



<p><b>RULES</b></p>	<p>court.</p> <ul style="list-style-type: none"> <li>• The victor of the first game of the match serves first in the subsequent game and so forth.</li> <li>• At the beginning of the game, the server serves from the right-side of the court.</li> <li>• If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.</li> <li>• If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.</li> <li>• When the score is even, the server serves from the right court. When it is odd, the server serves from the left court.</li> <li>• The players do not change their respective service courts until they win a point when their side is serving.</li> <li>• 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 shuttle is volleyed back and forth until a fault is committed or the shuttle has exited the field of play.</li> </ul>
<p><b>SCORING</b></p>	<ul style="list-style-type: none"> <li>• 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 court. The player who gains the point retains the serve until it is broken by the opponent.</li> <li>• A winning score in badminton is 21. A player must win by two points unless the score is tied 29-29, the 30<sup>th</sup> point would then win.</li> <li>• The winner of a badminton match is the one who wins the best of 3 games. Should one team win the first 2 games the match is over.</li> </ul>
<p><b>FAULTS, LETS AND ERRORS</b></p>	<p><b>Faults</b></p> <ul style="list-style-type: none"> <li>• Faults can occur for a wide variety of reasons, including: <ul style="list-style-type: none"> <li>○ Improper shuttle contact, improper shuttle landing, improper player contact, player misconduct, or double hits.</li> <li>○ A player touches the net or poles with their body, racquet or clothing.</li> <li>○ Crosses the plane of the net with their body, racquet or clothing. <i>Exception: You can cross the plane (without touching the net) if you have contacted the shuttle on your side of the net first.</i></li> <li>○ Crosses under the plane of the net with their body, racquet or clothing.</li> </ul> </li> <li>• Hard smashing is discouraged in SSC badminton leagues. Please respect the level of your opponents.</li> </ul> <p><b>Lets</b></p> <ul style="list-style-type: none"> <li>• Lets can be called for a variety of reasons, including if a shuttle is caught on top of or in the net, if both players fault, if a player is unready for a serve, if a shuttle falls apart, or if there is a service court error.</li> </ul> <p><b>Service Court Error</b></p> <ul style="list-style-type: none"> <li>• 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 committed 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.</li> </ul>

Remember... Always have fun!