



GOVERNMENT ENGINEERING

COLLEGE, VAISHALI

BADMINTON RULES

✚ Simplified Rules of Badminton:

The Laws of Badminton and Competition Regulations in the GEC Vaishali provide the detail on every aspect of the game of badminton.

❖ Below is a brief overview – simplified rules: -

ELIGIBILITY AND PARTICIPATION:

INTRA-COLLEGE PARTICIPATION:-

1. Faculty and staff members are also eligible to play.
2. Players may be added to rosters during the first week of the sports fest, not after that.
3. All players must be recorded on the game sheet before they are allowed to participate.

INTER-COLLEGE PARTICIPATION:-

1. Students coming from another college can also participate in this sport.
2. For this, students have to make their team and they have to register their details on the website.

Suggestion regarding making team for Inter-College participants:-

(a) ***FOR BOYS**

* Minimum 6 players and Maximum 7 players in which 1 player will be common for all 5 matches.

The sequence of game will be a singles then doubles then a singles again a doubles then singles.

***FOR GIRLS**

***Minimum 3 players and Maximum 4 players..**

And the sequence of match will be a singles then after a doubles and a last singles.

START OF PLAY:

1.Before starting the game, the opponent will toss a coin in the presence of umpire with the winner choosing:

- (a) to serve first/receive first, or**
- (b) the side of the court**

2.In subsequent games, the winning side choose the side of the court.

SCORING SYSTEM:

**1.All preliminary round will consist of 1 game of 21 points (games cap at 30).
Each game starts at 0-0.**

2.Every time there is a point scored: -

- (a)A rally is won when a shuttle is hit over net and onto the floor of the opponent's court.**

(b) A rally is lost if the shuttle is hit into the net, or over the net but outside of the opponent's court. A rally is also lost if the shuttle touches the player's clothing or body, or if it is hit before it crosses over the net.

3. The side winning a rally adds a point of its score.

4. At 20 all, the side which gains a 2-point lead first, wins that game.

5. At 29 all, the side scoring the 30th point, wins that game.

6. The side winning a game serves first in the game.

SERVING:

1. The first serve of the game is always made from the right side of the court to the opposite diagonal side. Only the player standing in the proper service court may return the serve.

2. The server must obey laws designed to force underhand delivery of the serve, and the receiver must stand still until the service is struck.

3. Following the serve, players may move anywhere on their side of the net.

4. A player continues to serve (alternating service courts) as long as a player scores points.

5. The service passes consecutively to the players as shown in the diagram.

6. When the score is even, the server serves from the right service court. When it is odd, the server serves from the left court.

7. If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.

- 8.If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side**
- 9.The players do not change their respective service courts until they win a point while their side is serving.**
- 10.If the server completely misses the shuttle on the serve the server may re-serve.**
- 11.A serve may not be delivered until the receiver is ready. If the receiver attempts to return the serve, the receiver is to have been considered ready.**
- 12. During the serve, it is a fault if:**
- (a)The shuttle is contacted above the server's waist or the racket head is above any part of the hand.**
 - (b) The shuttle does not fall into the diagonally opposite service court.**
 - (c)Some part of both feet of the server and receiver are not in contact with the appropriate court until the shuttle is contacted by the server. Touching a line with the foot is considered out of the court. *If players commit an error in the service court, the error is corrected when the mistake is discovered.**

Interval and Change of Ends:

- 1.When the leading score reaches 11 points, players have a 60 second interval.**
- 2.A 2-minute interval between each game is allowed.**

GENERALPLAY:

1.Shuttle falling on the line is good. Use outside lines all the way around, except for serves where you use the shorter back lines.

**2.A shuttle which touches and passes over the net is in play
(Including the serve)**

3. Faults Include:

(a)The shuttle fails to pass over the net or lands outside the boundary line.

(b) The shuttle contacts the walls, ceiling, player or player's clothes.

(c) The shuttle passes through or under the net.

(d) The player touches the net.

(e)The player reaches across the net to contact the shuttle (following through across the net is allowed).

