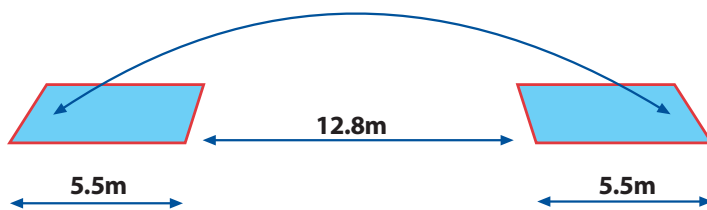


## Playing Fields

Exciting competition play, both indoor and outdoor and on nearly any surface, is possible with the versatile Speedminton® court concept: the **Speed Courts**.

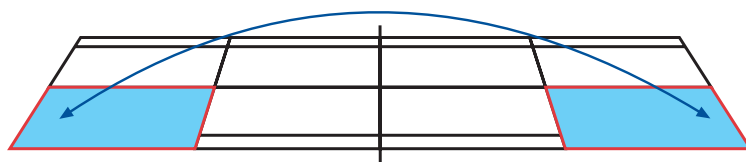
The **Speed Courts** consist of two square playing fields, 18ft on each side, positioned 42ft apart. Speed Courts are available as the portable **Easy Court** (made of durable rubberized fabric belts), as permanent (painted) lines on a suitable surface, or - with the additional **Speed Lines** from Speedminton® - on a tennis court.



**Speed-Court**



**Speed-Court Doubles**



**Speed-Court  
on a Tennis Court**





## Speedminton's Match Rules for Speed Badminton (Single)

### 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 two-point advantage. A match consists of three wins (best of five).

### 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 center of the playing field and the back 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 back service line. The losing side always has first service in the next game.

### Scoring

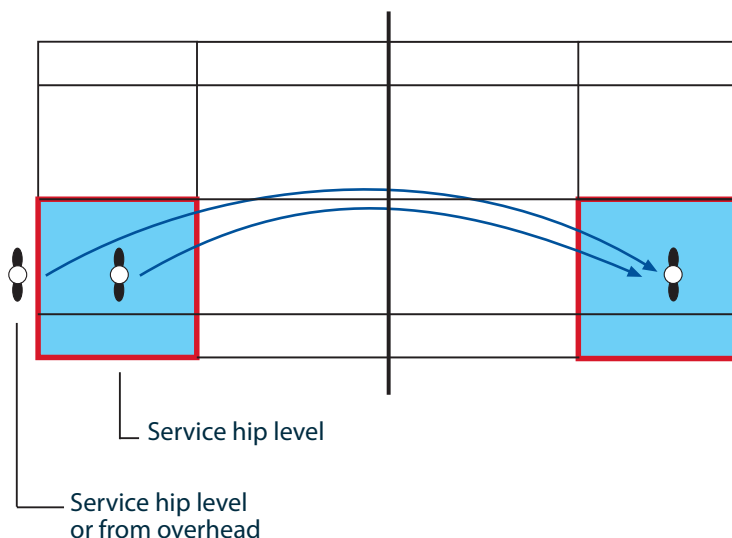
Every volley counts unless it has to be repeated. Points are awarded in the following cases:

- Service fault
- Speeder contact with the ground
- Speeder lands in playing field (or on one of 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 reaches eight points.



## Speedmintons Matchregeln für Speed Badminton (Doubles)

### Doubles

The doubles match is played on two adjacent courts.

### 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 two-point advantage. A match consists of three wins (best of five).

### Service

The players draw to decide which team serves first. The server has three serves in sequence, as in the singles games, and must always serve to the diagonal playing field opposite. The serving team swaps fields after each serve (see diagram). The first service is always made from the right-hand field to the left-hand diagonal field opposite. Once a serve is returned, all players can move around their respective doubles 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.

### Scoring

Points are awarded like in singles play. A match consists of three wins (best of three).

### 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.

