

2025 GAME ON

Badminton Rules

Introduction

Game On 2025 is a sports tournament advocating excellence, healthy competition and sportsmanship by complying with international standards established by the various international sports federations.

This document contains the official laws of badminton that will be enforced and adhered to by all athletes participating in the 2025 Game On (“Laws of Badminton”). The Laws of Badminton are based on international standards published by the Badminton World Federation (BWF). In the event there is any conflict between the Game On Rules and Regulations and the Laws of Badminton, the Game On Rules will govern.

Playing conditions, format, rules and/or terms may be subject to change. The Game On National Team reserves the right to make such changes.

Highlights

Under 15 age groups:

- A game is won by the player which first (1st) scores eleven (11) points. If the score becomes ten (10) all, the player which gains a two (2) point difference (1st).
- For round robin pool matches, a match is won by the player or team which wins the first (1st) game. Only one (1) game per match will be played in round robin pool matches.
- For all under 15 finals, a match is won by the player or team that wins two (2) out of three (3) games. The third (3rd) game is to be played only if there is a tie upon completion of two (2) games i.e. one all (1-1). Where a player or team has won two (2) games and the opponent has not won any games i.e. 2-0 or 0-2 then the third (3rd) game is not played and the match ends. Games will be played to eleven (11) points.

18+ Age Groups:

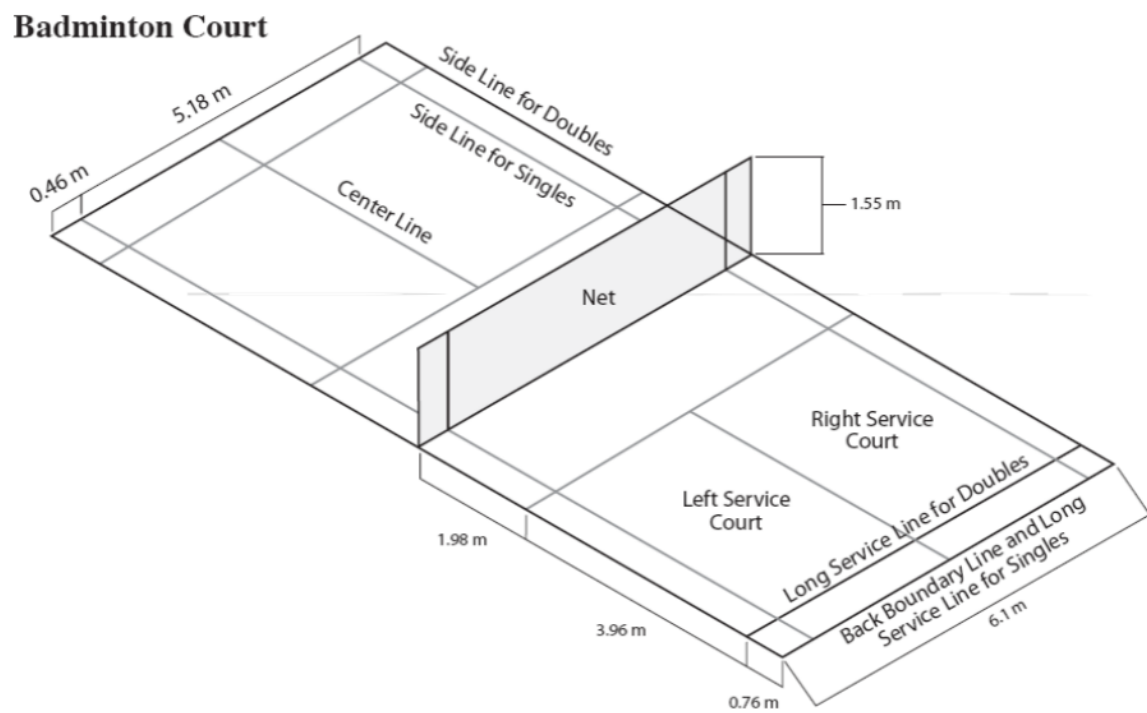
- A game is won by the player or team which first (1st) scores twenty-one (21) points. If the score becomes twenty (20) all, the side which gains a two (2) point difference first (1st), shall win that game. If the score becomes twenty-nine (29) all, the side scoring the thirtieth (30) point shall win that game.
- For round robin pool matches, a match is won by the player or team which wins the first (1st) game. Only one (1) game per match will be played in round robin pool matches.
- For all finals, a match is won by the player or team that wins two (2) out of three (3) games. The third (3rd) game is to be played only if there is a tie upon completion of two (2) games i.e. one all (1-1). Where a player or team has won two (2) games and the opponent has not won any games i.e. 2-0 or 0-2 then the third (3rd) game is not played and the match ends. Games will be played to twenty-one (21) points.

