

Badminton Singles Rules

- A player must wait until his opponent is ready before serving. If the opponent attempts a return then he is ruled having been ready.
- The feet of both players must remain in a stationary position until the serve is made. Your feet can not be touching the line at this time.
- It is not a fault if you miss the shuttle while serving.
- The shuttle cannot be caught and slung with the racket.
- A player cannot hold his racket near the net to ward off a downward stroke by his opponent or to interfere with his racket.

Faults

- The shuttle, at the instant of being hit is higher than the servers waist or the head of the racket is higher than the servers racket hand.
- The shuttle does not land in the correct service court.
- The server's feet are not in the service court or if the feet of the receiver are not in the court diagonally opposite the server.
- The server steps forward as he/she serves.
- Any player balking or feinting his opponent before serve or during serve.
- A serve or shot that lands outside the court boundaries, passes under or through the net, touches any other obstructions or a players body or clothing. The boundary and service lines are considered in play.
- The shuttle in play is struck before it crosses the net to the striker's side of the net. You may follow through over the net.
- A player touching the net or its supports with his body or racket while the shuttle is in play.
- Hitting the shuttle twice in succession by a player or team.

Scoring System

- A match consists of the best of 3 games of 21 points.
- Every time there is a serve – there is a point scored.
- The side winning a rally adds a point to its score.
- At 20 all, the side which gains a 2 point lead first, wins that game.
- At 29 all, the side scoring the 30th point, wins that game.
- The side winning a game serves first in the next game.

Interval and Change of Ends

- A 1 minute interval between each game is allowed.
- In the third game, players change ends when the leading score reaches 11 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.