

ALTERNATIVE LAWS OF BADMINTON

In Force: Version 1.0



ALTERNATIVE LAWS OF BADMINTON – SCORING SYSTEMS AND SERVICE

Please note that for each of the Alternative Laws of Badminton, all of the Laws of Badminton (BWF Statutes, Section 4.1 – Laws of Badminton) apply, except where specifically noted below.

ALTERNATIVE SCORING SYSTEMS

It is permissible to play by prior arrangement, either:

1. one game of 21 points; or
2. the best of 3 games of 15 points; or
3. the best of five games of 11 points.

In case of 1 above, the following variation shall apply to the Laws of Badminton:

8. CHANGE OF ENDS

- 8.1. In a one game match, players shall change ends when a side first scores 11 points.

In case of 2 above, the following variation shall apply to the Laws of Badminton:

7. SCORING SYSTEM

- 7.1 A match shall consist of the best of three games.
- 7.2 A game shall be won by the side which first scores 15 points, except as provided in Law 7.4 and 7.5.
- 7.4 If the score becomes 14-all, the side which gains a two point lead first, shall win that game.
- 7.5 If the score becomes 20-all, the side scoring the 21st point shall win that game.

8. CHANGE OF ENDS

- 8.1.3 in the third game when a side first scores 8 points.

16. CONTINUOUS PLAY, MISCONDUCT & PENALTIES

16.2 Intervals:

- 16.2.1 not exceeding 60 seconds during each game when the leading score reaches 8 points; and

In the case of 3 above, the following variations shall apply to the Laws of Badminton:

7. SCORING SYSTEM

- 7.1 A match shall consist of the best of five games.

7.2 A game shall be won by the side which first scores 11 points.

8. CHANGE OF ENDS

- 8.1.2 at the end of the second game;
- 8.1.3 at the end of the third game, if there is to be a fourth game;
- 8.1.4 at the end of the fourth game, if there is to be a fifth game; and
- 8.1.5 in the fifth game when a side first scores 6 points.

16. CONTINUOUS PLAY, MISCONDUCT & PENALTIES

- 16.2 Intervals
 - 16.2.1 not exceeding 60 seconds, only in the fifth game, when the leading score reaches 6 points and
 - 16.2.2 not exceeding 120 second between the first and second games, second and third games, third and fourth games, and fourth and fifth games shall be allowed in the matches.

ALTERNATIVE SERVICE LAWS

Please note that for each of the Alternative Laws of Badminton, all of the Laws of Badminton (BWF Statutes, Section 4.1 – Laws of Badminton) apply, except where specifically noted below.

- 9.1.6
 - a) 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 considered to be an imaginary line round the body, level with the lowest part of the server's bottom rib;
 - b) the shaft and the racket head of the server's racket at the instant of hitting the shuttle shall be pointing in a downward direction.