



Badminton

Doubles Rules



1. Pre-Game – Equipment, Game Time, Defaults

Play that is competitive, overly aggressive, rough and/or unsportsmanlike such as pushing, shoving, elbowing, shouldering, tripping, hacking, slashing, sliding, tackling, ball blasting, chirping, name calling, threats and intimidation, is prohibited and will not be tolerated by FCSSC. FCSSC IS FIRST-AND-FOREMOST-FOR-FUN. ANY ROUGH OR PHYSICAL PLAY WILL RESULT IN IMMEDIATE EXPULSION FROM THE GAME, THE LEAGUE, THE CLUB AND/OR ALL OF THE ABOVE. All players should go out of their way to avoid contact with other players and/or eliminate actions or behaviours that could jeopardize player safety. If accidental contact occurs it is expected that players will apologize for that contact, ensure everyone is alright and stop the game to seek appropriate help as required. **This rule supersedes all others!**

Equipment/Set-Up: Players are responsible to bring their own racquets. Shuttles will be provided on-site. Players are encouraged to help with the set-up and take-down of nets, but please wait for the Game Coordinator to provide instruction.

Game Time: Please arrive 15 minutes early so that you can start your games on time. Games are 55 minutes in length, comprised of as many games (to 21) as possible in that time.

2. In Game – General Rules, Scoring, Faults

21 Rally Point Scoring System

At the beginning of the game, the server serves from the right-side of the court.

- If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.
- If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.
- When the score is even, the server serves from the right court. When it is odd, the server serves from the left court.
- The players do not change their respective service courts until they win a point when their side is serving.

Toss

Occurring before the match proper, the winner of the toss, or the opening volley, has the choice of serving choosing which part of the court they'll play on, meaning the loser has the other choice. The victor of the opening game of the match serves first in the subsequent game.

Score

A winning score in badminton is 21. A player must win by two points unless the score is tied 20-20, the 30th point would then win that game. The winner of a badminton match is the one who wins the best of three games. Should one team win the first two games the match is over, but teams are encouraged to continue playing for fun.

Receiving Courts

A player serves and receives in the right service court if their opponent has scored an even number of points at that juncture of the game. A player serves and receives in the left service court if their opponent has scored an odd number of points at that juncture of the game. The shuttle is volleyed back and forth until a fault is committed or the shuttle has exited the field of play.

Faults

Faults can occur for a wide variety of reasons, including improper shuttle contact, improper shuttle landing, improper player contact, player misconduct, or double hits.

If a player does any of the following, it is considered a fault;

- Touches the net or its supports with their body, racquet or clothing.
- Crosses the plane of the net with their body, racquet or clothing. Exception: You can cross the plane (without touching the net) if you have contacted the shuttle on your side of the net first.
- Crosses under the plane of the net with their body, racquet or clothing.
- Hard smashing is discouraged in FCSSC badminton leagues. Please respect the level of your opponents.

Lets

Lets can be called for a variety of reasons, including if a shuttle is caught on top of or in the net, if both players fault, if a player is unready for a serve, if a shuttle falls apart, or if there is a service court error.

Scoring

Points are scored if a serve lands on the opponent's court without being volleyed back or if the opponent returns a volley outside of the field of play. The player who gains the point retains the serve until it is broken by the opponent.

Service Court Errors

A service court error has been committed if a player has served out of their rotation, if a player has served from the wrong court, or if a player is standing on the wrong court while receiving a serve. Service court errors can only be enforced if discovered prior to the next serve. If the error is discovered and it both sides committed it, a "let" will result. If the offending player won the rally, it shall also be a 'let'. If the offending player lost the rally, the error is null.

3. Post-Game – Departure & Score Reporting

Discrepancies: All games are self-refereed. Any disputes will be discussed amongst the two team captains. Please play honestly and call your own infractions (in the kitchen, net, etc). If a dispute cannot be settled the point should be re-served

Score Reporting: Captains from each team are responsible for reporting or confirming game scores within 48 hours of the completion of the game. Scores can be reported or confirmed via our website at www.forestcityssc.ca. Score reporting reminders are NOT sent via email in the new system, so captains are asked to remember to log in to their accounts to report the scores.

Departure: Each week after your game, it is important to leave the court in a timely manner. Teams could be playing after you and will need to get their game started on time. It is also possible that the facility could be closing upon the completion of your game and all staff and FCSSC members will need to depart at that time.