

Badminton Singles Rules

Overview

Badminton singles is a dynamic, one-on-one game governed by the Badminton World Federation (BWF). The rules ensure fair play and strategic depth. This guide outlines the key rules for badminton singles, ideal for players, coaches, and fans.

1 Court and Equipment

- **Court Dimensions:** The singles court is 13.4m long and 5.18m wide (narrower than doubles). The net is 1.55m high at the edges and 1.524m at the center.
- **Shuttlecock:** A standard shuttlecock with 16 feathers or a synthetic equivalent is used.
- **Rackets:** Players use lightweight rackets, typically made of carbon fiber or similar materials.

2 Scoring System

- **Rally Scoring:** Singles uses rally scoring, where a point is scored on every rally, regardless of who serves. A match is typically best-of-three games, each played to 21 points.
- **Winning a Game:** A player must win by at least 2 points (e.g., 21-19). If the score reaches 20-20, the game continues until a 2-point lead is achieved or a player reaches 30 points (e.g., 30-29).
- **Intervals:** A 60-second break is allowed when a player reaches 11 points in a game, and a 2-minute break is allowed between games.

3 Serving Rules

- **Service Court:** The server stands in the right service court if their score is even (0, 2, 4, etc.) and the left service court if odd (1, 3, 5, etc.). The serve must be hit diagonally to the opponent's service court, within the singles boundaries.
- **Service Rules:**
 - The server must hit the shuttle below their waist (defined as below the lowest rib).
 - The racket shaft must point downward during the serve.
 - The serve must be a single, continuous motion.
- **Serving in Singles:** If the server wins the rally, they score a point and serve again from the alternate service court (e.g., right to left). If the receiver wins, they score a point and become the server, serving from the court corresponding to their new score.

4 Player Positioning

- **During Serve:** The server and receiver must stand in their respective service courts. After the serve, players can move anywhere on their side of the court.
- **Movement:** Singles requires covering the entire court, so positioning and footwork are critical. No partner rotation is involved, unlike doubles.

5 Faults

A fault results in a point for the opponent. Common faults in singles include:

- The shuttle lands outside the singles court boundaries (narrower than doubles).
- The shuttle fails to pass over the net or goes under it.
- The server violates service rules (e.g., serving above the waist).
- A player hits the shuttle twice in succession.
- A player touches the net with their body or racket during play.
- The shuttle is caught or held on the racket.

6 Let

A “let” stops the rally without awarding a point, and the rally is replayed. Common lets include:

- The shuttle gets caught in the net after crossing it (except on serve).
- The server serves before the receiver is ready.
- External interference (e.g., a shuttle from another court lands on the playing area).

7 Gameplay Etiquette

- **Conduct:** Players must respect opponents, officials, and the rules. Unsportsman-like behavior (e.g., shouting or gesturing to distract) may result in penalties.
- **Self-Reliance:** Unlike doubles, singles players must manage strategy and court coverage independently.

8 Additional Notes

- **Side Selection:** A coin toss determines who serves first or chooses a side. The loser picks the remaining option.
- **Change of Ends:** Players switch sides after each game. In the third game, players switch when one reaches 11 points.
- **Coaching:** Limited coaching is allowed during breaks, per BWF regulations.

Conclusion

Mastering the rules of badminton singles enhances both performance and enjoyment. For more details, visit the official BWF website at <http://www.bwfbadminton.com>.