

Bucknell University Recreation Services Intramural Badminton Rules



Format

- The best two out of three games will be played.
- A game is first to 11 points
- A coin toss will determine which team serves/receives and from what side of the court (the coin toss is often replaced by hitting a shuttlecock into the air: whichever side it points to serves first)
- Regulation net height will be set at 5 feet in the center, 5 feet 1 inch at the poles.
- Court size for doubles is 44 feet long x 20 feet wide

Scoring

- Each game is to 11 points, with no rally scoring.
- If the score reaches 10-all, then the game continues until one side gains a two point lead (such as 12-14), up to a maximum of 15 points (14-15 is a winning score).
- The side that won the previous game, serves first the next game.
- After finishing the first game, the players switch sides.
- If the match reaches a third game, they change ends both at the start of the game and when the leading pair's score reaches 5 points.

Serving

- As in tennis, serving will begin on the right side of the court, serving into the left side service box.
- Serving sides will alternate, with serves always going diagonally.
- The server will stand in the right side when his/her score is even, and on the left side when his/her score is odd.
- If the serving side wins a rally, the same player continues to serve, but he changes service courts so that he serves to each opponent in turn.

- When the serving side loses a rally, the serve passes to their opponents. If their new score is even, the player in the right service court serves; if odd, the player in the left service court serves. (i.e. Team A serves, loses the point, and Team B then serves. Its first server, B-1, loses the point; but it is now B-2's turn to serve, and B-2 continues until that team loses the point. A-2 now serves, followed by A-1)
- The players' service courts are determined by their positions at the start of the previous rally, not by where they were standing at the end of the rally.
- For the first rally of any doubles game, the serving pair may decide who serves and the receiving pair may decide who receives.
- A consequence of this system is that, each time a side regains the service, the server will be the player who did not serve last time.
- A serve that strikes the net and lands in the opponent's court is a let serve and is retaken. If it strikes the net and lands on the server's side, it will be counted as a fault and the server loses that point
- If the serve is a fault it will result in a loss of the point for the server.
- Only underhanded serves are permitted.

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