Highlights for all age groups:

- The top of the net from the surface of the court shall be 1.524 meters at the centre of the court and 1.55 meters over the side lines.

- The shuttle shall be made of natural and/or synthetic materials. From whatever material the shuttle is made, the flight characteristics generally shall be like those produced by a natural feathered shuttle with a cork base covered by a thin layer of leather.
- A player or team can win the point without holding serve (PAR - point-a-rally system).
- A team now has only one (1) serve in doubles and mixed doubles.
- Participants in each group in the round robin stage will be ranked based on the following hierarchy:
 - 1. Number of matches won in the round robin stage
 - 2. Point difference in the round robin stage
 - 3. In the event of both 1. and 2. being the same between two participants, their head-to-head result will be used to determine the rank
 - 4. In the event of both 1. and 2. being the same between three participants, a game to a total of 6 points will be played between all three participants.
- ****Please Note: Following the round robin stage, ONLY the winner of each group will proceed onto the subsequent eliminator and semi-final rounds. These group winners will be placed in a ladder wherein the rankings will be determined based on the hierarchy.****

The Diagram below is an illustration of a badminton court:



Equipment

- The shuttle shall be made of natural and/or synthetic materials. From whichever material the shuttle is made, the flight characteristics generally shall be similar to those produced by a natural feathered shuttle with a cork base covered by a thin layer of leather.
- The racket shall be a frame not exceeding six-hundred-eighty (680) mm in overall length and two-hundred-thirty (230) mm in overall width.
- Shuttlecocks will be provided and will be the only one(s) permitted for use in these games.

Method of Scoring

Under 15 Age Groups:

- A game is won by the player which first (1st) scores eleven (11) points. If the score becomes ten (10) all, the player which gains a two (2) point difference (1st).
- For round robin pool matches, a match is won by the player or team which wins the first (1st) game. Only one (1) game per match will be played in round robin pool matches.
- For all under 15 finals, a match is won by the player or team that wins two (2) out of three (3) games. The third (3rd) game is to be played only if there is a tie upon completion of two (2) games i.e. one all (1-1). Where a player or team has won two (2) games and the opponent has not won any games i.e. 2-0 or 0-2 then the third (3rd) game is not played and the match ends. Games will be played to eleven (11) points.

18+ Age Groups:

- A game is won by the player or team which first (1st) scores twenty-one (21) points. If the score becomes twenty (20) - all, the side which gains a two (2) point difference first (1st), shall win that game. If the score becomes twenty-nine (29) - all, the side scoring the thirtieth (30) point shall win that game.

- For round robin pool matches, a match is won by the player or team which wins first (1st) game. Only one (1) game per match will be played in round robin pool matches.
- For all over 18 finals, a match is won by the player or team that wins two (2) out of three (3) games. The third (3rd) game is to be played only if there is a tie upon completion of the first two games i.e. one all (1-1). Where a player or team has won two (2) games and the opponent has not won any games i.e. 2-0 or 0-2 then the third (3rd) game is not played and the match ends. Games will be played to twenty-one (21) points.
- The side winning a game shall serve first (1st) in the next game
- 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

Official Rules

Ready to Play

- "Ready to play" means that an athlete/team must be on the playing area with a minimum number of requisite team members present to start a game/match
- All individual athletes and teams are expected to be at the sporting venue, in appropriate uniform and with the necessary equipment at least 15 minutes before the scheduled start time of your sport/event

Late Penalties

You/your team will receive an official warning if you are not ready to compete in a sport 1 minute after the scheduled start time.

If you/your team is not ready to play 5 minutes after the scheduled start time a lead of 2 points will be awarded to your opponent.

If you are ten (10) minutes or later, you/your team may forfeit that match at the discretion of the umpire, referee or relevant official.

There will be NO additional penalties if an athlete/team arrives more than ten (10) minutes late. The athlete/team that was present will win the match by “default”.

