

**Holland Parks & Recreation**  
**Doubles Badminton League**

- **Introduction to Badminton**
  - Badminton is a doubles sport. You must sign up with a partner for this league. Any combination of male/male, male/female, female/female is permitted. Players must sign a waiver on the first night of matches, then check-in every week. If a team needs a substitute, they must sign a waiver. Players must participate in 3 matches to be eligible for playoffs.
- **General Rules**
  - Sets 1 & 2 are played to 21. If there is a tie at 20, the winner must win by 2 points with a maximum of 24 points.
  - Set 3 is played to 15. If there is a tie at 14, the winner must win by 2 points with a maximum of 18 points.
  - In playoffs, all sets will be played to 21. The first team to win 2 sets wins the match. If there is a tie at 20 during a set, the winner must win by 2 with no maximum point total.
  - There will be no official. Players are required to call their own faults. Players can approach Holland Recreation staff for rule clarification if needed.
- **Serving**
  - The Server must stand with both feet within their service court.
  - All serves must be delivered underhand, diagonally to their opponent. The receiver must stand still until the serve is struck. If the shuttle fails to land in the service box diagonally from the server, a point is awarded to the opposing team.
  - A serve that lands on the boundary line is considered “in”.
  - The first serve of the game is determined by rock, paper, scissors. The team that wins will serve games 1 & 3; the opposing team will serve game 2.
  - A serve that hits the net and goes over is considered a ‘let’. The serve must then be replayed.
  - There are no second serves. If a player fails to make it over the net or keep it within the boundaries of the serving court, then the opposing team is awarded a point.
- **Gameplay**
  - A point is recorded on every serve. The team that is awarded the point will serve the next one.
  - A rally is won when a shuttle is hit over the net and onto the floor of the opponent’s court in bounds.
  - A rally is lost if the shuttle is hit into the net, goes out of bounds, touches the player’s body, or is hit before it has completely crossed the net.
  - A shuttle that hits the net and goes over during a rally is considered ‘live’ and should be played.
- **Faults**
  - A fault occurs when a player makes any contact with the net (racket or body), hits the shuttle twice, or deliberately distracts their opponent.
  - A point is awarded to the opponent on any fault.