



CHRISTIAN SCHOOLS EVENTS NETWORK

BADMINTON RULES

GENERAL

- Fixtures can be found on the CSEN website (www.csen.org.au)
- Age Groups (Primary – Year 5 & 6, Junior – Year 7 & 8, Intermediate – Year 9 & 10, Senior – Year 11 & 12)
- Schools may use an emergency from a younger age group if required to avoid a forfeit, at a maximum of one male student and one female student per sport, per day.
- All teams are expected to carry enough match shuttles, a first aid kit and an alternate strip to avoid colour clashes. (A set of bibs is acceptable).

PLAYER RESTRICTIONS

- Rally Day - Maximum of 2 players per match
- Championship / Semester Sport – Minimum of 4 players per match, Maximum of 8 players. All players must play at least one game.
- Best ability pair to be ranked # 1, second best pair to be ranked # 2 etc.

TIMING OF GAMES

- Rally Day / Lightning Premiership – as per fixture
- Championship / Semester Sport – 4 singles games and 2 doubles games played to 15 points (must win by 2). Result will be out of 6 games.
 - Tiebreaker will be total points scored.
 - If still tied, a draw will be recorded.

UNIFORM

- Refer to the relevant [Semester Sport](#) policy or the [Rally Day](#) policy.
- Players must wear school sports uniform.
- Players not correctly attired should not be permitted to compete.

EQUIPMENT

- Feather shuttles (level 3 recommended).

UMPIRES

- Students are responsible for umpiring themselves.

RULES

- Badminton is conducted under the rules of the Australian Badminton Association. A summary has been provided below.
- Play must be continuous. An ill or injured player must be able to continue within five minutes or the match will be forfeited.

THE AIM OF THE GAME

Badminton is played over the best of three games, first to 15 for each game. Points are given when one of the following happens:

WINNING POINTS

- The shuttle hits the court floor on your opponents' side within the lines
- The shuttle is hit out of the court lines and reaches the floor by your opponent
- The shuttle fails to reach your side of the net
- The shuttle is served above the waist when you're receiving

BASIC RULES

- The server is required to hit the shuttle below the hip when serving, if the serve is above the hip, this is deemed a fault.
- A shuttle can only be hit once upon returning a serve/shot
- The shuttle must be volleyed over the net to continue play
- A serve must be served diagonally with the opponents standing within their respective diagonal boxes
- Players cannot make contact with the net



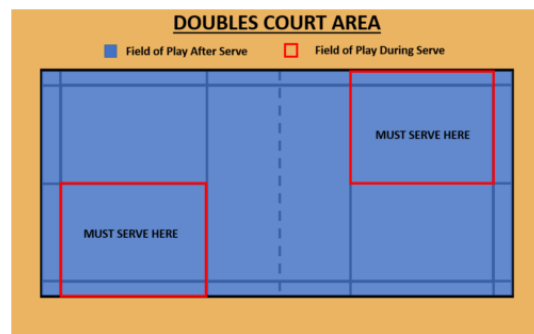
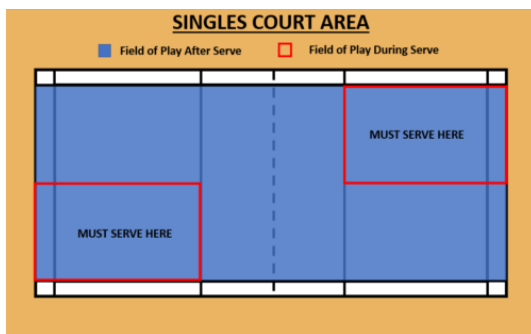
CHRISTIAN SCHOOLS EVENTS NETWORK

BADMINTON RULES

- The service is always given to the winner of the previous point, meaning it will alternate on the point won.
- The serve must alternate their location from left box to right box or vice versa when maintaining serve

SINGLES V DOUBLES COURTS

Singles and doubles vary in their use of the lines on the court and these are important because of the number of players means that more or less area can be covered. Below we have two diagrams showing the difference. An easy way to think about the court changes are, Singles; long and skinny all the time, Doubles; short and fat when serving then full court during play.



LATENESS RULE

- Rally Day / Lightning Premiership – forfeit of match

RESULTS

- Semester Sport – sent through to cse@csen.au within 24 hours of completion of the match on the results sheet by the winning team.
- Championship / Rally Day / Lightning Premiership – taken to the convener of the sport immediately on the completion of the match.