(f)The shuttle is hit more than once or comes to rest or is momentarily caught on the racquet and thrown.

(g) The player obstructs an opponent or invades the opponent's court.

(h) A player is hit by the shuttle whether the player is standing inside or outside the court boundaries.

(i)It is illegal for a player to hold up his/her racquet to block a return at the net. However, he/she may hold it up to protect his/her face or if he/she is returning it from within the appropriate receiving court.

4. Any accidental hindrance is considered a “let” and there will be a re-serve. For example, a player or shuttle from another game entering the court.

Singles:

1. 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.

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

3. 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.

Doubles

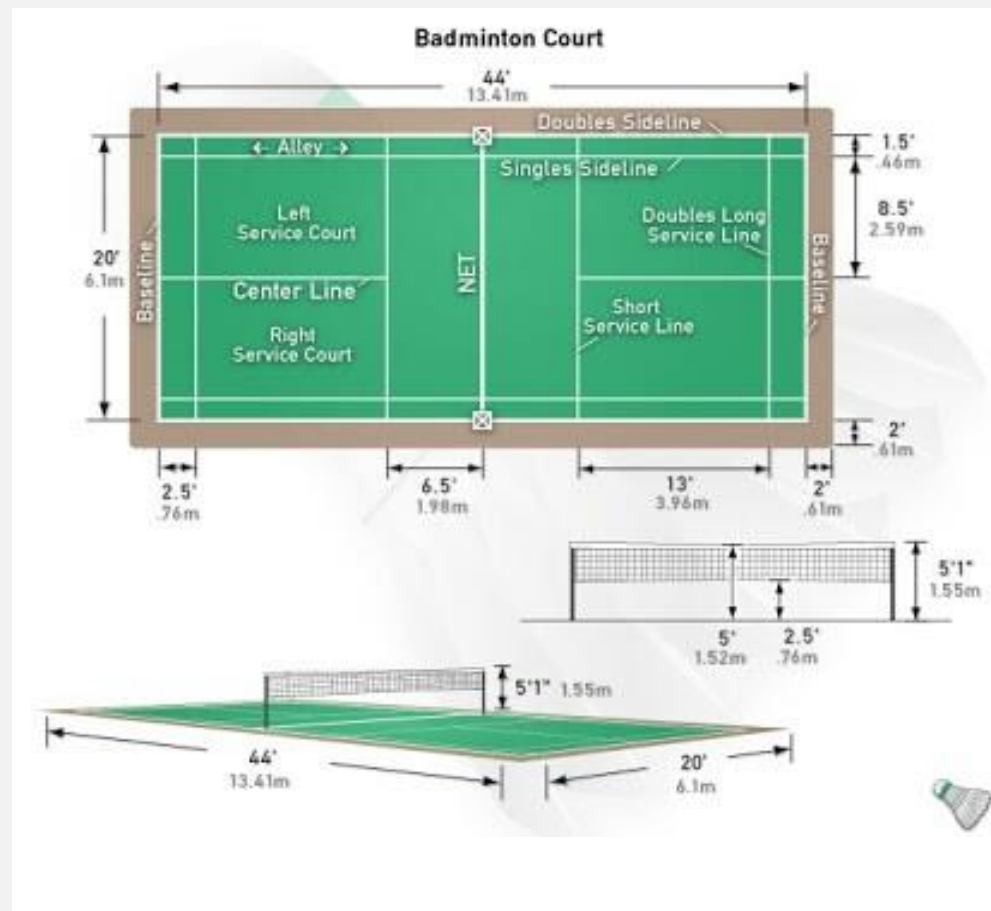
1. A side has only one ‘service’.

2. 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.

3. If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.

4. If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.

5. The players do not change their respective service courts until they win a point side is scoring.



Note: -

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

2.In case of any dispute regarding points, referee decision will be taken as a final decision.

3.If anyone disobeys the rules of badminton or disrespect the referee, he/she will get eliminated from the game.

❖ **The captains will register first and they will have a window till 22TH October to give the names of team members**

 **FOR ANY MORE INFORMATION AND ANY QUERY CONTACT**

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