



BADMINTON TOURNAMENT RULES

Participants must present a physical copy of their UGA ID card, a picture of their UGA ID card (front and back), or their Digital Student Profile from Athena before every game... NO EXCEPTIONS!

A. COURT AND EQUIPMENT

- a. Shuttlecocks will be provided by the University of Georgia's Competitive Sports Program. Participants can also bring their own. Racquets are not provided.
- b. The singles court should use inside lines all the way around
- c. The doubles court should use outside lines all the way around, except for serves where you use the shorter back lines.
- d. The service courts are used for serves and can be distinguished as the right or left boxes that the center line, out of bounds lines and inside back line meet to create the area.

B. START OF PLAY

- a. Before starting the game, the participants will play one round of rock, paper, or scissors to determine side or serve.
- b. In subsequent games, the winning side serves first. Opposing players line up across from each other.

C. SCORING

- a. Rally scoring will be followed – a point will be recorded on every serve.
- b. A game shall consist of 11 points, win by two, with a cap of 15 points.
- c. There is no time limit on games. d. A match consists of 2 out of 3 games.
 - i. Players change sides after each game. SERVES

D. SERVES

- a. Service Courts and Order:
 - i. The first serve of the game is always made from the right side of the court.
 - ii. Singles:
 1. The serve is delivered from the left court if the total score is odd.
 2. The serve is delivered from the right court if the total score is even.
- b. A player continues to serve (alternating service courts) as long as a player scores points.
- c. If the server completely misses the shuttle on the serve the server may re-serve.
- d. 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.
- e. During the serve, it is a fault if:
 - i. The shuttle is contacted above the server's waist, or the racket head is above any part of the hand.
 - ii. The shuttle does not fall into the diagonally opposite service court.
 - iii. Some parts of both feet of the server and receiver are not in contact with the appropriate court until the shuttle is contacted by the server.

E. GENERAL PLAY

- a. A shuttle falling on the line is considered in.

- b. A shuttle which touches and passes over the net is in play (including the serve).

F. FAULTS

- a. It is considered a fault if:
 - i. The shuttle fails to pass over the net or lands outside the boundary line.
 - ii. The shuttle contacts the walls, ceiling, player or player's clothes.
 - iii. The shuttle passes through or under the net.
 - iv. The player touches the net.
 - v. The player reaches across the net to contact the shuttle (following through across the net is allowed).
 - vi. The shuttle is hit more than once or is momentarily caught and thrown.
 - vii. The player obstructs an opponent or invades the opponent's court.
 - viii. A player is hit by the shuttle whether the player is standing inside or outside the court boundaries.

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