



Badminton

Rules and Regulations

General Rules

- **Respectful Conduct:** Verbal or physical abuse will not be tolerated. Please refrain from taunting, baiting, or using foul or abusive language towards opponents or officials.
- **Zero Tolerance Policy:** Any violation of the above conduct will result in immediate removal from the game, with possible removal from the league.
- **Self-Officiated Games:** All games are self-officiated, with City of Markham Staff present for assistance.
- **Respect for Staff & Participants:** Verbal or physical abuse directed at league staff, or any participants will not be tolerated under any circumstances. This behavior will result in removal from the league.
- **City of Markham Staff Authority:** The staff has the final say in all matters related to league rules, disputes, and player conduct.
- **Score Reporting:** The winning team is responsible for reporting the final score to the league facility staff at the conclusion of each match.

League Rules

- **Warm-up period:** Players are allowed a 15-minute warm-up from 5:45 PM to 6:00 PM. All matches will begin promptly at 6:00 PM.
- **Match Timing:**
 - 1st Match: 6:00 PM - 7:00 PM
 - 2nd Match: 7:00 PM - 8:00 PM
- **Match Format:**
 - Best 2 out of 3 games, or 1 hour maximum.
 - Games will be played to 21 points (capped at 30 points).
- All points will be scored using the Rally Point System.
- **Shuttle:** A feather shuttle and plastic shuttle will be provided for each match. Players may decide, at the start of the match, whether to use a feather or plastic shuttle.
- **Court Ladder System:** After the first week, teams will be ranked based on accumulated points. The higher-ranked teams will be placed on Court 1 for subsequent matches.
- **Shuttle Return:** At the end of each match, please return the plastic shuttle to a league staff member.
- **Post-League Play:** After all league matches have concluded, players may continue playing with any league participant for the remaining time, if desired.

Technical Rules

Serving:

- The server begins by serving from the right-side service court to an opponent in the right-side service court.
- The player standing in the proper service court is the only one who may receive and return the shuttle.
- **Alternate Serves:** Players will alternate serving throughout the match.
- **Change of Service Area:** Players must change service areas whenever possession changes.

Service Faults

A serve is considered a fault if:

- The shuttle is hit higher than the server's waist or if the racket head is above the hand holding the racket.
- The shuttle is not served to the correct service area.
- The server stands outside the proper service area, on the lines, or if the receiver is positioned incorrectly.
- The shuttle passes under the net, lands outside the court, or touches walls, or the ceiling.
- The shuttle is struck before crossing the net.
- The net or its supports are touched by the player or their racket during play.

Additional Rules

- **Service Court Boundaries:** Both the server and receiver must remain in their respective service courts. Stepping on or over the service line is considered out of bounds.
- **Net Interaction:** A shuttle that touches the net during play remains in play if it lands in the correct court.
- **Missed Serve:** A server who misses the shuttle completely during a serve does not commit a fault. They may attempt the serve again.
- **In or Out:** A shuttle that touches any line during play is considered in.