Simplified Rules of Badminton

The Laws of Badminton and Competition Regulations (linked here) in the BWF Statutes provide the detail on every aspect of the game of badminton.

Below is a brief overview - simplified rules.

**Scoring System**

- A match consists of the best of 3 games of 21 points.
- Every time there is a serve — there is a point scored.
- The side winning a rally adds a point to its score.
- The winning side must win the game by a 2 point lead.
  - At 20 all, the side which gains a 2 point lead first, wins that game.
  - At 29 all, the side scoring the 30th point, wins that game.
- The winning side of each game serves first in the next game.

**Time Outs (Intervals) and Change of Ends**

- When the leading score reaches 11 points in each game, players have a 60 second time out.
- A two-minute time out is allowed between each game.
- In the third game, players change ends (switch sides) when the leading score reaches 11 points.

**Doubles Play**

- A side has only one ‘service’. If a fault occurs during service, the receiving side scores a point and becomes the serving side.
- At the beginning of the game and when the serving side’s score is even, the serve must occur from the right service court.
- When the serving side’s score is odd, the serve must occur from the left service court.
- If the receiving side wins a rally, the receiving side scores a point and becomes the new serving side.
- **Switching Service Courts**
  - If the serving side wins a rally, the serving side scores a point and the same server must serve again from the alternate service court.
  - Players do not change their respective service courts until they win a point when their side is serving.
- If players commit an error in the service court, the error is corrected when the mistake is discovered.
- The service passes consecutively to the players as shown in the diagram on the next page.
**SCENARIO**

- A doubles match between A & B against C & D.
- A & B won the toss and decided to serve – A will serve to C.
- A shall be the initial server while C shall be the initial receiver.

### Note that this means:
- The order of server depends on whether the score is odd or even.
- The service court is changed by the servicing side only when a point is scored. In all other cases, the players continue to stay in their respective service court from where they played the previous rally. This guarantees an alternate server.