

CNASA Badminton Tournament

THE LAWS OF BADMINTON (MODIFIED)

1. PLAYERS

- 1.1** "Player" applies to all those taking part in a match.
- 1.2** The game shall be played, in the case of doubles, by two players a side, or in the case of singles, by one player a side.
- 1.3** The side having the right to serve shall be called the serving side, and the opposing side shall be called the receiving side.

2. TOSS

- 2.1** Before play commences, a toss shall be conducted and the side winning the toss shall exercise the choice in either to serve or receive first or to start play at one end of the court or the other.
- 2.2** The side losing the toss shall then exercise the remaining choice.

3. SCORING

- 3.1** A match shall consist of the best of three games, unless otherwise arranged.
- 3.2** A game shall be won by the side which first scores 21 points, except as provided in Law 3.4 and 3.5.
- 3.3** The side winning a rally shall add a point to its score. A side shall win a rally, if the opposing side commits a 'fault' or the shuttle ceases to be in play because it touches the surface of the court inside the opponent's court.
- 3.4** If the score becomes 20-all, the side which gains a two point lead first, shall win that game.
- 3.5** If the score becomes 29-all, the side scoring the 30th point shall win that game.
- 3.6** The side winning a game serves first in the next game.

4. CHANGE OF ENDS

- 4.1** Players shall change ends:
 - 4.1.1** at the end of the first game;
 - 4.1.2** at the end of the second game, if there is to be a third game; and
 - 4.1.3** In the third game when a side first scores 11 points.

4.2 If the ends are not changed as indicated in Law 4.1, it shall be done so as soon as the mistake is discovered and when the shuttle is not in play. The existing score shall stand.

5. SERVICE

5.1 In a correct service:

- 5.1.1** neither side shall cause undue delay to the delivery of the serve once the server and the receiver are ready for the service. On completion of the backward movement of server's racket head, any delay in the start of the service shall be considered to be an undue delay;
 - 5.1.2** the server and receiver shall stand within diagonally opposite service courts without touching the boundary lines of these service courts;
 - 5.1.3** some part of both feet of the server and receiver shall remain in contact with the surface of the court in a stationary position from the start of the service until the service is delivered;
 - 5.1.4** the server's racket shall initially hit the base of the shuttle;
 - 5.1.5** the whole of the shuttle is below the server's waist at the instant of being hit by the server's racket. The waist shall be considered to be an imaginary line round the body, level with the lowest part of the server's bottom rib;
 - 5.1.6** the shaft of the server's racket at the instant of hitting the shuttle shall be pointing in a downward direction;
 - 5.1.7** the movement of the server's racket shall continue forwards from the start of the service until the service is delivered;
 - 5.1.8** the flight of the shuttle shall be upwards from the server's racket to pass over the net so that, if not intercepted, it shall fall in the receiver's service court; and
 - 5.1.9** in attempting to serve, the server shall not miss the shuttle.
- 5.2** Once the players are ready for the service, the first forward movement of the server's racket head shall be the start of the service.
- 5.3** Once started, the service is delivered when the shuttle is hit by the server's racket or, in attempting to serve, the server misses the shuttle.
- 5.4** The server shall not serve before the receiver is ready. However, the receiver shall be considered to have been ready if a return of service is attempted.
- 5.5** In doubles, during the delivery of service, the partners may take up any positions within their respective courts, which do not unsight the opposing server or receiver.

6. SINGLES

6.1 Serving and receiving courts

6.1.1 The players shall serve from, and receive in, their respective right service courts when the server has not scored an even number of points in that game.

6.1.2 The players shall serve from, and receive in, their respective left service courts when the server has scored an odd number of points in that game.

6.2 Order of play and position on court

In a rally, the shuttle may be hit by the server and the receiver alternately, from any position on that player's side of the net, until the shuttle ceases to be in play.

6.3 Scoring and serving

6.3.1 If the server wins a rally, the server shall score a point. The server shall then serve again from the alternate service court.

