

Speedminton Rules

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

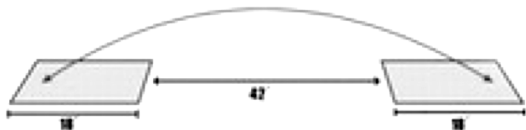
The players draw to decide which player serves first. Service then alternates after every three serves. Every serve counts. If the score is tied at 15:15, service alternates after each point. You may choose between the center of the playing field and the back line for each serve. You let the speeder 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)
- 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



Each “playing field” box is 18 feet on each side separated by 42 feet.