

MAMT Youth Badminton

SAME FORMAT FOR ALL AGE CATEGORIES

SCORING

Group Games – one game of 15, sudden death (no 2 points difference)

Last 16 – one game of 15, sudden death (no 2 points difference)

QF & SF – one game of 15 (2 clear points). If score reaches 19-19, first to 20 wins

Final - one game of 21 (2 clear points). If score reaches 24-24, first to 25 wins

BADMINTON RULES

Marshals and umpires will be in the badminton hall to assist with administering your games and recording scores. Badminton will be played to Badminton England rules. Before play commences, a toss shall be conducted and the side winning the toss will serve first.

Singles & Doubles:

Players serve from, and receive in, the right service court when the serving player/pair has scored an even number of points in that game.

Thusly, players serve from, and receive in the left service court when the serving player/pair has scored an odd number of points in that game.

The server and receiver shall stand within diagonally opposite service courts without touching the boundary lines of these service courts. Once service is delivered, players alternate hitting the shuttle until a fault is made or the shuttle goes out of play. If a player makes a fault or the shuttle goes out of play, the opponent scores a point and serves again from the alternate service court.

Singles:

In singles, for the full game (including service), the court is long and thin. The outer back line is in, however the outer side lines are out.

Doubles:

Only the opponent standing diagonally opposite of the server shall return. If his/her partner touched or hit the shuttle, it shall be a fault and the serving side scores a point.

After the service is returned, either player from the serving side can hit the shuttle from any position on their side of the net. Then either player from the opposing side may do the same until the shuttle ceases to be in play.

In doubles, for a service, the outer side lines are in, however the outer back lines are out. Hence the service box for doubles is short and wide. During the rally, the whole court is used and all outer boundary lines are in.

Faults:

It shall be a fault if:

- A service is not correct
- In service, the shuttle is caught on 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)
- Fails to pass over the net
- Touches the ceiling or side walls or the person or dress of a player
- Touches any other person or object 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. However, a shuttle hitting the head and stringed area of the racket in one stroke shall not be called a fault
- Is hit by a player and the player's partner successively
- Touches a player's racket and does not travel towards the opponent's court

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; or
- Deliberately distracts an opponent by any action such as shouting or making gestures