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.
- 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 side winning a game serves first in the next game.

Interval and Change of Ends

- When the leading score reaches 11 points, players have a 60 second interval.
- A 2 minute interval between each game is allowed.
- In the third game, players change ends when the leading score reaches 11 points.

Singles

- At the beginning of the game (0-0) and when the server’s score is even, the server serves from the right service court. When the server’s score is odd, the server serves from the left service court.
- If the server wins a rally, the server scores a point and then serves again from the alternate service court.
- If the receiver wins a rally, the receiver scores a point and becomes the new server. They serve from the appropriate service court – left if their score is odd, and right if it is even.

Doubles

- A side has only one ‘service’.
- The service passes consecutively to the players as shown in the diagram.
- At the beginning of the game and when the score is even, the server serves from the right service court. When it is odd, the server serves from the left 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.
- The 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.
In a doubles match between A & B against C & D. A & B won the toss and decided to serve. A to serve to C. A shall be the initial server while C shall be the initial receiver.

<table>
<thead>
<tr>
<th>Scenario</th>
<th>Score</th>
<th>Service From</th>
<th>Server</th>
<th>Winner</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Love All</td>
<td>Right Service Court because the score of the serving side is even.</td>
<td>A serves to C. A and C are the initial server and receiver.</td>
<td>C D</td>
</tr>
<tr>
<td>A &amp; B win a point. A &amp; B will change service courts. A serves again from Left service court. C &amp; D will stay in the same service courts.</td>
<td>1-0</td>
<td>Left Service Court because the score of the serving side is odd.</td>
<td>A serves to D.</td>
<td>C D</td>
</tr>
<tr>
<td>C &amp; D win a point and also right to serve. Nobody will change their respective service courts.</td>
<td>1-1</td>
<td>Left Service Court because the score of the serving side is odd.</td>
<td>D serves to A.</td>
<td>A B</td>
</tr>
<tr>
<td>A &amp; B win a point and also right to serve. Nobody will change their respective service courts.</td>
<td>2-1</td>
<td>Right Service Court because the score of the serving side is even.</td>
<td>B serves to C.</td>
<td>C D</td>
</tr>
<tr>
<td>C &amp; D win a point and also right to serve. Nobody will change their respective service courts.</td>
<td>2-2</td>
<td>Right Service Court because the score of the serving side is even.</td>
<td>C serves to B.</td>
<td>C D</td>
</tr>
<tr>
<td>C &amp; D win a point. C &amp; D will change service courts. C serves from Left service court. A &amp; B will stay in the same service courts.</td>
<td>3-2</td>
<td>Left Service Court because the score of the serving side is odd.</td>
<td>C serves to A.</td>
<td>A B</td>
</tr>
<tr>
<td>A &amp; B win a point and also right to serve. Nobody will change their respective service courts.</td>
<td>3-3</td>
<td>Left Service Court because the score of the serving side is odd.</td>
<td>A serves to C.</td>
<td>A B</td>
</tr>
<tr>
<td>A &amp; B win a point. A &amp; B will change service courts. A serves again from Right service court. C &amp; D will stay in the same service courts.</td>
<td>4-3</td>
<td>Right Service Court because the score of the serving side is even.</td>
<td>A serves to D.</td>
<td>C D</td>
</tr>
</tbody>
</table>

Note that this means:

- As in singles, 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.