



**NORTH AMERICAN
ISMAILI GAMES**

BADMINTON RULEBOOK

Introduction

The North American Ismaili Games (NAIG) is a premier regional sporting event that brings together athletes from across North America in a spirit of excellence, sportsmanship, and healthy competition, aligned with international standards.

Beyond competition, NAIG serves as a platform for unity, belonging, and shared growth—fostering meaningful connections and collective pride across regions. The Games are designed to be inclusive and accessible, enabling participation across age groups, skill levels, and regions.

NAIG also promotes lifelong active living and continuous improvement, while extending its impact through complementary programming such as development clinics, leadership forums, mentorship, and community engagement.

Click [here](#) for more information on the Laws of Badminton from the official governing body ([BWF - Statutes - Laws of Badminton](#))

Highlights

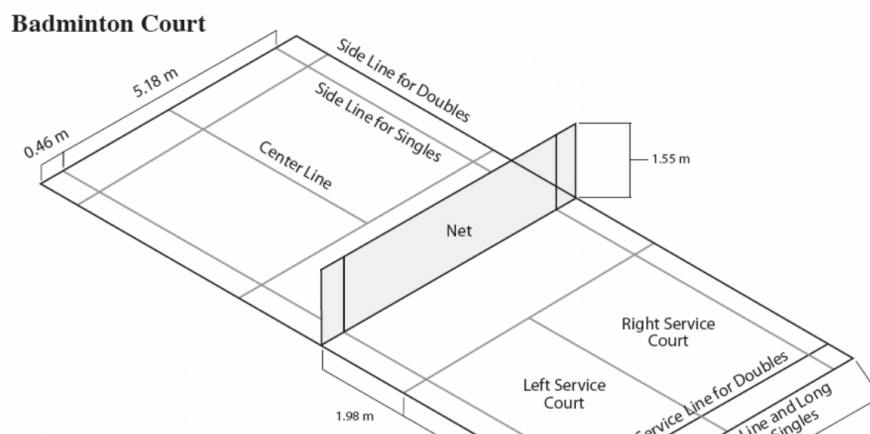
A match is won by the player or team that wins two (2) out of three (3) games. A game is won by the player or team which first (1st) scores twenty-one (21) points with a minimum lead of two (2) points.

The top of the net from the surface of the court shall be 1.524 meters at the center of the court and 1.55 meters over the side lines.

A player or team can win the point without holding serve (PAR - point-a-rally system).

A team now has only one (1) serve in doubles and mixed doubles.

The Diagram below is an illustration of a badminton court:



Equipment

The shuttle shall be made of natural and/or synthetic materials. From whichever material the shuttle is made, the flight characteristics generally shall be similar to those produced by a natural feathered shuttle with a cork base covered by a thin layer of leather.

The racket shall be a frame not exceeding six-hundred-eighty (680) mm in overall length and two-hundred-thirty (230) mm in overall width.

Shuttlecocks will be provided and will be the only one(s) permitted for use in these games.

Method of Scoring

A match is won by the player or team that wins two (2) out of three (3) games.

A game shall be won by the side which first (1st) scores twenty-one (21) points. If the score becomes twenty (20) - all, the side which gains a two (2) point lead first (1st), shall win that game. If the score becomes twenty-nine (29) - all, the side scoring the thirtieth (30) point shall win that game.

The side winning a game shall serve first (1st) in the next game.

The side winning a rally shall add a point to its score. A side shall win a rally, if the opposing side commits a 'fault' or the shuttle ceases to be in play because it touches the surface of the court inside the opponent's court.

Official Rules

Start of Play

Before play commences, a toss shall be conducted and the side winning the toss shall exercise the choice to: a) serve or receive first (1st); b) to start play at one end of the court or the other. The side losing the toss shall then exercise the remaining choice.

Singles

Change of Ends

Players shall change ends:

At the end of the first (1st) game

At the end of the second (2nd) game, if there is to be a third (3rd) game.

In the third (3rd) game when a side first (1st) scores eleven (11) points.

If the ends are not changed as indicated, it shall be done so as soon as the mistake is discovered and when the shuttle is not in play. The existing score shall stand.