6.3.2 If the receiver wins a rally, the receiver shall score a point. The receiver shall then become the new server.

7. DOUBLES

7.1 Serving and receiving courts

7.1.1 A player of the serving side shall serve from the right service court when the serving side has not scored or has scored an even number of points in that game.

7.1.2 A player of the serving side shall serve from the left service court when the serving side has scored an odd number of points in that game.

7.1.3 The player of the receiving side who served last shall stay in the same service court from where he served last. The reverse pattern shall apply to the receiver's partner.

7.1.4 The player of the receiving side standing in the diagonally opposite service court to the server shall be the receiver.

7.1.5 The player shall not change their respective service courts until they win a point when their side is serving.

7.1.6 Service in any turn of serving shall be delivered from the service court corresponding to the serving side's score, except as provided in Law 8.

7.2 Order of play and position on court

After the service is returned, in a rally, the shuttle may be hit by either player of the serving side and either player of the receiving side alternately, from any position on that player's side of the net, until the shuttle ceases to be in play.

7.3 Scoring and serving

7.3.1 If the serving side wins a rally, the serving side shall score a point. The server shall then serve again from the alternate service court.

7.3.2 If the receiving side wins a rally, the receiving side shall score a point. The receiving side shall then become the new serving side.

7.4 Sequence of serving

In any game, the right to serve shall pass consecutively:

7.4.1 from the initial server who started the game from the right service court

7.4.2 to the partner of the initial receiver. The service shall be delivered from the left service court.

7.4.3 to the partner of the initial server

7.4.4 to the initial receiver,

7.4.5 to the initial server and so on.

7.5 No player shall serve or receive out of turn, or receive two consecutive services in the same game, except as provided in Law 8.

7.6 Either player of the winning side may serve first in the next game, and either player of the losing side may receive first in the next game.

8. SERVICE COURT ERRORS

8.1 A service court error has been made when a player:

8.1.1 has served or received out of turn; or

8.1.2 has served or received from the wrong service court;

8.2 If a service court error is discovered, the error shall be corrected and the existing score shall stand.

9. FAULTS

It shall be a "fault":

9.1 If a service is not correct;

9.2 If in service, the shuttle:

9.2.1 is caught on the net and remains suspended on its top;

9.2.2 after passing over the net, is caught in or on the net; or

9.2.3 is hit by the receiver's partner;

9.3 If in play, the shuttle:

9.3.1 lands outside the boundaries of the court;

9.3.2 passes through or under the net;

9.3.3 fails to pass over the net;

9.3.4 touches the ceiling or side walls;

9.3.5 touches the person or dress of a player;

9.3.6 touches any other object or person outside the court;

9.3.7 is caught and held on the racket and then slung during the execution of a stroke;

9.3.8 is hit twice in succession by the same player. However, a shuttle hitting the head and the stringed area of the racket in one stroke shall not be a 'fault';

9.3.9 is hit by a player and the player's partner successively; or

9.3.10 touches a player's racket and does not travel towards the opponent's court;

9.5 If, in play, a player:

9.5.1 touches the net or its supports with racket, person or dress;

9.5.2 invades an opponent's court over the net with racket or person except the striker may follow the shuttle over the net with the racket in the course of a stroke after the initial point of contact with the shuttle is on the striker's side of the net;

9.6.3 invades an opponent's court under the net with racket or person such that an opponent is obstructed or distracted; or

9.6.4 obstructs an opponent, i.e. prevents an opponent from making a legal stroke where the shuttle is followed over the net;

9.6.5 deliberately distracts an opponent by any action such as shouting or making gestures;

9.6 If a player is guilty of flagrant, repeated or persistent offenses.

10. LETS

10.1 "Let" shall be called by the Umpire, or by a player (if there is no Umpire) to halt play.

