



National Veterans Golden Age Games

BADMINTON

INSTRUCTIONS TO ATHLETES & RULES

In light of high interest and number of entries in Badminton and the limited court time, matches may be shortened at the discretion of the tournament manager. For example early round matches may be one game of 21 points.

1. Competition numbers must be worn, (Front and Back)
2. You may not be assisted or coached in the competition area.
3. A match consists of the best of 3 games of 21 points.
4. Every time there is a serve; there is a point scored.
5. The side winning the “rally” adds a point to its score.
6. At 20-all, the side which gains a 2-point lead first, wins that game.
7. At 29-all, the side scoring the 30th point, wins that game.
8. The side winning a game serves first in the next game.
9. When the leading score reaches 11, a 1 minute break is allowed.
10. Between games, a 2 minute break is allowed.
11. In the 3rd game, change ends when the leading score is 11.

SINGLES:

1. At the beginning of each game 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.
2. If the server wins a rally, the server scores a point and serves again from the alternate service court.
3. If the receiver wins a rally, the receiver scores a point and becomes the new server. (Even score=right; Odd score =left)

DOUBLES:

1. At the beginning of each game 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.
2. The service passes consecutively.
3. If the serving side wins the rally, it scores a point and the same server serves again from the alternate service court.
4. If the receiving side wins the rally, it scores a point and becomes the new serving side.

5. The players do not change their respective service court until they win a point when their side is serving.
6. If players commit an error in their service court, the error is corrected when the mistake is discovered.
7. The service courts are changed by the serving 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 previous rally. This shall guarantee alternate server.

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.

Course of action / Explanation	Score	Service from Service Court	Server & Receiver	Winner of the rally		
	Love All	Right Service Court. Being the score of the serving side is even.	A serves to C A and C are the initial server and receiver.	A & B.	C	D A
A & B win a point. A & B will change service courts. A serves again from Left service court. C & D will stay in the same service courts.	1-0	Left Service Court. Being the score of the serving side is odd.	A serves to D	C & D.	C	D A
C & D win a point and also right to serve. Nobody will change their respective service courts.	1-1	Left Service Court. Being the score of the serving side is odd.	D serves to A.	A & B.	C	D A
A & B win a point and also right to serve. Nobody will change their respective service courts.	2-1	Right Service Court. Being the score of the serving side is even.	B serves to C	C & D	C	D A
C & D win a point and also right to serve. Nobody will change their respective service courts.	2-2	Right Service Court. Being the score of the serving side is even.	C serves to B	C & D	C	D A
C & D win a point. C & D will change service courts. C serves from Left service court. A & B will stay in the same service courts.	3-2	Left Service Court. Being the score of the serving side is odd.	C serves to A	A & B	D	C A
A & B win a point and also right to serve. Nobody will change their respective service courts.	3-3	Left Service Court. Being the score of the serving side is odd.	A serves to C	A & B	D	C A