Shuttlecock Replacement

Initially, two shuttlecocks will be provided per match. Additional shuttlecocks may be supplied upon request.

A shuttlecock may be replaced with the agreement of both players/teams or at the discretion of the umpire.

Players/teams may request a shuttlecock change at any time during a stoppage in play.

Players must not deliberately modify or damage the shuttlecock to alter its speed or flight.

Service

The server and the receiver shall stand within diagonally opposite service courts without touching the boundary lines of these service courts. Some part of both feet of the server and the receiver shall remain in contact with the surface of the court in a stationary position from the start of the service until the service is delivered.

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 around the body, level with the lowest part of the server's bottom rib. The shaft of the server's racket at the instant of hitting the shuttle shall be pointing in a downward direction.

In doubles, during the delivery of the service the partners may take up any positions

Singles

within their respective courts, which do not obstruct the vision of the opposing server or receiver.

Neither side shall cause unnecessary delay to the delivery of the service once the server and the receiver are ready for the service.

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. 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.

If the server wins a rally, the server shall score a point. The server shall then serve again from the alternate service court. If the receiver wins a rally the receiver shall score a point. The receiver shall then become the new server.

Doubles

A player of the serving side shall serve from the right service court when the serving side has not scored or has scored an even number of points in that game. 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.

The player of the receiving side who served last shall stay in the same service court from where he served last. The reverse pattern shall apply to the receiver's partner.

The player of the receiving side standing in the diagonally opposite service court to the server shall be the receiver.

The players shall not change their respective service courts until they win a point when their side is serving. Service in any turn of serving shall be delivered from the service court corresponding to the serving side's score.

After the service is returned, in a rally, the shuttle may be hit by either player of the serving side and either player of the receiving side alternately, from any position on that player's side of the net, until the shuttle ceases to be in play.

A team can win the point without holding serve (PAR – point-a-rally system).

A team now has only one (1) serve in doubles and mixed doubles.

Singles

No player shall serve or receive out of turn, or receive two (2) consecutive services in the same game.

Either player of the winning side may serve first (1st) in the next game, and either player of the losing side may receive first (1st) in the next game.

If a service court error is discovered, the error shall be corrected and the existing score shall stand.

Faults

It shall be a 'fault' if:

Service faults

The racket is not pointing in a downward direction at the moment of striking the shuttle.

The service is not delivered in one continuous and smooth action.

The whole shuttle is not below the server's waist at the instant it is hit by the server's racket.

In singles, the shuttle lands outside the correct service court (e.g., in the side tramlines or beyond the back boundary).

In doubles, the shuttle lands in the wrong service court, beyond the back boundary, or outside the court limits.

Shuttle faults (during play)

The shuttle:

Lands outside the boundaries of the court

Passes through or under the net

Fails to pass over the net

Touches the ceiling or side walls

Touches the person or dress of a player

Touches any object or person outside the court

Is caught and slung (carried) on the racket

Is hit twice in succession by the same player in one stroke.

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Is hit successively by a player and their partner

Player faults

A player:

Touches the net or its supports

Invades an opponent's court over the net (except valid follow-through)

Invades under the net causing obstruction or distraction

Obstructs an opponent

Deliberately distracts an opponent

Fault Rule (Over the Net)

It shall be a fault if:

A player strikes the shuttle while it is still on the opponent's side of the net. The shuttle must first cross the vertical plane of the net before contact is made.

A player's racket, body, or clothing touches the net or its supports while the shuttle is in play.

Invasion Rule

A player shall not invade the opponent's court under the net with their racket or body in a manner that obstructs or distracts the opponent.

Passing the racket under the net without interfering with the opponent's play is technically legal, though uncommon in competitive play.

Follow-Through Rule

A player is permitted to follow through with the racket over the net provided that:

The shuttle is struck on the player's own side of the net, and

The racket continues over the net as part of a natural hitting motion.

Singles

This action is considered legal provided that the initial contact with the shuttle occurs on the player's side of the net.

Lets

When a 'let' occurs, play since the last service shall not count and the player who served last shall serve again.

