



SPEEDMINTON / CROSSMINTON - Basic Rules

Equipment

- Specific speedminton rackets (smaller than badminton rackets).
 - A special shuttlecock called a speeder (heavier and faster than a badminton shuttlecock).
 - Court: no net, played outdoors or indoors.
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Court

- Two squares, each 5.5 meters per side, placed 12.8 meters apart.
 - Each player stands inside one square.
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Objective of the Game

Make the speeder land in the opponent's square without them returning it.

Point Play

- The serve is done by throwing the speeder toward the opponent's square.
 - The speeder must be hit before it touches the ground a second time.
 - Players alternate hitting until the speeder hits the ground, goes out of bounds, or is hit twice consecutively by the same player.
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Scoring Points

- A point is scored if the opponent fails to return the speeder correctly into the square.
 - The game is usually played in sets; the first to reach 16 points with a 2-point lead wins the set.
 - Matches are often best of 3 sets.
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Other Important Rules

- No net: the speeder can freely fly between the two squares.
- Serves alternate between players.
- If the speeder lands outside the opponent's square, the point is lost.



Appendix: Playing field

