

## **Rally Point Scoring System: (3 X 21) (Quelle EBU Stand 14.5.06)**

### **7. SCORING SYSTEM**

- 7.1 A match shall consist of best of three games, unless otherwise arranged.
- 7.2 The side which first scores 21 points shall win a game, except as provided in Law 7.4 to 7.5.
- 7.3 The side winning a rally shall add a point to its score.
- 7.4 If the score becomes 20-all, the side which scores two consecutive points shall win that game.
- 7.5 If the score becomes 29-all, the side scoring the 30<sup>th</sup> point shall win that game.
- 7.6 The side winning a game serves first in the next game.

### **8. CHANGE OF ENDS**

- 8.1 Players shall change ends:
  - 8.1.1 at the end of the first game;
  - 8.1.2 prior to the beginning of the third game (if any); and
  - 8.1.3 in the third game, or in a match of one game, when a side first scores 11 points.
- 8.2 If players omit to change ends as indicated in Law 8.1, they shall do so as soon as the mistake is discovered and the shuttle is not in play. The existing score shall stand.

### **10. SINGLES**

#### **10.1 Serving and receiving courts:**

- 10.1.1 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.
- 10.1.2 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.
- 10.2 The shuttle shall be hit alternately by the server and the receiver until the shuttle ceases to be in play.

#### **10.3 Scoring and serving:**

- 10.3.1 If the receiver makes a 'fault' or the shuttle ceases to be in play because it touches the surface of the court inside the receiver's court, the server shall score a point. The server then shall serve again from the alternate service court.
- 10.3.2 If the server makes a 'fault' or the shuttle ceases to be in play because it touches the surface of the court inside the server's court, the receiver shall score a point. The server shall lose the right to continue serving and the receiver then shall become the server.

## **11. DOUBLES**

### **11.1 Serving and receiving courts**

- 11.1.1 A player of the serving side shall serve from the right service court at the start of the game or when the serving side has not scored or has scored an even number of points in that game.
- 11.1.2 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.
- 11.1.3 The reverse pattern shall apply to the partner.
- 11.1.4 The player of the receiving side standing in diagonally opposite service court of the server shall be the receiver.
- 11.1.5 Only the receiver shall return the service: should the shuttle touch or be hit by the receiver's partner, it shall be a 'fault' and the serving side shall score a point.
- 11.1.6 Service in any turn of serving shall be delivered from alternate service courts, except as provided in Laws 12 and 14.
- 11.1.7 The players from the receiving side shall not change their respective service courts until they win a point on their service.

### **11.2 Order of play and position on court**

- 11.3.1 After the service is returned, the shuttle may be hit alternately by either player of the serving side and either player of the receiving side until the shuttle ceases to be in play (Law 15).
- 11.3.2 After the service is returned, a player shall hit the shuttle from any position on that player's side of the net.

### **11.3 Scoring**

- 11.3.1 If the receiving side makes a 'fault' or the shuttle ceases to be in play because it touches the surface of the court inside the receiving side's court, the serving side shall score a point. The server then shall serve again from the alternate service court.
- 11.3.2 If the serving side makes a 'fault' or the shuttle ceases to be in play because it touches the surface of the court inside the serving side's court, the receiving side shall score a point. The serving side shall lose the right to continue serving and the receiving side then shall become the serving side.

### **11.4 Serving**

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

- 11.4.1 from the initial server who started the game from the right service court
  - 11.4.2 to the partner of the initial receiver. The service shall be delivered from the left service court.
  - 11.4.3 to the player of the initial serving side standing in the service court corresponding to that side's score. (Law 11.1)
  - 11.4.4 to the player of the initial receiving side standing in the service court corresponding to that side's score (Law 11.1) and so on.
- 11.5 No player shall serve out of turn, receive out of turn, or receive two consecutive services in the same game, except as provided in Laws 12 and 14.

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

## **16. CONTINUOUS PLAY, MISCONDUCT & PENALTIES**

- 16.1 Play shall be continuous from the first service until the match is concluded, except as allowed in Laws 16.2 and 16.3.

### **16.2 Intervals**

- 16.2.1 not exceeding 60 seconds during each game when a side first scores 11 points  
16.2.2 not exceeding 120 seconds between the first and second game, and between the second and third game  
shall be allowed in all matches.

*(For a televised match, the Referee may decide before the match that intervals as in Law 16.2 are mandatory and of fixed duration).*

### **16.3 Suspension of play**

- 16.3.1 When necessitated by circumstances not within the control of the players, the umpire may suspend play for such a period as the umpire may consider necessary.  
16.3.2 Under special circumstances the Referee shall instruct the umpire to suspend play.  
16.3.3 If play is suspended, the existing score shall stand and play shall be resumed from that point.

### **16.4 Delay in play**

- 16.4.1 Under no circumstances shall play be delayed to enable a player to recover strength or wind or receive advice.  
16.4.2 The umpire shall be the sole judge of any delay in play.

### **16.5 Advice and leaving the court**

- 16.5.1 Only when the shuttle is not in play (Law 15), a player shall be permitted to receive advice during a match.  
16.5.2 No player shall leave the court during a match without the umpire's permission.

- 16.6 A player shall not:

- 16.6.1 deliberately cause delay in, or suspension of, play;  
16.6.2 deliberately modify or damage the shuttle in order to change its speed or its flight;  
16.6.3 behave in an offensive manner; or  
16.6.4 be guilty of misconduct not otherwise covered by the Laws of badminton.

- 16.7 The umpire shall administer any breach of Law 16.4, 16.5 or 16.6 by:

- 16.7.1 issuing a warning to the offending side;  
16.7.2 faulting the offending side, if previously warned. The Umpire shall report the offending side to the Referee, if it is necessary to fault the offending side for second time; or  
16.7.3 in cases of flagrant offence or persistent offences or breach of Law 16.2, faulting the offending side and reporting the offending side immediately to the Referee, who shall have power to disqualify the offending side from the match.

(Quelle: Website der EBU, Download Dr. Populorum Sonntag 14.5.06)