10.2 It shall be a 'let', if:

10.2.1 server serves before the receiver is ready

10.2.2 during service, the receiver and server are both faulted

10.2.3 after the service is returned, the shuttle is:

10.2.3.1 caught on the net and remains suspended on its top; or

10.2.3.2 after passing over the net is caught in the net;

10.2.4 during play, the shuttle disintegrates and the base completely separates from the rest of the shuttle;

10.2.5 in the opinion of the Umpire, play is disrupted or a player of the opposing side is distracted by a coach;

10.2.6 a Line Judge is unsighted and the Umpire is unable to make a decision; or

10.3 When a 'let' occurs, the play since the last service shall not count and the player who served shall serve again.

11. SHUTTLE NOT IN PLAY

A shuttle is not in play when:

11.1 it strikes the net or post and starts to fall towards the surface of the court on the striker's side of the net;

11.2 it hits the surface of the court; or

11.3 a "fault" or "let" has occurred.

北美体协羽毛球联赛

竞赛规则:

1. 运动员

- 1.1 “运动员”系指所有参加比赛的人。
- 1.2 双打比赛以两名运动员为一方，单打比赛以一名运动员为一方。
- 1.3 有发球权的一方叫发球方，对方叫接发球方。

2. 掷挑边器

- 1.1 比赛前，双方应掷挑边器。赢的一方将选择先发球或先接发球或选择一个场区或另一个场区。
- 1.2 输方在余下的一项中作出选择。

3. 计分

- 3.1 一场比赛以三局两胜定胜负。
- 3.2 先得 21 分的一方胜一局，除非出现规则 3.4 或 3.5 中的情形。
- 3.3 如果发球方获胜，则得一分，继续发球；如果接发球方获胜，则获得发球权，同时得一分。
- 3.4 当比分 20:20 时，比赛继续进行至某方领先 2 分。
- 3.5 当比分 29:29 时，先得 30 分方得胜。
- 3.6 下一局开始时由上一局的胜方先发球。

4. 交换场区

- 4.1 以下情况运动员应交换场区：
 - 4.1.1 第一局结束；
 - 4.1.2 第三局开始前；
 - 4.1.3 第三局中或只进行一局的比赛中，当领先的一方得分为 11 分时。
- 4.2 运动员未按规定交换场区，一经发现立即交换，已得分数有效。

5. 发球

- 5.1 合法发球
 - 5.1.1 发球时任何一方都不允许非法延误发球；
 - 5.1.2 发球员和接发球员都必须站在斜对角发球区内发球和接发球，脚不能触及发球区的界线；两脚必须都有一部分与地面接触，不得移

