NOTE: Play will be governed by U.S. Badminton Association Rules with the following modifications:

1. SCORING
   a. 15 points per game
   b. Points scored by serving team only.
   c. Win by one point.
   d. Setting a game:
      i. When a game is set the score reverts to 0-0
      ii. The first team reaching 13, but later tied, may set the game to 5 additional points/just play to 5 to determine the winner.
      iii. The first team reaching 14, but later tied, may set the game to 3 additional points/just play to 3 to determine the winner.
      iv. A game does not have to be set/just play to 15 points

2. SERVING
   a. Serve underhand.
   b. Serve diagonally.
   c. If a point is scored by the server or serving team/switch sides of the court and serve again.
   d. Before serving say your score first then your opponent’s score.
   e. Only one serve is allowed, unless the serve hits the net and goes into the correct service zone (this is a let-replay/reserve),
   f. It is a fault/loss of serve if the serve is long, short, outside, or wrong court. If shuttle hits the line, it is good.
   g. It is a fault if the server or receiver step out of their respective court before the serve is delivered (must stay in court).
   h. Only the player to whom the serve is directed may take the service.
   i. The server shall wait until her/his opponent is ready before serving.
   j. Players change courts at the end of the game and the winner serves first.

3. SOME FAULTS OR ERRORS THAT RESULT IN A POINT OR SIDEOUT
   a. If during play the shuttle falls outside the designated boundaries, goes through or under the net, or fails to pass over the net.
   b. If shuttle touches a player or attire of a player.
   c. If the shuttle, in play, is hit before it crosses the net. It is legal to hit it on your side and then to follow-through and break the plane of the net with racquet.
   d. A player cannot touch the net with her/his racquet, body, or attire.
   e. The shuttle cannot be hit twice in succession, either by the same person or players on the same side.
   f. The shuttle cannot be held momentarily on the racquet and not distinctly hit.

4. GENERAL RULES
   a. If during play the shuttle hits the net and falls over to the opponent’s side, it is a good hit.
   b. During play if the shuttle hits the line, it is good.
   c. Players should call the lines on their side of the court.
   d. Any disagreements on calls should be replayed.

5. DOUBLES
   a. In the first half-inning of doubles only one side out is allowed to the side beginning the game. In subsequent innings each partner is allowed an out.
   b. Remember in doubles
      i. Serve always starts in right-hand court.
   c. The server alternates courts on each point made until she/he loses the serve. The partner then starts service in her/his court, right or left as the case may be.
   d. Partners must also receive in order.
   e. Court lines: serve is short and wide, after the serve play the outside lines.

6. SINGLES
   a. The rules for singles and doubles are the same except: In SINGLES when the server’s score is zero or an even number you serve from the right-hand court; when server’s score is an odd number the serve is made from the left-hand court.
   b. Both players change courts after each point is made.
   c. Court lines: serve is long and narrow (inside lines)