

BADMINTON

League Rules



EDMONTON SPORT & SOCIAL CLUB

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1. EVENT COORDINATORS

An Event Coordinator (EC) is a player in the league who is already registered on a team for that specific season, who has agreed to help coordinate games and manage the facility.

ROLES OF THE EC

- Arrive early, and act as the onsite contact for the facility
- Bring all required equipment and permits to the facility
- Update players with pre-game announcements
- Ensure that games start and end on time
- Record the scores and submit to the ESSC office

ROLES OF PLAYERS IN AN EC'D LEAGUE

- Record the game results on the score sheet after each game/match
- Help the EC set-up and take-down the equipment before and after the games are played

2. COURT REQUIREMENTS

League	Total # of Players Required on the Court	Minimum # of F Players Required on the Court	Maximum # of M/X Players Allowed on the Court
Co-Ed	2	1	1
Open	2	0	2

The ESSC welcomes people of all gender identity or expression. Minimum female player requirements are inclusive of *anyone* who identifies as a female (i.e. players who identify themselves as M and X will not count towards F player minimums).

3. DEFAULT MINIMUMS & SCORES

League	Minimum Players to Avoid Default	Default Score
Co-ed	1 (No Gender Requirements)	0-21; 0-21
Open	1 (No Gender Requirements)	0-21; 0-21

4. FORMAT & EQUIPMENT

GAME FORMAT

- Players should arrive 15 minutes prior to the scheduled game time
- Teams will play two matches per night against different opponents
- Each match consists of a three game format; the third game is played regardless of the outcome of the first two games.

SCORING

- All games use a rally-point scoring system
- **Game 1** – first team to 21 points (must win by 2 to a max of 25)
- **Game 2** – first team to 21 points (must win by 2 to a max of 25)
- **Game 3** – first team to 15 points (must win by 2 to a max of 17)
- A total of 5 combined points must be played in a game for the result to count
 - If the EC is required to call 'time' on a match, finish the current point
 - The score will stand as-is, unless the combined score in the current game has not reached a total of 5 points, in which case the game will not count
 - **Regular Season:** ties are allowed
 - **Playoffs:** ties are not allowed
 - If each team has won a game, and a total of 5 points have not been played in the 3rd game, the team with the higher combined point differential in Game 1 and 2 is the winner
 - If still tied, one additional point must be played to determine the winner

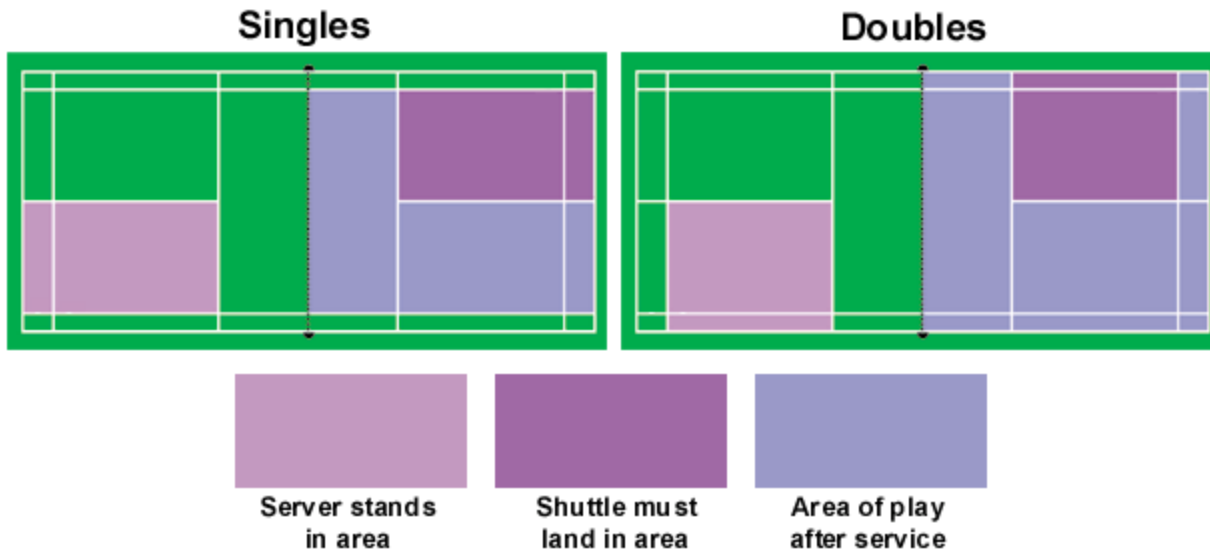
EQUIPMENT

- Players must wear clean, non-marking, indoor shoes
 - No outdoor shoes are allowed
- Players are encouraged to bring their own racquet, but a limited quantity will be provided the Event Coordinator
- Shuttles will be supplied by the Event Coordinator

5. GAME PLAY

PLAYING AREA

- The court for Doubles Badminton is defined by the long and wide set of court lines
- The Service Box for Doubles Badminton is defined by the short and wide set of court lines, as well as the centre-line and the front service-line



SERVICE

- Teams can use any suitable means to determine who gets to serve first or pick a side
- Service alternates between teams for the start of each game
 - If a third game is played, teams need to re-determine who gets to serve first or pick a side
 - In the third game teams will switch sides once a team has reached 7 points
- If a team's score is even, they serve from the right court; if it is odd, they serve from the left court
- The server and the receiver must stand within diagonally opposite service courts
 - The serve must land in the court (or on the court-line) of the court the receiver is standing in
- Both the server and the receiver must be stationary during the serve
- The server's racquet must initially hit the base of the shuttle
- All serves must be underhand
- The whole shuttle must be below the server's waist at the instant of being hit by the server's racquet
- Receiving players are to call shuttles in or out of bounds
 - If there is a dispute, re-serve with no point awarded
- There is no maximum amount of times that one player can serve consecutively

FAULTS

Players are to call their own faults. If an obvious fault is missed, a player on the opposing team may politely point this out, assuming that their opponent either does not know the rule or missed their own fault. Generally, teams should NOT call faults against their opponents.

If any of the faults below occur, the opposing team gets a point and gains service.

SERVICE FAULTS

- If the shuttle hits the net and lands before the serving square
- If the server misses or drops the shuttle

- If the shuttle gets caught on the net
- If the shuttle is hit by the receiver's partner

SHUTTLE FAULTS

- Lands outside the boundaries of the court
- Fails to pass over the net
- Touches the ceiling or side walls
- Touches a player or their clothing.
- Touches any other object or person outside of the court
- Is caught and held on the racquet and then slung during the execution of a stroke
- Is hit more than once by the same team (double hit)

PLAYER FAULTS

- Touches the net or its supports with their body, racquet or clothing
- Crosses the plane of the net with their body, racquet or clothing
 - **Exception:** You can cross the plane (without touching the net) if you have contacted the shuttle on your side of the net first
- Crosses under the plane of the net with their body, racquet or clothing

Hard smashing is discouraged in ESSC Badminton leagues, please respect the level of your opponents.