BADMINTON (Male Singles-430, Male Doubles-465, Female Singles-455, Female Doubles-456)

ELIMINATION/PERFORMANCE EVENT

Game

1. One match will consist of a best two (2) out of three (3) games.
2. Each game will be 11 points.
3. If the score becomes 10-10, the first side that gains a two-point lead will win the game.
4. At the end of each game, the players are required to change sides for the next game.
5. Before the match, one (1) minute will be given to players for warm-up.
6. If the shuttlecock lands inside the inner sidelines or the back boundary lines of the court during the match, it is considered "in" even if it bounces out after. Therefore, a point will be awarded to the player who hit the shuttlecock earlier.
7. If the shuttlecock lands outside the inner sidelines or the back boundary lines of the court during the match, it is considered "out." A point will be awarded to the player who did not hit the shuttlecock earlier.

Timeout

There will be a one-minute break after each game.

Additional Notes

Players and/or coaches will be cautioned for bad language/unsportsmanlike conduct. If the umpire decides that their negative attitudes are excessive, they will be ejected from the game and the competition itself.

Scoring

This will be a single-elimination event.

Elimination round: There will be one match to 30 points. The teams will switch sides at 15 points.

Final round: There will be one straight match to 35 points, with a change of courts at 18 points. Whoever reaches 35 points first will win the championship.

Serving

Determining Service: The server will be determined by a shuttlecock toss. The shuttlecock will be tossed into the air and wherever the cork of the shuttlecock is pointing, that student will choose whether to serve or receive.

Singles

1. The server shall serve from the **right service court when the server's score is even** and from the **left service court when the server's score is odd**.
2. The serve shall be made **diagonally** into the opponent's service court.
3. When the server wins a rally, the server shall continue serving and shall change service courts.
4. When the receiver wins a rally, the receiver shall become the server.

Doubles

1. The serving team's score determines the service court. The server shall serve from the **right service court when the team's score is even** and from the **left service court when the team's score is odd**.
2. The serve shall be made **diagonally** into the opponent's service court.
3. When the serving team wins a rally, the same server shall continue serving from the opposite service court.
4. When the receiving team wins a rally, that team shall become the serving team.
5. Players shall change service courts only when their team wins a rally while serving.

Service Court Boundaries

1. In **singles**, the serve must land within the inside sidelines and the back boundary line.
2. In **doubles**, the serve must land within the outside sidelines and the **back doubles service line**.
3. A serve must cross the net and land in the proper diagonal service court.

Legal Serve Execution

Every serve must meet the following technical requirements at the moment of impact:

1. Underhand Motion: The racket head must point in a downward direction when hitting the shuttlecock.
2. When serving backhand, the entire shuttlecock must be below the server's waist (defined as the lowest rib) at the exact moment of impact. The shaft of the racket must be pointing in a downward direction, meaning the entire racket head must be noticeably below the server's hand holding the shuttlecock.
3. Continuous Motion: Once the server's racket starts moving forward, the movement must remain continuous until the serve is completed.
4. Stationary Feet: Both the server and the receiver must keep both feet in contact with the court in a stationary position until the serve is struck. Feet cannot touch any boundary lines.
5. Hitting the Base: The server's racket must initially hit the base (cork) of the shuttlecock.

In-Play Violations (What NOT to do during a rally)

1. **DO NOT** touch the net: Neither your body, clothing, nor your racket may touch the net or its supports while the shuttle is in play. A point will be given to the opposing team of whoever touched the net.
2. **DO NOT** reach over the net: You cannot hit the shuttle on the opponent's side of the net. You may only follow through across the net after making contact on your own side. A point will be given to the opposing team of the player who reached over the net.
3. **DO NOT** hit the shuttle twice: A player (or a doubles team) cannot hit the shuttle twice in succession on the same stroke. A point will be given to the opposing team of whoever hit the shuttle twice.
4. **DO NOT** catch or carry the shuttle: The shuttle cannot be caught, slung, or held on the racket strings during a stroke.
5. **DO NOT** obstruct your opponent: You cannot invade the opponent's court under the net or prevent them from making a legitimate stroke (such as standing right at the net with your racket up while they are playing a shot close to the net).

6. **DO NOT** hit the ceiling or fixtures: The shuttle is out if it hits the ceiling, sidewalls, or any object outside the court.
7. **DO NOT** let the shuttle touch your body: If the shuttle touches your clothes or any part of your body, it is an immediate fault, even if it was going out of bounds.