



Bellingham Parks & Rec Badminton Rules

Basic Rules and Information

Doubles badminton is played with four players, or two on each side of the net. The boundaries of a doubles game are marked by the outer lines of the court. The one exception to this rule is that the server uses the inner back line. The net on a doubles badminton court is set at 5 feet high. Rules for doubles badminton play are set by the International Badminton Federation.

Net Height

The Badminton World Federation mandated the official net height in 1934 and it has not changed since. The universally accepted net height, for singles and doubles play, is 5 feet in the center and 5 feet, 1 inch at the poles, which are situated just outside the court's doubles lines. Players must clear the net with the shuttle within the confines of the singles or doubles lines for the play to be considered good.

Team

In this league, a doubles team consists of two players, ages 12 and older. If one player is under 18 years of age, the second player must be at least 18 years old.

Service

Before each doubles match begins, service is determined by the flip of a coin. The International Badminton Federation, or IBF, states that service for doubles always takes place in the right service court. The team that serves is known as the server and the other team is known as the receiver. The receiver in the court that is diagonally across from the server, must return the shuttle. After the initial serve is returned, play continues with any player hitting the shuttle from any court. Serving alternates between the right and left courts as long as the initial server wins points. Once the serving team loses a point, the serve is won by the other team. When the first team wins the serve again, the second player on the first team now serves.

General Play

After the serve has been returned, either doubles partner can return the shuttle from any position on the badminton court, according to the IBF. Shuttles that land on the boundary lines are considered inbounds. The shuttle is considered "good" and play is continued even when it touches the net but still passes over to the other side. Shuttles that touch the ground in between plays are faults and result in a point. Each doubles team--but only one player at a time--can hit the shuttle once before it passes over the net.

Points

When the server wins the rally, they score a point, retains the serve and moves to the alternate service court to serve again. In official BWF play, the receiver may also score points during a rally. If the receiver scores a point then they now become the serving team.

Faults

In official BWF games, faults result in a point for your opponent and you must surrender the serve. Swinging at, but missing, the shuttle on the serve is a fault; as is hitting the shuttle so it passes underneath, rather than over, the net. You can also receive a fault when you hit the shuttle out of bounds or for touching the shuttle with your body or clothing.

Match

A badminton match consists of a best two-out-of-three game series. The BWF requires players to win a game by a margin of two points. Play each game to 21 points unless, without a two-point margin, the score reaches 29-all. At 29-all you only need a one-point margin, meaning the first player to reach 30 points is the winner.

At the completion of each game team switch sides of the net. During the third game, players switch sides after the first team has reached 11 points.