

Scoring system and service

The basics:

ACSSL Badminton Contest is organized in five disciplines: men's and women's singles, men's and women's doubles, and mixed doubles, in which each pair is a man and a woman, for both competitive and recreational groups.

In the regular games, shuttlecocks with a plastic skirt are provided, while in the play-off, shuttlecocks with feather are used.

At the start of the rally, the server and receiver stand in diagonally opposite service courts. When the server serves, the shuttlecock must pass over the service line otherwise it will count as a fault

A badminton serve must be hit from below the waist in underhand form (upwards), and the shuttlecock is not allowed to bounce.

In singles, the server stands in his right service court when his score is even and in his left service court when his score is odd.

In doubles, both players of a pair would serve before the service returned to the other side: in order to regain the service, the receiving pair had to win two rallies (not necessarily consecutively). If the serving side wins a rally, the same player continues to serve, but he changes service courts. When the serving side loses a rally, the serve passes to his partner. If they lose it again, the serve passes to their opponents. If their new score is even, the player in the right service court serves first; if odd, the player in the left service court serves first. The players' service courts are determined by their positions at the end of the rally.

Regular game:

Each game is played up to 15 points, with players scoring a point when they win a rally and also on their serve. If the player loses the rally, the opponent serves.

Play-off:

A match is the best of three games. Each game is played up to 15 points, with players scoring a point whenever they win a rally and also on their serve.

Details

Score: If the score reaches 14-all, then the game continues until one side gains a two point lead (such as 16-14), up to a maximum of 20 points (20-19 is a winning score).

Serve: At the start of a match a coin is tossed. The winners of the coin toss may choose whether to serve or receive first, or they may choose which end of the court they wish to occupy. Their opponents make the remaining choice.

In subsequent games, the winners of the previous game serve first. For the first rally of any doubles game, the serving pair may decide who serves and the receiving pair may decide who receives.

The server and receiver must remain within their service courts, without touching the boundary lines, until the server strikes the shuttlecock. The other two players may stand wherever they wish, so long as they do not unsight the opposing server or receiver.

Ends: The players change ends at the start of the second game; if the match reaches a third game, they change ends both at the start of the game and when the leading pair's score reaches 8 points.

Faults

Players win a rally by striking the shuttlecock onto the floor within the boundaries of their opponents' court. Players win a rally if their opponents commit a fault.

- If a serving player strikes the shuttlecock from above his waist;
- If a serving player's racket is not pointing downwards at the moment of impact (any angle below the horizontal is acceptable);
- Either the server or the receiver lift a foot before the shuttlecock has been struck by the server;
- A player hits the shuttlecock once and then hits it with a new movement or carries and slings the shuttlecock on his racket.
- If the shuttlecock hits the ceiling.

Lets

If a let is called, the rally is stopped and replayed with no change to the score. Lets may occur due to some unexpected disturbance.

If the receiver is not ready when the service is delivered, a let shall be called; yet if the receiver makes any attempt to return the shuttlecock, he shall be judged to have been ready.

There is no let if the shuttlecock hits the tape (even on service).

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