

Badminton Tournament

Follow the rules of the doubles badminton tournament

The object is to hit the shuttlecock back and forth across the net with a racket without the shuttlecock hitting the ground, or hitting it into the opposing court so it cannot be returned.

Scoring

- Games consist of 15 points.
- When the score is 14 for both teams, the team that has reached 14 first has the option of setting the game to 3. The side that scores 3 points first wins the game.
- Play best 3 out of 5 games. The players change ends at the start of the second game and the third as well.
- In the third game the players change ends when the leading score reaches 8 in a game of 15.

Faults

A fault made by a player of the side that has the serve puts the serve out; if made by a player whose side is out, it counts a point to the in side.

It is a fault:

- If, in serving, the shuttle is being struck higher than the server's waist or the racquet is not below the server's hand.
- If, in serving, the shuttle falls into the wrong service court (not diagonally opposite the server) or falls short of the short service line, or out of bounds.
- If the server's feet are not in the service court from which service is at the time being played.
- If, before or during the delivery of the serve, any player tries to distract the server or deliberately delays service.
- If either in service or play the shuttle falls outside the boundaries, or passes under the net, or doesn't make it over the net, or if it touches surrounding walls or the ceiling, or touches the person or any clothing of the person.
- The shuttle is hit before it crosses to the striker's side of the net.
- If, when the shuttle is in play, a person touches the net or its supports with racquet, person, or dress.
- If the shuttle is held on the racquet during a strike, or if the shuttle is hit twice by the same player.
- If a player obstructs an opponent.
- If the server in serving misses the shuttle completely.

General

- The server may not serve until the opponent is ready.
- The server and the player served to must stand within the limits of the service courts.
- If, in service or during a rally, a shuttle, after passing over the net, is caught in or on the net, it is a let.
- When a let occurs, the play since the last service does not count and the player who last served serves again.
- A player, when going for the shuttle near the net, must not extend the racquet near the net.
- A player may, however, hold up the racquet for protection to avoid being hit in the face if this action does not result in obstructing the opponent's stroke.

Double Play

- The player with the right-hand service court starts the game by serving to the player in the service court diagonally opposite.
- The other side commences the rally by returning the shuttle before it hits the ground and it continues until there is a fault made.
- If the in court makes a fault, its right to continue serving is lost
- So long as a side remains in, service is delivered alternately from each service court into the one diagonally opposite.
- Only the player served to may receive the service.
- No player may receive two consecutive services in a row.
- The side winning a game always serves first in the next game
- Play should be continuous from the first serve until the match is concluded.

At the conclusion of the double tournament a championship bracket has been created to give players another opportunity to play each team based on a ranking system.

References

Horine, L. & Stotlar, D. (2004). *Administration of physical education and sport programs*. New York, NY: McGraw-Hill.

Mood, D., Musker, F. & Rink, J. (2007). *Sports and recreational activities*. New York, NY: McGraw Hill.