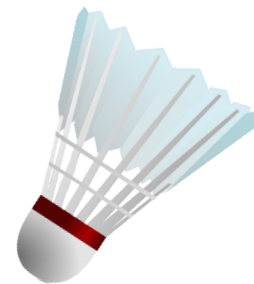




Badminton

Doubles Rules

Updated August 27, 2025



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

Spirit of the League: The primary focus of FCSSC is FUN! This league is a positive and encouraging environment that is welcoming to players of all backgrounds and playing abilities, with the goal of getting moving, meeting new people, and having fun while doing it! We look forward to an awesome season of welcoming and inclusive play.

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 all right and stop the game to seek appropriate help as required. This rule supersedes all others!

Game Host: You will have an FCSSC Game Host on site to make sure everyone is having FUN during your game! They are responsible for a number of things like waivers, score reporting, rule clarifications etc. to help things run smoothly every week. FCSSC is a self-officiated league, so players are responsible for making calls on the field/court. Your Game Host is NOT a referee, but can act as a mediator if there are any disputes, and has authority in the gym! Please ask your Game Host if you have any questions or concerns during your game!

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

Game Time/Default: 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. A default will occur if any team cannot field a squad by 10 minutes after the official start time. Captains may agree to waive the rules regarding team minimum but this should be decided before the game starts. IF IT IS AGREED THAT THE GAME COUNTS, IT COUNTS!

Alcohol/Drugs: ALCOHOL AND DRUGS ARE NOT PERMITTED DURING LEAGUE PLAY! ANY OFFENDERS WILL BE ASKED TO LEAVE THE LEAGUE WITHOUT REFUND. No exceptions.

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, but teams will play all three games.

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 shuttlecock is volleyed back and forth until a fault is committed or the shuttlecock has exited the playing area.

Faults

Faults can occur for a wide variety of reasons, including improper shuttlecock contact, improper shuttlecock 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 shuttlecock 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 shuttlecock is caught on top of or in the net, if both players fault, if a player is unready for a serve, if a shuttlecock falls apart, or if there is a service court error. When a let occurs, the rally stops and is replayed, without changing the score or serving positions.

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 both sides commit 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

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 members will need to depart the building at that time.

Score Reporting: FCSSC Game Hosts will report the score for each game. Please be sure to inform your Game Host of the game's score before leaving the facility! Scores and standings can be viewed through your account at www.forestcityssc.ca Teams will rotate between various opponents throughout, and only a team's wins will be recorded in the standings (for example, a team that wins 3 of 4 games in a night will have a score of 3-0 entered).

4. Playoff Games

No Ringers: To play on playoff nights players must have played a minimum of 2 regular season games. For badminton, games=nights.

Substitutes: A player is only allowed to play for one team in each playoff round. Players cannot sub in for another team during the same round, most particularly in a championship game. Exception: a player may sub for another team in the same league during the same play-off round IF the game is not a championship game (ie, title on the line) and the team needing a sub would default the game without the substitute player (resulting in both teams being unable to play).

Playoff Matchups: For more information about playoffs (including details about how matchups are determined), please visit our policies page at www.forestcityssc.ca/page/policies