

BADMINTON STUDY GUIDEHistory

Badminton originated in Siam and China over 2000 years ago. A modified version of the sport known as "Poona" in India caught the attention and enthusiasm of British army officers stationed there who later brought the game home to England around 1870. The Duke of Beaufort gave real impetus to the game at his estate, Badminton House. The game spread rapidly through the world and reached America via Canada.

II. Before Game

Winner of coin toss or racket spin has choice of:

- A) serving first
- B) choosing side of net

III. Net - 5 feet 1 inch at posts and 5 feet at center.IV. Games and Matches:

- A) Ladies singles games: 11 points
- B) Ladies doubles games: 15 points
- C) Men's singles and doubles games: 15 points
- D) Match: 2 out of 3 games. Players change sides of court at the end of the second game and in the third game when the leading score reaches:
 - 8 in a game of 15 points
 - 6 in a game of 11 points
 - 11 in a game of 21 points

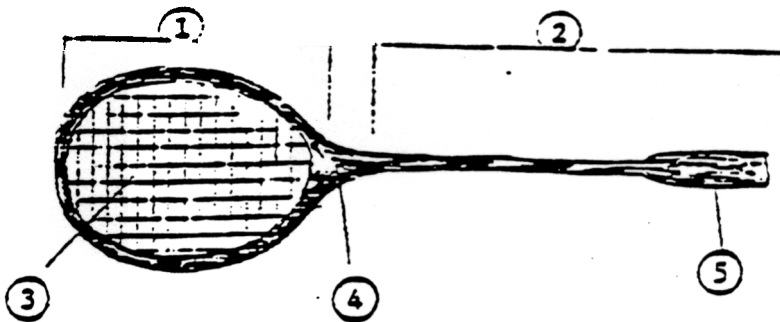
V. Scoring

- A) Only the server scores points and continues to serve until he/she commits an error.
- B) On an error by the server, side-out is called, no points are scored, and the receiver becomes the server.
- C) Setting. If the score is tied, the game may be extended by the player or side first reaching the tied score. In a 15 points game, when the game is tied at 13, it may be set 5 points; when tied at 14, it may be set 3 points. In a 21 point game, substitute 19 and 20 for 13 and 14. In an 11 point game, when the game is tied at 9, it may be set 3 points; when tied at 10, it may be set 2 points.
- D) A set game continues as previously, but the score is now called "love-all." The first side or player to reach the set score wins the game.
- E) The "match" is the best of three games. The players shall change ends at the commencement of the second game and third game, if any. In the third game the players shall change ends when the leading score reaches - 8 in a game of 15 points and 6 in a game of 11 points.

VI. The GameDoubles:

- A) The serving team is called the "in" side and the receiving team is the "out" side.
- B) The first serve of each "inning" (team's term of service) is made from the right-hand court. The player continues to serve, alternating courts for each serve, until he/she fails to win a point.
- C) The side beginning the game has only one hand (or term at service) in the first inning, but in all subsequent innings each partner has a hand.
- D) After side out is called, the receiving side becomes the serving side. The first serve is always made by the player in the right hand court.
- E) The player served must receive the service, but should the shuttle touch, or be struck by, his partner the "in" side scores a point.
- F) The side winning a game always serves first in the next game, but either of the winners may serve and either of the losers may receive the service.

X. PARTS OF THE RACKET



- 1) Head
- 2) Handle
- 3)
- 4) Throat
- 5)

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The Badminton singles and doubles court:

Side boundary line (doubles)		Side boundary line (singles)		Center line	
Back Boundary Line	Singles Service Court	Left Service Court	Right Service Court	Center line	
	Doubles Service Court	Left Service Court	Right Service Court	Center line	

VII. Singles:

- A) The first serve of a game, and all serves when the server's score is an even number should be served from the right court.
- B) A player serves from the left-hand service court when the server's score is odd (uneven number of points).
- C) The player receiving the serve stands in the court diagonally opposite the one from which the service is being made.

VIII. Faults - A fault committed by the server results in side-out, while a fault committed by the receiver results in a point for the server.

It is a fault if:

- A) During the serve the shuttle is contacted above the server's waist, or the racket head is held above the hand.
- B) During the serve the shuttle does not fall within the boundaries of the diagonal service court.
- C) During the serve the feet of the server and the receiver are not within the boundaries of their respective service courts. Feet on the boundary lines are considered out-of-bounds.
- D) Before or during the serve the receiver or the server feints or balks.
- E) During the serve or rally the shuttle contacts the wall, the ceiling or the player, passes through or under the net; fails to pass the net; or does not fall within the court boundaries.
- F) Any player reaches across the net to contact the shuttle, other than on other follow-through.
- G) During play any player touches the net.
- H) The shuttle is hit twice in succession by the same player, or is hit by a player and his partner successively, or if the shuttle is held on the racket while struck (i.e. be caught or slung).
- I) A player obstructs an opponent or invades an opponent's court.
- J) It is a fault if server completely misses the shuttle on the serve.

IX. General

- A) A serve may not be made until the receiver is ready.
- B) Some part of both feet of the server and the receiver must remain in contact with the court, inside the boundary lines, until the shuttle leaves the racket of the server.
- C) A serve which touches and passes over the net and falls within the diagonal service court is good.
- D) Shuttles falling on the line are in bounds.
- E) "Let" is called when the receiver is not ready for the serve and makes no attempt to return the serve. This results in a re-serve.

SIMPLE RULES OF BADMINTON

TO START A GAME - Toss a coin or shuttle, or spin the racket. The winner has a choice of 1) to serve or receive first, and 2) ends.

