**Lets:**

A let occurs when a point doesn't count and must be replayed.

*Lets includes the following violations:*

- Serves taken out of turn
- Serves taken before the receiver is in place
- Rallies won after serving from wrong court
- Simultaneous faults by both sides
- Shuttlecock becomes stuck in net after crossing

A let does NOT occur if a shuttlecock hits the top of the net while passing over it. Play continues.



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