A defaulted match is only officially finalised once the umpire, referee or relevant official signs the score sheet after completing their due diligence. An athlete/team declared incomplete for a match loses that game/match by forfeit. The opposing athlete/team is recorded as the winner with only the match being recorded as a win – no other score such as games, sets, points etc. should be awarded as this will alter the for and against calculations.

Opponents not ready

- If an athlete/team refuses to play after being summoned to do so or is not present, the athlete/team shall be declared in default and forfeit the match

- If an athlete/team refuses to play or is ineligible, the athlete/team is declared in default and the forfeits the match with the following results:
 - o Forfeits must always be recorded as a winning result for the athlete or team that did not forfeit with only the match being recorded as a win – no other score such as games, sets, points etc. should be awarded as this will alter the for and against calculations

- If an athlete/team fails to return to play following a regular match interval or a regular match interruption, for any reason other than a refusal, after being warned and penalised for the delay, the athlete/team shall be declared in default and forfeit that match, retaining any game(s)/set(s) won and any points scored.

- An athlete/team declared incomplete for a game/match loses that match by forfeit. The opposing athlete/team is recorded as the winner with only the match being recorded as a win – no other score such as games, sets, points etc. should be awarded as this will alter the for and against calculations.

Start of Play

Before play commences, a toss shall be conducted and the side winning the toss shall exercise the choice to: a) serve or receive first (1st); or b) to start play at one end of the court or the other. The side losing the toss shall then exercise the remaining choice.

Change of Ends

- In a 3-game match, players shall change ends:
 - o At the end of the first (1st) game
 - o At the end of the second (2nd) game, if there is to be a third (3rd) game
 - o In the third (3rd) game (if applicable) when a side first (1st) scores eleven (11) points
- In a 1- game match, players shall change ends:
 - o When a side first (1st) scores eleven (11) points
- No change of ends for U15
- If the ends are not changed as indicated, 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.

Shuttlecock Replacement

- Each game will use a new shuttlecock at the start of the match with one (1) replacement shuttlecock available per game
- A shuttlecock may only be replaced when both players/teams agree to the change or when the umpire permits the change
- Any player/team can request for the change at any time during a dead play in their match
- A player shall not deliberately modify or damage the shuttle to change its speed or its flight

Service

- The server and the receiver shall stand within diagonally opposite service courts without touching the boundary lines of these service courts. Some part of both feet of the server and the 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
- The whole shuttle shall be below the server's waist at the instant of being hit by the server's racket. The waist shall be an imaginary line round the body, level with the lowest part of the server's bottom rib. The shaft of the server's racket at the instant of hitting the shuttle shall be pointing in a downward direction.
- In doubles, during the delivery of the service the partners may take up any positions within their respective courts, which do not unsight the opposing server or receiver.
- Neither side shall cause unnecessary delay to the delivery of the service once the server and the receiver are ready for the service

Singles

- The players shall serve from, and receive in, their respective right service courts when the server has not scored or has scored an even number of points in that game. 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
- If the server wins a rally, the server shall score a point. The server shall then serve again from the alternate service court. If the receiver wins a rally the receiver shall score a point. The receiver shall then become the new server

Doubles

- 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. 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
- 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
- The player of the receiving side standing in the diagonally opposite service court to the server shall be the receiver
- The players shall not change their respective service courts until they win a point when their side is serving. Service in any turn of serving shall be delivered from the service court corresponding to the serving side's score
- 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. 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
- In any game, the right to serve shall pass consecutively:
 - o From the initial server who started the game from the right service court
 - o To the partner of the initial receiver
 - o To the partner of the initial serve
 - o To the initial receiver
 - o To the initial server and so on
- A team can win the point without holding serve (PAR – point-a-rally system)

- A team now has only one (1) serve in doubles and mixed doubles
- No player shall serve or receive out of turn, or receive two (2) consecutive services in the same game
- Either player of the winning side may serve first (1st) in the next game, and either player of the losing side may receive first (1st) in the next game
- If a service court error is discovered, the error shall be corrected and the existing score shall stand

