

LAWS OF BADMINTON

AS ADOPTED BY THE BATH BADMINTON CLUB, BATH, ENGLAND.

1. The Net extends 8 feet on each side of the central line of the courts and at right angles to it. The height of the net is 5 feet at the centre, and 5 feet 1 inch at the posts.

NOTE.—The top of the Net should be supported by a stout cord tightly strained; an iron or other rod supported in the centre is bad. The Net should be of fine cord and $2\frac{1}{2}$ feet deep. The post should extend to the roof or ceiling. A side or stop net outside the post will assist in determining whether the play is outside the posts or not.

2. The Courts are laid out as follows:

At a distance of 6 feet 6 inches from the centre of the Net, the "short" service line is set off at right angles to the central line and extending 10 feet on each side of it.

At 15 feet 6 inches from this line the base line is drawn parallel to it, and also extending 10 feet on each side of the central line.

The Court is completed by joining the ends of the "short" service line to the ends of the Net nearest to them, and to the ends of the bank boundary or base line,

The central line is terminated, on each side, by the "short" service line and the back boundary or base line.

3. The sides toss for choice of ends or service before the first game of a Match, and change to the other side of the Net after each game. If the winner of the toss chooses the right to serve, the losers shall have choice of sides, and *vice versa*.

4. The single-handed and double-handed game consists of 15 aces. At "13 all," the side which first reaches 13 has the option of "setting" five; at "14 all," of "setting" three. In three-handed or in four-handed games, the game consists of 21 aces. First set is at 19 all; second set is at 20 all.

5. A Fault made by a player whose side is "in" puts a hand out; if made by a player whose side is "out" it counts an "ace" to the "in" side.

6. It is a *fault*—

(a) If the service is "overhand," *i. e.*, when, at the instant of striking a shuttlecock, the server's bat or wrist is higher than his elbow or shoulder; or if the first part of the path of the shuttlecock is inclined downwards.

(b) If the service falls into the wrong court, *i. e.*, not into the one diagonally opposite to the server.

(c) If the service falls *short* of the service line or *outside* the bounding lines.

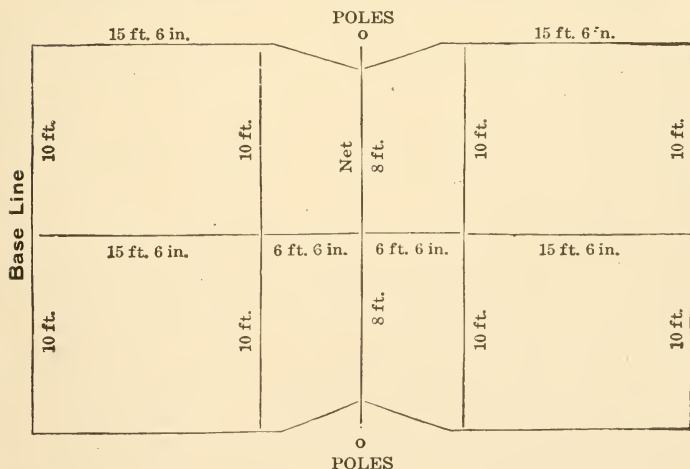
(d) Unless both the server's feet are in his own court.

NOTE.—A foot on a line is held to be out of court.

(e) If, either in service or play, the shuttlecock fall outside the bounds of the court.

NOTE.—A shuttlecock falling on any line is held to have fallen in the court of which such line is a boundary, *i. e.*, the striker gets the benefit of the doubt.

CORRECT DIAGRAM OF A BADMINTON COURT.



- (f) If, either in service or play, the shuttlecock does not pass between the posts, or if it pass under or through the net, or touch the *roof, or the person or dress of any player, or the side walls, or ANYTHING* except the bat of the striker, or the top of the net.
- (g) If the shuttlecock be hit twice intentionally by the same player, and be touched or hit by a player or his partner.
- (h) If the shuttlecock be struck before it crosses to the striker's side of the Net.
- (i) If the striker touch the Net or its supports with his racket or otherwise.

7. It having been decided, as laid down in Rule 3, which side is to have the first hand, the player in the right-hand court of that side commences the game by serving to the player in the adverse right-hand court; if that player return the shuttlecock, it must be hit back by the "in" side and then returned by the "out" side till a *fault* is made by one side or the other. If the fault is made by the "in" side, the server's hand is "out," and the player in the right-hand adverse court now becomes the server; but if the serve is not returned, or the *fault* is made by the "out" side, the "in" side scores an *ace*. The "in" side then changes courts, the server now being in the left court and serving to the adverse left court. The game is continued in this manner, court being changed after each *ace* is made. The service line is disregarded after the serve is returned.

8. The sides go in alternately to the end of the match.

9. The innings of a side always begin with the player in the right-hand court.

10. Serves must be made alternately from each court into the one diagonally opposite to it.

11. The server may stand anywhere he likes in his own court.

12. In 2, 3 and 4 handed games, the side beginning a game has only one hand in its first innings if there are 2 a side, and

only two hands if there are 3 a side. In every subsequent innings, each partner of a side has a hand in regular rotation.

13. In a 2 handed game, only the person served to may take the serve; but in a 3 or 4 handed game, the player standing back may take the serve if the shuttlecock has passed the player in front without being touched.

14. No player of a side, except in single games, may take two consecutive serves.

15. The server may not serve till his opponent is ready, but if a return of the service be attempted the player shall be deemed ready.

16. Any unforeseen or accidental hindrance may be given a "Let" by the Umpire on appeal from either side before the next service commences or before the players have changed sides at the end of a game. A *let* cannot be claimed if an attempt has been made to strike the shuttlecock.