'Let' shall be called by the umpire to halt play.

It shall be a 'let' if:

The server serves before the receiver is ready.

During service, the receiver and the server are both faulted.

After the service is returned, the shuttle is caught on top of the net and remains suspended on its top, or after passing over the net is caught in the net.

During play, the shuttle disintegrates and the base completely separates from the rest of the shuttle.

In the opinion of the umpire, play is disrupted or a player of the opposing side is distracted by a coach.

A line judge is unsighted and the umpire is unable to make a decision.

Any unforeseen or accidental situation has occurred.

Intervals

A player or team will be allowed an interval not exceeding sixty (60) seconds during each game when the leading score reaches eleven (11) points.

Play shall be continuous from the first (1st) service until the match is concluded with intervals not exceeding one-hundred-twenty (120) seconds between the first (1st) and second (2nd) game, and between the second (2nd) and third (3rd) game.

Under no circumstances shall play be delayed to enable a player or team to recover strength or wind or to receive advice.

Singles

Warm-up

Players will be allowed a warm-up time of five (5) minutes prior to each match.

Coaching

Coaching is considered to be communication, advice or instruction of any kind to a player.

Coaching can only be provided to the player(s) during the sixty (60) second interval during each game when the leading score reaches eleven (11) points and during the interval break of one-hundred-twenty (120) seconds between the first (1st) and second (2nd) game, and between the second (2nd) and third (3rd) game.

In the above regulation breaks during a match, the coach must return to their designated chairs/seating area as soon as the umpire announces that there are twenty (20) seconds remaining.

The coach must remain seated in the designated chairs/seating area provided at each end of the court behind their player(s) except at the approved intervals mentioned above.

Under no circumstances can coaching be provided when the shuttle is in play or in any manner distracting the opposing player(s) or disrupt play.

Where a head coach is not present or available, an assistant coach, team manager, or "team" captain may assume the role of a coach.

Illness, Injury and Bleeding

Illness

A player who suffers an illness that involves neither an injury nor bleeding must either continue play immediately, or concede the game in progress and take the one-hundred-twenty (120) seconds interval break between games to recover.

This includes conditions such as a cramp, nausea, breathlessness and asthma.

If a player vomits on the playing surface, the opponent wins the match.

Only one (1) game can be conceded. The player must then resume play, or concede

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the match.

A player or team that concedes a game or match retains any points already scored and any games already won.

The umpire may suspend play for injury, illness, or other reasons.

Players may receive medical attention.

If a player cannot continue, they retire and the opponent wins the match.

Injury

If the umpire is not satisfied that the injury is genuine, they must advise the player to decide whether to resume play immediately, or to concede the game in progress and take the one-hundred-twenty (120) seconds interval break between games and then resume play, or concede the match.

If the umpire deems the injury to be genuine, a recovery time of five (5) minutes will be permitted, and medical treatment will be allowed. After the five (5) minute recovery time, the umpire must advise the player to decide whether to resume play immediately, or to concede the game in progress and take the one-hundred-twenty (120) seconds interval break between games and then resume play, or concede the match.

Only one (1) game can be conceded. The player must then resume play, or concede the match.

A player or team that concedes a game or match retains any points already scored and any games already won.

Bleeding

Whenever bleeding occurs, the bleeding must be stopped before the player can continue.

Play shall be suspended immediately lasting not more than five (5) minutes and the player shall receive medical treatment.

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Play shall not resume until all traces of blood have been removed from the playing surface.

If the bleeding recurs no further delay will be allowed, except that a player may concede the game, using the rest period between games to attend to the wound and stop the bleeding. If unable to stop the bleeding, the player or team must concede the match.

A player or team that concedes a game or match retains any points already scored and any games already won

Bloodstained clothing shall be replaced

Officials' Responsibilities

The Referee shall be in overall charge of the tournament.

The umpire shall:

Uphold and enforce the Laws of Badminton

Call 'faults' and 'lets' as required

Keep players and spectators informed of the progress of the match

Singles

For all other issues not addressed in these Laws of Badminton, please refer to The United States Ismaili Games General Rules and Regulations.

Singles