

SPEEDMINTON

The Game

The players draw to decide which player or team serves first. 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 two-point advantage. The indoor singles court is 13 ft. by 13 ft. with 32 ft. between the boxes. The outdoor singles court is 18 ft. by 18 ft. with 42 ft. between the boxes. Doubles is played on two adjacent courts with the center line used for serves only. Matches can be best of 3, 5, or 7.

Service

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 one leg (you let the *speeder* drop from hip level and hit it as it falls) or both legs (overhead service, either standing or with a flying jump) outside the back line for each serve. The losing side always has first service in the next game.

Scoring

Every volley counts (rally scoring) 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 lines) and cannot be returned

Speeder lands "out"

Speeder is hit twice by same player in sequence

Body contact with the *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 or team reaches eight points.

Doubles Service

The server has three serves in sequence and must always serve to the diagonal playing field opposite. **ONLY** the serving team swaps fields after each serve. The player who starts the game on the right always serves **FIRST** from the right-hand field to the left-hand diagonal field opposite and the player who starts the game on the left always serves **FIRST** from the left. Once a serve is returned, all players can move around both fields freely to play the *speeder*. Once all four players have served, service returns to the first server. The losing side always has first service in the next game.