POSITION ON COURT AT THE START OF A GAME - Server stands inside service court on the right side (facing the net). Receiver stands inside service court on the opposite right side (facing the net). Partners may stand anywhere on either side providing they do not block the view of the receiver.

POSITION OF THE SERVER - Singles - If server's score is even (0,2,4, etc.), server is on right side. If server's score is odd (1,3,5, etc.), server is on left side. Doubles - When a team's score is even, that team is in their starting positions. When odd, reverse positions.

TO START THE PLAY - The server on the right side serves to the receiver on the opposite right side. The receiver must not move until the server hits the shuttle.

THE SERVER MUST -

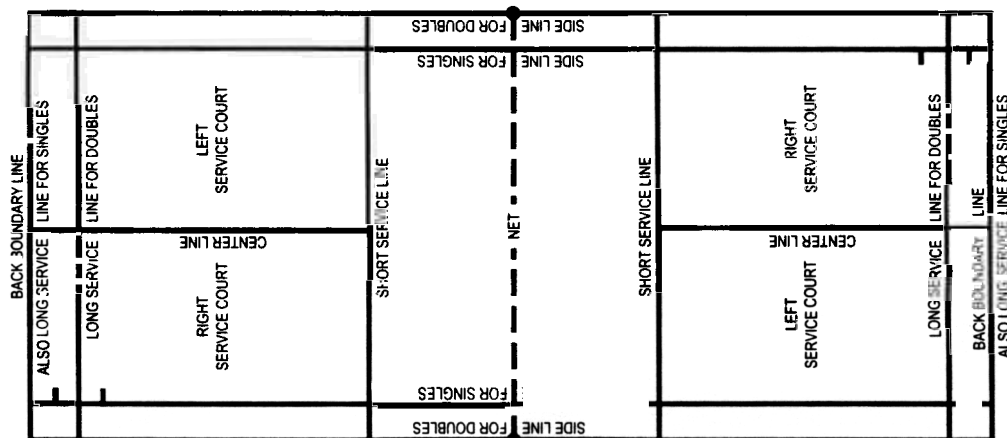
1. Keep part of both feet in a stationary position on the floor.
2. Hit the base of the shuttle first.
3. Hit the shuttle below the server's waist.
4. Hit the shuttle with the racket's entire head clearly below the hand that holds the racket.
5. Have the racket move continuously forward (no fake allowed).

DURING PLAY - Singles - If the server wins the rally, he scores a point, changes service courtside, and continues to serve. If he loses, his opponent serves and no point is scored. Doubles - If the team serving wins the rally, a point is scored, and the server switches service court position and continues to serve. If they lose the rally, the partner serves from the other side and no point is scored. After the team serving loses two rallies, the serve goes to the opponents. Note: At the start of the games in doubles, the side which begins the serve has only one serve.

SERVER OR RECEIVER ON WRONG SIDE - Play a let, correct the error, if the person who made the mistake wins the rally and it is discovered before the next service. The score stands if the person who made the mistake loses the rally, in which case, the players will remain on the "wrong" side. If the next serve has been made, the score stands and the players remain on the "wrong" side.

FAULTS -

1. Shuttle lands outside the court boundaries (any part of the shuttle landing on the line is a good shot).
2. Racket or clothing touches the net while the shuttle is in play.
3. Player reaches over the net and hits the shuttle on the opposite side of the net (when it is hit on player's side, follow-through over the net is legal).
4. Shuttle is clearly carried on the racket and thrown over.
5. Have the racket move continuously forward (no fake allowed on serving).
6. Shuttle hits the player, player's clothing, ceiling, or the surrounding court area.
7. Interfering with the shuttle, misconduct, or stalling after one official warning (penalty - lose serve or give opponents a point).
8. Receiver's partner hits the served shuttle.
9. Server swings and misses the shuttle.



SIMPLE RULES (CONT.)

SHUTTLE IS IN PLAY - From the time it hits the server's racket until it:

1. Hits the floor.
2. Hits the ceiling, or outside the court area.
3. Hits person or clothing.
4. Hits net on hitter's side and starts to drop on hitter's side.

Note: A shuttle hitting the net on the serve and going over, is a good serve, provided the shuttle lands in the service court.

END OF GAME - For women's singles, the first one to make 11 points wins the game. At 10-all, the first player to reach ten has the option to set or not to set. Not setting means playing to eleven. Setting means playing to thirteen. The first player to reach thirteen wins the game.

All other games are to fifteen points. At 14-all, the first side to reach fourteen has the option to set or not to set. Not setting means playing to fifteen. Setting means playing to seventeen. The first side to reach seventeen wins the game.

A match is two out of three games. The winner of the first game serves first from the other end in the second game. The winner of the second game in a three-game match serves first from the other end in the final game. In the third game, the players change ends and continue serving when the leading side reaches six points in women's singles and eight points in all other games.

BADMINTON ETIQUETTE

IN TOURNAMENT

1. Send all entries in well before the deadline.
2. Do not withdraw from a tournament after the draw has been made except for illness, injury or personal emergency.
3. Be on court promptly when matches are called.
4. Restrict on court warm-ups to the permitted time.
5. Accept the decisions of opponents and officials.
6. Thank the Umpire and Service Judge after all matches and thank the organizers before leaving the tournament.

ON COURT

1. Loud, abusive or profane language, racquet throwing or hitting the shuttle indiscriminately is prohibited.
2. Be courteous to other players at all times.
3. Retrieve the shuttle at the end of a rally when it has fallen on your side of the net and return it promptly to your opponent.
4. When there is no Umpire, call out the score before each service.