

# ISL - Badminton Rules

## 1. Match Format & Scoring

- Each **match consists of best of 3 games**, each played to **21 points**.
  - A **point is scored on every serve**, regardless of who served.
  - The side that **wins a rally** adds **1 point** to its score.
  - At **20–20**, the side that gains a **2-point lead** first wins the game.
  - At **29–29**, the side scoring the **30th point** wins the game.
  - The **winner of a game** serves first in the next game.
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## 2. Intervals & Change of Ends

- A **60-second interval** is allowed when the **leading side reaches 11 points**.
  - A **2-minute break** is allowed between games.
  - In the **third game**, teams **change ends** when the leading score reaches **11 points**.
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## 3. Serving Rules

- Each team has **only one service** (no second serve).
  - The serve must always be **diagonal**, from the **right service court** to the **receiver's right service court**.
  - At the **start (0–0)** and whenever the score is **even**, the serve is made from the **right service court**.
  - When the score is **odd**, the serve is made from the **left service court**.
  - The **same server continues** to serve from alternate courts **as long as their side wins points**.
  - If the **receiving side wins a rally**, they **score a point** and **become the new serving side**.
  - Players **do not switch sides (left/right)** unless their team **wins a point while serving**.
  - If a **service court error** occurs (wrong server or receiver), it must be **corrected immediately** once discovered.
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## 4. Service Sequence Example

**Team A (Players 1 & 2) vs Team B (Players 3 & 4)**

- Player 1 serves to Player 3.
  - If Team A wins the rally, Player 1 serves next from the **alternate (left) court**.
  - If Team B wins the rally, they **gain serve** — Player 3 will serve next, **from their court based on the score** (right if even, left if odd).
  - The **rotation continues** in the same pattern throughout the game.
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## 5. Faults

A **fault** results in a point to the opponent if:

- The shuttle **lands outside** the court boundaries.
  - The shuttle **fails to cross the net**.
  - The server **misses the shuttle** while serving.
  - The shuttle is **caught or held** on the racket before being hit.
  - A player **touches the net** with the racket, body, or clothing.
  - A player **hits the shuttle twice consecutively**.
  - The **wrong player serves or receives** out of rotation.
  - The server or receiver **moves before** the serve is struck.
  - The shuttle **touches a player** before crossing the net.
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## 6. Lets (Re-serve)

A **let (replay)** is called when:

- The server **serves before the receiver is ready**.
  - The shuttle **touches the net on serve** and still lands in the correct service court.
  - **Both teams commit faults simultaneously**.
  - A **foreign object or disturbance** interrupts play.
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## 7. Conduct & Equipment

- Players must report **on time**; a **10-minute delay** may result in a **walkover**.
- **Umpire decisions are final** — disputes should be raised politely through the team captain.
- Players must wear **non-marking shoes** and proper **sports attire**.
- **Fair play and respect** are mandatory at all times.