

should occur, the game may be "set" for 3 points. In singles, the game may be "set" at 9-all or 10-all for 5 or 3 points respectively. The best of three games constitutes a rubber.

Faults--

1. If the service is overhand, or if shuttle at instant of being struck be higher than the server's waist.
2. If the feet of the one receiving service or the one serving are not within the limits of her half-court.
3. If, either in service or in play, the shuttle falls outside the boundaries or passes through or under the net, or fails to pass the net or touches the ceiling or side walls or the person or dress of any player.
4. If the shuttle "in play" be struck before it crosses the striker's side of the net, or if a player touch the net or its supports with racket, person, or dress.
5. If the shuttle be hit twice in succession by same player, or be hit by a player and her partner, successively, or if the shuttle be not distinctly hit.
6. If player obstructs her opponet.
7. If in serving, the shuttle falls into the wrong half-court (i. e. into the one not diagonally opposite to the server), or falls short of the short-serving line, or beyond the long-service line, or outside the side boundary lines of the half-court into which the service is in order.

Penalty for Fault--A fault made by either player of the side which is "in" puts the server out; if made by a player whose side is out, it counts an ace to the "in" side.

Let--

1. If the shuttle touches the net in an otherwise good service.
 2. If a player serve out of turn or from the wrong half-court and win the point, provided it be claimed before the next succeeding service is delivered.
 3. If service is received from the wrong court and rally is won by receiving side, if done before next service is delivered.
- (Note)--A "let" allows a replay of the stroke. In matched games the Umpire shall call "fault" or "let", without being appealed to by the player.