动，直至将球发出。

5.1.3 发球员的球拍必须先击中球托，与此同时整个球要低于发球员的腰部。

5.1.4 击球瞬间，球拍杆应指向下方，从而使整个排头明显低于发球员的整个握拍手部。

5.1.5 发球开始后，发球员的球拍必须连续向前挥动，直至将球出。

5.1.6 发出的球必须向上飞行过网，如果不受拦截，应落入接发球员的发球区内。

5.2 一旦双方运动员站好位置，发球员的球拍头第一次向前挥动即为发球开始。

5.3 发球员须在接发球员准备好后才能发球，如果接发球员已试图接发球则被认为已做好准备。

5.4 一旦发球开始，球被发球员的球拍触及或落地即为发球结束。

5.5 双打比赛，发球员或接发球员的同伴站位不限，但不得阻挡对方发球员或接发球员的视线。

6. 单打

6.1 发球区和接发球区

6.1.1 发球员的分数为 0 或双数时，双方运动员均应在各自的右发球区发球或接发球。

6.1.2 发球员的分数为单数时，双方运动员均应在各自的左发球区发球或接发球。

6.2 打球和站位

球发出后，由发球员和接发球员在自己场内交替对击直至死球。

6.3 记分和发球

6.3.1 接发球员违例或因球触及接发球员场区内的地面而成死球，发球员就得一分。随后，发球员再从另一发球区发球。

6.3.2 发球员违例或因球触及发球员场区内的地面而成死球，接发球员得一分。随后，接发球员成了发球员。

7. 双打

7.1 发球区和接发球区

7.1.1 发球的运动员，在该局本方得分为 0 或双数时，都必须在右发球区发球。

7.1.2 发球的运动员，在该局本方得分为单数时，则应在左发球区发球。

7.1.3 接发球方的运动员，应保持上次发球后的站位。

7.1.4 与发球的运动员站对角线的是接发球员。

7.1.5 只有发球方的运动员在得分后才交换发球区。

7.1.6 发球方应按照自己的得分，在相应的发球区发球。除非出现规则 8 的情形。

7.2 打球和站位

自发球被回击后，由发球方的任何一人击球，然后由接发球方的任何一人击球，如此往返直至死球。

7.3 记分和发球

7.3.1 接发球方违例或因球触及接发球方场区内的地面而成死球，发球方得一分，原发球员换区继续发球。

7.3.2 发球方违例或因球触及发球方场区内的地面而成死球，接发球方得一分。随后，接发球方成了新发球方。

7.4 发球顺序

每场比赛的发球顺序应该是：

7.4.1 首先发球员在右发球区发球，

7.4.2 然后由首先接发球员的同伴在左发球区发球，

7.4.3 然后由首先发球员的同伴，

7.4.4 然后是首先接发球员，

7.4.5 然后是首先发球员，等等、如此传递发球权。

7.5 运动员不得有发球顺序错误和接发球顺序错误，或在同一局比赛中连续二次接发球。除非出现规则 8 的情形。

7.9 一局胜方中的任一运动员可在下一局先发球，负方中的任一运动员可先接发球。

8. 发球区错误

8.1 以下情况为发球错误

8.1.1 发球顺序错误；

8.1.2 从错误的发球区发球；

8.4 如果发现发球区错误并及时予以纠正，现有比赛分数不改变。

9. 违例

9.1 发球不合法；

9.2 发球员发球时未击中球；

9.3 发球时，球过网后挂在网上或停在网顶；

9.4 比赛时

9.4.1 球落在球场界线外；

9.4.2 球从网孔或网下穿过；

9.4.3 球不过网；

9.4.4 球碰屋顶、天花板或四周墙壁；

9.4.5 球触及运动员的身体或衣服；

9.4.6 球触及场外其他人或物体；

- 9.5 比赛时，球拍与球的最初接触点不在击球者网的这一方(击球者击球后，球拍可以随球过网)；
- 9.6 比赛进行中
 - 9.6.1 运动员球拍、身体或衣服触及网或网的支撑物；
 - 9.6.2 运动员的球拍或身体从网上或网下侵入对方场区，妨碍对方或使对方分散注意力；
 - 9.6.3 妨碍对方，如阻挡对方紧靠球网的合法击球；
- 9.7 比赛时，运动员故意分散对方注意力的任何举动，如喊叫、故作姿态等；
- 9.8 比赛时
 - 9.8.1 击球时，球夹在和停滞在拍上紧接着又被拖带；
 - 9.8.2 同一运动员两次挥拍连续击中球两次；
 - 9.8.3 同方两名运动员连续各击中球一次；
 - 9.8.4 球触及运动员球拍后继续向其后方飞行。

10. 重发球

有裁判员宣判“重发球”，用于中断比赛。

- 10.1 遇不能预见或意外的情况，应重发球。
- 10.2 除发球外，球过网后挂在网上或停在网顶，应重发球。
- 10.3 发球时，发球员和接发球员同时违例，应重发球。
- 10.4 发球员在接发球员未做好准备时发球，应重发球。
- 10.5 比赛进行中，球托与球的其他部分完全分离，应重发球。
- 10.6 司线员未看清，裁判员也不能作出决定时，应重发球。
- 10.7 “重发球”时，最后一次发球无效，原发球员重新发球。

11. 死球

下列情况为死球：

- 11.1 球撞网并挂在网上，或停在网顶；
- 11.2 球撞网或网柱后开始在击球者这一方落向地面；
- 11.3 球触及地面；
- 11.4 “违例”或“重发球”已被宣报。

