

AIA Unified Badminton

Sports and Competition Rules

Special Olympics

AIA Unified Badminton Sports & Competition Rules

AIA Unified Badminton is an AIA-sanctioned sport, supported by and in conjunction with Special Olympics Arizona (SOAZ), that enables interscholastic competition in Unified Sports among Arizona high schools. It was established to foster inclusion, camaraderie, and the development of meaningful relationships among high school athletes and teammates, with and without intellectual disabilities.

REGISTRATION TERMINOLOGY

Participants with intellectual disabilities will be registered as "Unified Athletes," and participants without intellectual disabilities will be registered as "Unified Partners."

MEANINGFUL INVOLVEMENT

Meaningful Involvement ensures that every player can contribute to their team's success by leveraging their unique skills and qualities.

Examples of Meaningful Involvement not being followed –

a. A player (Unified Athlete or Partner) over-intimidates or is overly aggressive at any time
b. A player consistently displays superior skills and dominates individually on the court's serving or receiving end.
c. One player scores virtually all the points in a game.
d. Teammates do not communicate with each other during the games.
e. A player makes negative or disparaging comments teammate or the opposing team's players.

ii. Protocol

a. If a coach feels that an opposing team's player is dominating play, the coach can call a time-out (uncharged) to discuss with the opposing team's coach.
b. The official will decide if the coaches cannot agree on whether a player dominates the play.
c. If the player is deemed to be dominating in his play, the official shall sanction the player and coach. Sanctions will include issuing a team warning for player domination, citing the player and coach with unsportsmanlike conduct, or removing the player and coach from the match if the violation is egregious.

iii. Teams are allowed a maximum of two warnings for player domination. Upon the third violation of player domination, the offending team will forfeit the match.

The Laws of Badminton and Competition Regulations (linked here) in the BWF Statutes provide details on every aspect of badminton.
Below is a brief overview of simplified rules.

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Scoring System

- A match consists of the best of 3 games of 21 points.
- Every time there is a serve, there is a score point.
- The side winning a rally adds a point to its score.
- The winning side must win the game by a 2-point lead.
    - At 20 all, the side that gains a 2-point lead first wins that game.
    - At 29 all, the side scoring the 30th point wins that game.
- The winning side of each game serves first in the next game.

Time Outs (Intervals) and Change of Ends

- When the leading score reaches 11 points in each game, players have an optional 60-second timeout from the start of the 11-point period.
- A two-minute time-out is allowed between each game.
- In the third game, players change ends (switch sides) when the leading score reaches 11 points.

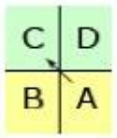
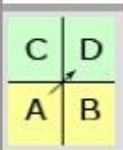
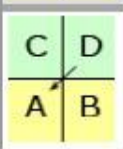
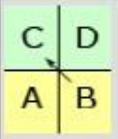
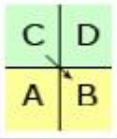
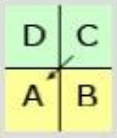
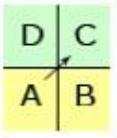
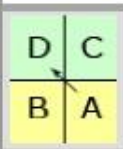
Doubles Play

- A side has only one 'service.' If a fault occurs during service, the receiving side scores a point and becomes the serving side.
- At the **beginning of the game** and when the serving side's **score is even**, the serve must occur from the **proper service court.**
- When the serving side's **score is odd**, the serve must occur from the **left service court**.
- If the receiving side wins a rally, the receiving side scores a point and becomes the new serving side.
- ***Switching Service Courts***
    - If the serving side wins a rally, the serving side scores a point, and the **same server must serve again from the alternate service court.**
    - Players **do not change** their respective service courts **until they win a point when their side is serving**.
- If players commit an error in the service court, the error is corrected when the mistake is discovered.
- The service passes consecutively to the players, as shown in the diagram on the next page.

SCENARIO

- A doubles match between A & B against C & D.
- A & B won the toss and decided to serve – A will serve to C.
- A shall be the initial server, while C shall be the initial receiver.

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Scenario	Score	Service From	Server		Winner
START OF GAME	Love All 0-0	**Right Service Court** because the score of the serving side is **even**.	A serves to C. A is the initial server. C is the initial receiver.		A & B
A & B win a point. A & B will change service courts. A serves again from Left service court. C & D will stay in the same service courts.	1-0	**Left Service Court** because the score of the serving side is **odd**.	A serves to D		C & D
C & D win a point and also right to serve. Nobody changes their respective service courts.	1-1	**Left Service Court** because the score of the serving side is **odd**.	D serves to A		A & B
A & B win a point and also right to serve. Nobody changes their respective service courts.	2-1	**Right Service Court** because the score of the serving side is **even**.	B serves to C		C & D
C & D win a point and also right to serve. Nobody changes their respective service courts.	2-2	**Right Service Court** because the score of the serving side is **even**.	C serves to B		C & D
C & D win a point. C & D will change servic ecourts. C serves from Left service court. A & B will stay in the same service courts.	3-2	**Left Service Court** because the score of the serving side is **odd**.	C serves to A		A & B
A & B win a point and also right to serve. Nobody changes their respective service courts.	3-3	**Left Service Court** because the score of the serving side is **odd**.	A serves to C		A & B
A & B win a point. A & B will change service courts. A serves again from Right service court. C & D will stay in the same service courts.	4-3	**Right Service Court** because the score of the serving side is **even**.	A serves to D		C & D

Note that this means:

- The order of the server depends on whether the score is odd or even.
- The service side changes the service court only when a point is scored. In all other cases, the players stay in their respective service courts from where they played the previous rally. This guarantees an alternate server.

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Other Rules to consider:

- Coaches must remain in the designated coaches' box during matches.
- If you arrive 10 minutes late to your match, it will result in a forfeit, but you can still play the remaining time of your scheduled match.
- Coaches and students cannot coach a pair during a match.
- If an athlete or a partner is on the badminton school team, they cannot compete on the unified team.

Equipment & Uniforms

- Nylon Shuttle
- Badminton Racket
- Uniform top (number on front/back)
- Matching athletic shorts
- (Double teams must match)
- Athletic shoes
- Athletes: even numbers
- Partners: odd numbers