

## The Nature of the Game:

The game of badminton is played by two people (singles) or four people (doubles). Each player uses a racket to hit a shuttlecock (birdie) over a tautly strung net which measures five feet at the center. Play continues until one person or team wins fifteen points, winning the best out of three games which constitutes a match.

To start the game service **begins** in the **right** service court and players must alternate service courts whenever a point is earned. For a serve to be good, the shuttlecock must clear the net and land on or behind the service line of the opponent's court. All serves must be made underhand and go diagonally into the opponent's court area. If a shuttle hits the net and clears the short service line, it is considered good.

## Rules of play:

1. All even numbered points are served from the right service court.
2. All odd numbered points are served from the left service court.
3. A match consists of winning two out of three games.
4. A game consists of the first team or individual earning 15 points or winning by two if the score is tied at 14 all.
5. In doubles only the player whom the serve is directed my return the service.
6. A service (or any other shot) which hits the top of the net and continues into the proper court is a legal hit.
7. After the service is contacted players may move anywhere on their side of the court.
8. A shuttle may only be hit once per side during a volley.
9. During a volley contact with the shuttle must be made on your side of the net (follow through may continue over the net as long as the net is not touched).
10. All lines are considered in.
11. Play begins with a racket spin (markings on the racket) to determine which team serves first.
12. In doubles, each team has a minimum of two faults (one serve for each player) with the exception of the start of the game. The team that serves first is only awarded one fault.

## Serving rules:

1. Contact with the shuttle must be made below the waist.
2. Both feet must be in contact with the floor while serving.
3. If the shuttle is missed, serving attempts continue, if the shuttle is touched your turn is over.
4. Serves must be directed diagonally to your opponent's court.
5. If the serve hits the net and continues into the proper service court, it is considered good.
6. Servers must stand behind the short service line and the serve must clear the opponents short service line.

## Terminology:

**Birdie – Shuttlecock**

**Carry – An illegal resting of the shuttlecock on the racquet**

**Clear – High, deep shot hit to the back of the opponent's court.**

**Drive – Hard flat shot, which makes a horizontal flight across the net.**

**Drop – A stroke, which just clears the net and immediately starts to fall in your opponent court.**

**Fault – An infraction of the rules in which the results in a point or loss of serve.**

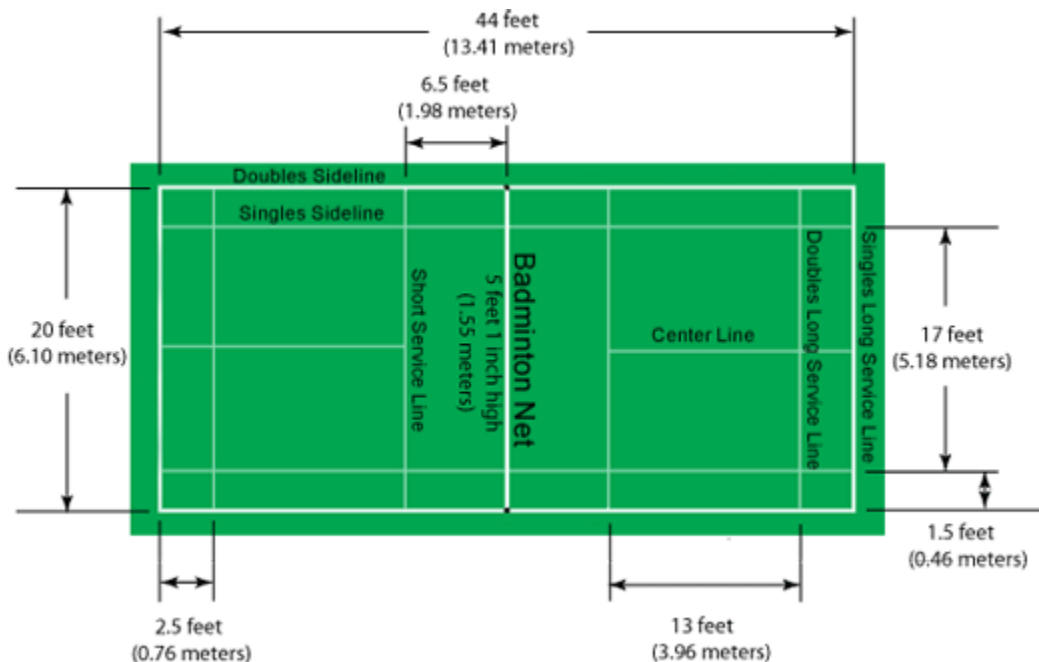
**Rally – Hitting the bird back and forth either in a game or warm-up.**

**Rotation – A system used in doubles where the players rotate from side by side to up and back formations.**

**Service court – Area to which the serve must be delivered.**

**Smash – The hard overhead stroke hit downward with great force.**

## **Court dimensions:**



## Faults:

1. Overhead serve
2. Server above the server's waist hits shuttle.
3. Shuttle landing in the wrong court area.
4. Server is not standing in the proper service area – must be behind the lines.
5. Shuttle hits the net on the serve. This includes the supports.
6. Failure of the server to call out the score before the service.

NOTE: The receiver cannot return the shuttle until it crosses the net. \*\*\*

## Scoring:

The serving side makes points only.

Games are played in sets. A set consists of three games. The winner of the set are those who wins 2 out of 3 games. Games can be played to 15 points (winning by 2).

## Rotation

1. First serving team is decided by spinning the racquet. The winner of the spin can choose first serve or side.
2. Server starts in own right serving court and serves to the receivers right serving court.
3. First server serves until he loses a point, this is constitutes a fault.
4. First server of the opposition now serves until he loses a point and the second server of the opposition serves until he loses a point.
5. In doubles after the first serve of the game, which has only one fault the following services are all two faults.
6. After each point is made the server alternates serving courts.

## Doubles

During the first inning only one player of the serving team is entitled to serve. After the first inning, each player shall be allowed to serve a minimum of one time. The player in the right court shall take the first serve on each side. After each point is made, the server changes service courts. Only the serving team shall alternate the service courts after each point is scored.

All even numbered points are served from the right court and odd from the left (singles or doubles).