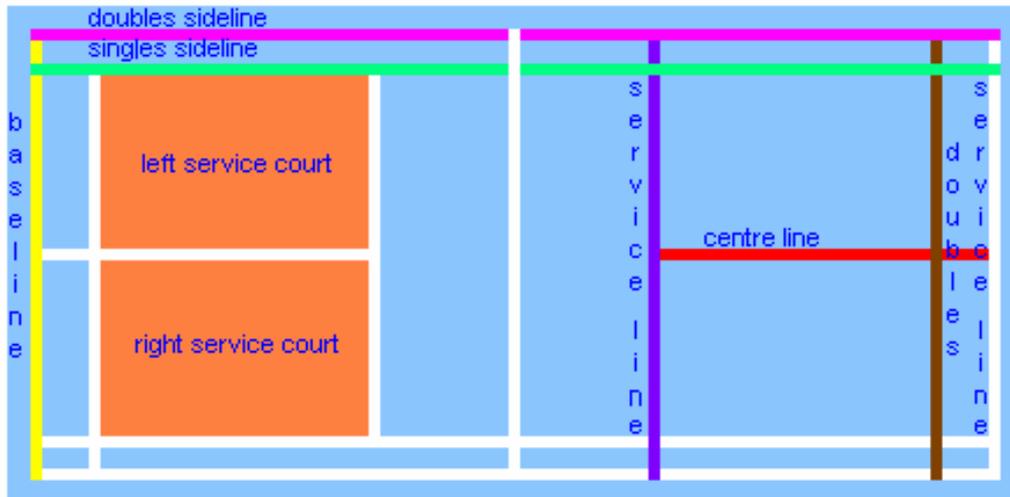


Umpiring in Badminton

The Court



Starting a Match

Before beginning to play opposing sides toss a coin or spin a racket.

The winning side chooses to either:

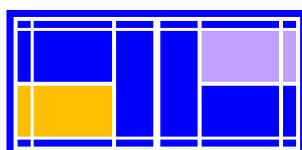
-  serve
-  receive or
-  play at a particular end of the court
-  The losing side may make the remaining choice.

Scoring

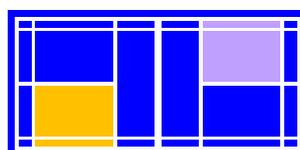
-  The player who wins the rally can add a point to their score.
-  A game is won by the first side to score 21 points.
-  The right to serve is decided by the previous rally. The winner of the rally wins a point and the right to serve.
-  The shuttle is hit alternately by the server and receiver until a 'fault' is made or the shuttle ceases to be in play.

Serving

-  All games start with the Server and Receiver standing on the right side of the court.
-  If you have an even number of points you serve from the right service court.
-  If you have an odd number of points you serve from the left service court.



SINGLES



DOUBLES

-  Server stands in area
-  Shuttle must land in area

Serving in Doubles

- Pair A & B are playing Pair C & D. If either pair wins a rally, they win a point. The serve is delivered from the right hand box if the score is an even number, and the left hand box if the score is an odd number.
- Each side is only allowed one serve; once they have lost the rally, the opposing pair win a point and the right to serve.
- At 0 – 0, the person in the right hand court serves first (person A). Person A continues to serve until they lose a rally, serving from alternative service courts. Pair C & D remain in the same service courts to receive.
- Once Pair C & D win the rally, they win a point, and person D serves from the left hand court, as their score is 1. They continue to serve until they lose a rally, serving from alternative service courts.
- Once Pair A & B win the rally, it is person B's turn to serve, serving from the side that correlates with their score. They continue to serve until they lose a rally, serving from alternative service courts.
- When Pair C & D win a rally, it is person C's turn to serve, serving from the side that correlates with their score. They continue to serve until they lose a rally, serving from alternative service courts.
- When Pair A & B win a rally, it is again person A's turn to serve, and serving continues in this order; person A, then person D, then person B, then person C.



Correct Service

In a correct service:

-  Server and receiver stand within diagonally opposite service courts
-  The shuttle is hit below the server's waist.
-  The shuttle falls in the receiver's court
-  The shaft of the racquet must be pointing in a downward direction when the shuttle is struck.

Faults

A fault is when:

-  A service is not correct
-  The server swings and misses the shuttle
-  The shuttle lands outside the service court or passes through or under the net
-  The shuttle touches an object other than the player's racket or net.
-  The shuttle is not hit on the server's side of the net.
-  A player touches the net with their racket or body
-  A player hits the shuttle twice in succession except with one stroke



What is a let?

A let occurs when play is stopped due to an unforeseen or accidental incident. When a let occurs, the player who served last shall serve again.

Changing Ends

The players change ends when the leading score reaches 11.

