



## BADMINTON STUDY GUIDE



**HISTORY:** Badminton was invented long ago; its origins date back at least two thousand years to the game of battledore and shuttlecock played in ancient Greece, India, and China. **INTERESTING FACTS:** The world's *fastest* racquet sport: a shuttle can leave the racket at a speed of almost **200 mph**.

### BEGINNING THE GAME:

#### **TOSS:**

The winner of the coin toss can elect to serve or receive in the first game, or to choose to play at a particular end of the court. The loser of the toss takes the remaining choice.

#### **BASIC AIM:**

You **win** a rally if you hit the shuttle over the net and onto the floor of the opposing side's court see court layouts opposite. You **lose** the rally if you hit the shuttle into the net, or over the net but outside of the opposing side's court. You also lose the rally if, for example, the shuttle touches you or your clothing, or if you hit it before it crosses the net.

#### **SERVING:**

The service courts are slightly different for singles and doubles. A shuttle on the line is "in". The server and receiver stand in the **diagonally** opposite service courts (**always right hand at the start of the game**). Once the receiver of the serve hits the shuttle, players may move anywhere on their side of the net. The server must obey laws designed to force **underhand delivery of the serve**, and the receiver must stand still until the service is struck. The server will alternate service courts each time a point is made until the serve is lost.

#### **1. Serving and receiving courts**

- A player of the serving side shall serve from the right service court when the serving side has not scored or has scored an even number of points in that game.
- A player of the serving side shall serve from the left service court when the serving side has scored an odd number of points in that game.
- The player of the receiving side who served last shall stay in the same service court from where he served last. The reverse pattern shall apply to the receiver's partner.
- The player of the receiving side standing in the diagonally opposite service court to the server shall be the receiver.
- The players shall not change their respective service courts until they win a point when their side is serving.
- Service in any turn of serving shall be delivered from the service court corresponding to the serving side's score, except as provided in Laws.

#### **2. Order of play and position on court**

- After the service is returned, in a rally, the shuttle may be hit by either player of the serving side and either player of the receiving side alternately, from any position on that player's side of the net, until the shuttle ceases to be in play.

#### **3. Scoring and serving**

- If the serving side wins a rally, the serving side shall score a point. The server shall then serve again from the alternate service court.

- If the receiving side wins a rally, the receiving side shall score a point. The receiving side shall then become the new serving side.

#### 4. Sequence of serving in any game, the right to serve shall pass consecutively:

- from the initial server who started the game from the right service court;
- to the partner of the initial receiver. The service shall be delivered from the left service court.
- to the partner of the initial server;
- to the initial receiver;
- to the initial server and so on.

#### 5. No player shall serve or receive out of turn, or receive two consecutive services in the same game.

#### 6. Either player of the winning side may serve first in the next game or either player of the losing side may receive first in the next game.

### SCORING SYSTEM:

Games are played to 21. Scoring is done as follows: The side winning a rally shall add a point to its score. A side shall win a rally, if the opposing side commits a "fault" or the shuttle ceases to be in play because it touches the surface of the court inside the opponent's court. If the score becomes 20-all, the side which gains a two point lead first, shall win that game. If the score becomes 29-all, the side scoring the 30th point shall win that game. The side winning a game shall serve first in the next game.

### TERMINOLOGY:

**Shuttle or bird:** The "ball" used for play

**Match:** Usually composed of a best of 3 games

**Fault:** A violation of the playing laws that concludes a rally

**Let:** A halting of play that results in a replay of a rally

**Clear:** The high lob shot hit to the opponent's back boundary area

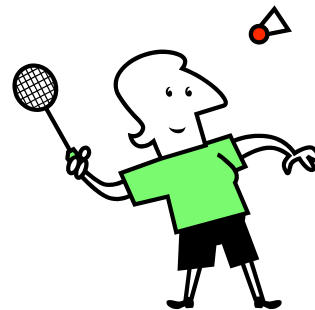
**Drop:** The soft shot angled down just over the opponent's side of the net

**Smash:** The hard hit down-angled shot

**Rally:** A sequence of one or more strokes starting with the service, until the shuttle ceases to be in play

### SERVICE/RECEIVING FAULTS:

- The shuttle does not cross the net.
- The shuttle lands in the wrong court.
- The shuttle is above the server's waist when hit.
- The shuttle is hit in an overhand motion.
- The server is outside the service court.
- The server steps on the line during the serve.
- The server misses the shuttle when serving.
- The receiving player is not standing in the correct service court.
- The receiving player moves before the serve is made.



### FAULTS THAT CAN BE COMMITTED DURING RALLIES:

- The shuttle falls outside the playing court.
- A player and/or partner hits the shuttle more than once before returning it over the net.
- A player touches the net with their body or racket.
- A player reaches over the net to play the shuttle.
- Resting the shuttle on the strings or carrying the shuttle.
- A *let* occurs when a point does not count and must be replayed.

