



# EVENT RULES

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## Badminton

### SCHEDULE OF MATCHES

1. A schedule of matches will be available at the courts prior to the opening of play and during playing hours.
2. Times of matches will be determined by availability of players and courts.
3. Matches will be decided by the first individual/team to win 2 games.

### SCORING SYSTEM

1. The side winning a rally adds a point to its score.
2. A game consists of 21 points.
3. If the game reaches 20 all, the side which gains a 2 point lead first, wins that game.
4. If the game reaches 29 all, the side scoring the 30<sup>th</sup> point, wins that game.
5. The side winning a game serves first in the next game.

### INTERVALS AND CHANGE OF ENDS

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

### SINGLES

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 service court. If the server wins a rally, the server scores a point and then serves again from alternate service court. If the receiver wins a rally, the receiver scores a point and becomes the new server.

### DOUBLES

There is only one serve in doubles. The service passes consecutively to the players. At the beginning of the game and when the score is even, the server serves from the right 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 player of the receiving side who served last stays in the same service court from where he/she served last. The reverse pattern applies to the receiver's partner. The players do not change their prospective 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.

EVENT DIRECTOR MAY MAKE ANY CHANGES in tournament play to insure play, including mixed pairings.

### TIE BREAKER

1. Head to Head Competition
2. Most Games/ Sets Won
3. Most Points Scored