Simultaneous Contacts

- It shall be a 'fault' if:
 - A service is not correct
 - If in service, the shuttle is caught on the net and remains suspended on its top, or after passing over the net, is caught in the net, or is hit by the receiver's partner
 - If in play, the shuttle, lands outside the boundaries of the court (i.e. not on or within the boundary lines), passes through or under the net, fails to pass over the net, touches the ceiling or side walls, touches the person or dress of a player, touches any other object or person outside the court, is caught and held on the racket and then slung during the execution of a stroke, is hit twice in succession by the same player or, is hit by a player and the player's partner successively
 - If in play, a player touches the net or its supports with racket, person or dress, invades an opponent's court over the net with racket or person except that 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, invades an opponent's court under the net with racket or person such that an opponent is obstructed or distracted, obstructs an opponent, deliberately distracts an opponent by any action such as shouting or making gestures

Lets

- When a 'let' occurs, play since the last service shall not count and the player who served last shall serve again
- 'Let' shall be called by the umpire to halt play
- It shall be a 'let' if:
 - The server serves before the receiver is ready
 - During service, the receiver and the server are both faulted
 - After the service is returned, the shuttle is caught on top of the net and remains suspended on its top, or after passing over the net is caught in the net
 - During play, the shuttle disintegrates and the base completely separates from the rest of the shuttle
 - In the opinion of the umpire, play is disrupted or a player of the opposing side is distracted by a coach
 - A line judge is unsighted and the umpire is unable to make a decision
 - Any unforeseen or accidental situation has occurred

Intervals

- A player or team will be allowed an interval not exceeding sixty (60) seconds during each game when the leading score reaches eleven (11) points
- Play shall be continuous from the first (1st) service until the match is concluded with intervals not exceeding one-hundred-twenty (120) seconds between the first (1st) and second (2nd) game, and between the second (2nd) and third (3rd) game
- Under no circumstances shall play be delayed to enable a player or team to recover strength or wind or to receive advice

Warm-up

- Players will be allowed a warm-up time of five (5) minutes prior to each match

Coaching

- Coaching is considered to be communication, advice or instruction of any kind to a player
- Coaching can only be provided to the player(s) during the sixty (60) second interval during each game when the leading score reaches eleven (11) points and during the interval break of one-hundred-twenty (120) seconds between the first (1st) and second (2nd) game, and between the second (2nd) and third (3rd) game
- In the above regulation breaks during a match, the coach must return to their designated chairs/seating area as soon as the umpire announces that there are twenty (20) seconds remaining
- The coach must remain seated in the designated chairs/seating area provided at each end of the court behind their player(s) except at the approved intervals mentioned above
- Under no circumstances can coaching be provided when the shuttle is in play or in any manner distracting the opposing player(s) or disrupt play
- Where a head coach is not present or available, an assistant coach, team manager, or “team” captain may assume the role of a coach

Illness, Injury and Bleeding

Illness

- A player who suffers an illness that involves neither an injury nor bleeding must either continue play immediately, or concede the game in progress and take the one-hundred-twenty (120) seconds interval break between games to recover
- This includes conditions such as a cramp, nausea, breathlessness and asthma
- If a player vomits on the playing surface, the opponent wins the match
- Only one (1) game can be conceded. The player must then resume play, or concede the match
- A player or team that concedes a game or match retains any points already scored and any games already won

Injury

- If the umpire is not satisfied that the injury is genuine, they must advise the player to decide whether to resume play immediately, or to concede the game in progress and take the one-hundred-twenty (120) seconds interval break between games and then resume play, or concede the match
- If the umpire deems the injury to be genuine, a recovery time of five (5) minutes will be permitted, and medical treatment will be allowed. After the five (5) minute recovery time, the umpire must advise the player to decide whether to resume play immediately, or to concede the game in progress and take the one-hundred-twenty (120) seconds interval break between games and then resume play, or concede the match

- Only one (1) game can be conceded. The player must then resume play, or concede the match
- A player or team that concedes a game or match retains any points already scored and any games already won

Bleeding

- Whenever bleeding occurs, the bleeding must be stopped before the player can Continue
- Play shall be suspended immediately lasting not more than five (5) minutes and the player shall receive medical treatment
- Play shall not resume until all traces of blood have been removed from the playing surface
- If the bleeding recurs no further delay will be allowed, except that a player may concede the game, using the rest period between games to attend to the wound and stop the bleeding. If unable to stop the bleeding, the player or team must concede the match
- A player or team that concedes a game or match retains any points already scored and any games already won
- Bloodstained clothing shall be replaced