



Intramural Badminton Competition Rules

- Adapted from [World Badminton Federation- Simplified Badminton Rules](#) for the purpose of Intramural Sport.

Scoring

- A match consists of the best of 3 games of 15 points.
- Every time there is a serve – there is a point scored.
- The side winning a rally adds a point to its score.
- At 14 all, the side which gains a 2 point lead first, wins that game.
- At 20 all, the side scoring the 21st point, wins that game.
- The side winning a game serves first in the next game.

Interval and Change of Ends

- When the leading score reaches 8 points, players have a 30 second interval.
- A 1 minute interval between each game is allowed.
- In the third game, players change ends when the leading score reaches 8 points.

Singles

- At the beginning of the game (0-0) 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.
- If the server wins a rally, the server scores a point and then serves again from the alternate service court.
- If the receiver wins a rally, the receiver scores a point and becomes the new server. They serve from the appropriate service court – left if their score is odd, and right if it is even.

Doubles

- A side has only one 'service'.
- The service passes consecutively to the players as shown in the diagram below.
- At the beginning of the game and when the score is even, the server serves from the right service court. When it is odd, the server serves from the left court.
- If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.
- If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.
- The players do not change their respective service courts until they win a point when their side is serving.

If players commit an error in the service court, the error is corrected when the mistake is discovered.

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.



Scenario	Score	Service From	Server	Winner				
	Love All	Right Service Court because the score of the serving side is even.	A serves to C. A and C are the initial server and receiver.	A & B <table border="1" style="display: inline-table; vertical-align: middle;"> <tr><td>C</td><td>D</td></tr> <tr><td>B</td><td>A</td></tr> </table>	C	D	B	A
C	D							
B	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 because the score of the serving side is odd.	A serves to D.	C & D <table border="1" style="display: inline-table; vertical-align: middle;"> <tr><td>C</td><td>D</td></tr> <tr><td>A</td><td>B</td></tr> </table>	C	D	A	B
C	D							
A	B							
C & D win a point and also right to serve. Nobody will change their respective service courts.	1-1	Left Service Court because the score of the serving side is odd.	D serves to A.	A & B <table border="1" style="display: inline-table; vertical-align: middle;"> <tr><td>C</td><td>D</td></tr> <tr><td>A</td><td>B</td></tr> </table>	C	D	A	B
C	D							
A	B							
A & B win a point and also right to serve. Nobody will change their respective service courts.	2-1	Right Service Court because the score of the serving side is even.	B serves to C.	C & D <table border="1" style="display: inline-table; vertical-align: middle;"> <tr><td>C</td><td>D</td></tr> <tr><td>A</td><td>B</td></tr> </table>	C	D	A	B
C	D							
A	B							
C & D win a point and also right to serve. Nobody will change their respective service courts.	2-2	Right Service Court because the score of the serving side is even.	C serves to B.	C & D <table border="1" style="display: inline-table; vertical-align: middle;"> <tr><td>C</td><td>D</td></tr> <tr><td>A</td><td>B</td></tr> </table>	C	D	A	B
C	D							
A	B							
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 because the score of the serving side is odd.	C serves to A.	A & B <table border="1" style="display: inline-table; vertical-align: middle;"> <tr><td>D</td><td>C</td></tr> <tr><td>A</td><td>B</td></tr> </table>	D	C	A	B
D	C							
A	B							
A & B win a point and also right to serve. Nobody will change their respective service courts.	3-3	Left Service Court because the score of the serving side is odd.	A serves to C.	A & B <table border="1" style="display: inline-table; vertical-align: middle;"> <tr><td>D</td><td>C</td></tr> <tr><td>A</td><td>B</td></tr> </table>	D	C	A	B
D	C							
A	B							
A & B win a point. A & B will change service courts. A serves again from Right service court. C & D will stay in the same service courts.	4-3	Right Service Court because the score of the serving side is even.	A serves to D.	C & D <table border="1" style="display: inline-table; vertical-align: middle;"> <tr><td>D</td><td>C</td></tr> <tr><td>B</td><td>A</td></tr> </table>	D	C	B	A
D	C							
B	A							

Note that this means:

- As in singles, the order of server depends on whether the score is odd or even.
- The service court is changed by the servicing 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 the previous rally. This guarantees an alternate server.