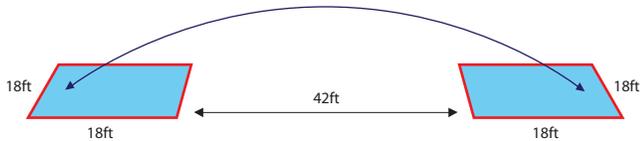


How to play speed badminton

The Idea of Play

Set up your court with Markers, an Easy Court Basic, or an Easy Court Pro, the official competition court.

Note: Court area size and distance between the courts can be modified to match the skill level of the players.



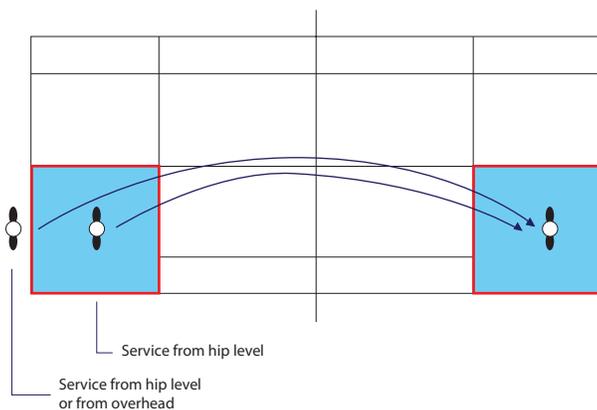
Each player stands in her square and has to defend it. Hitting it back and forth, he tries to get the Speeder® into the opposite square.

The Game

A game ends when one player reaches 16 points. If the score is tied at 15 or greater, play continues until one player has a 2 point advantage. A match consists of 3 wins (best of 5).

Service

The players draw to decide which player serves first. Service then alternates after every three serves. Every serve counts. If the score is tied at 15:15, service alternates after each point. You may choose between the centre of the court or the base service line for each serve. You let the Speeder® drop from hip level and hit it as it falls. Overhead service, either standing or with a flying jump, is only permitted from the base service line. The losing side always has first service in the next game.



Scoring

Every volley counts unless it has to be repeated. Points are awarded in the following cases:

- Service fault
- Speeder® contact with the ground
- Speeder® lands in playing field (or on one of the lines) and cannot be returned
- Speeder® lands "out"
- Speeder® is hit twice by same player in sequence
- Body contact with Speeder®

If a player returns an "out" Speeder®, it counts as "accepted" and play continues.

Changing Sides

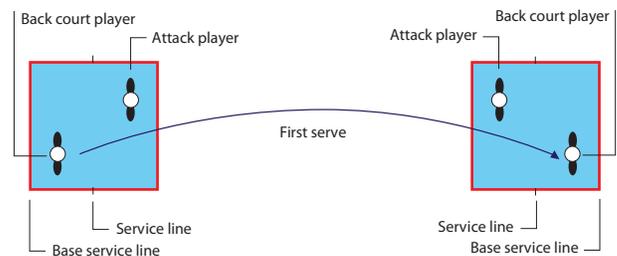
Players change sides after each game to ensure equal playing conditions (wind and lighting conditions). If a fifth game (tiebreak) becomes necessary, players change sides as soon as one player reaches eight points.

Doubles

The doubles match (men, women, mixed) is played on the same court as the singles.

Before the first serve, each team designates an "attack" player and a "back court" player. The attack player must be in front of the service line and the back court player must be behind the service line BEFORE the speeder is served. After the speeder has been served, the players can move to anywhere on the court.

The server is the back court player and must serve to the other back court player. The first back court player to receive the serve is the next server (after 3 serves). The third player to serve is the second player on the team that had service first, and the fourth player to serve is the first attack player on the team that received service. This rotation continues until the game is completed.



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For official rules, please visit the ISBO link on our web site at

www.Speedminton.ca

