

BADMINTON

The Game: The game involves hitting the shuttle or birdie back and forth across a 5 foot net into the opponent's court.

Interesting Badminton Facts:

- Badminton is the fastest racquet sport with shuttle speeds clocked at over 300 miles per hour.
- The best shuttles are made from the feathers of the left wing of the goose.
- It is not uncommon for a game to last several hours
- Badminton is the second most popular sport in the world after soccer.

TERMINOLOGY:

Clear: A high, deep shot hit to the back of the opponent's court.

Drive: A hard, flat shot, which makes a horizontal flight across the net. Usually hit close to the net as it crosses and downward when possible.

Drop or Hairpin: A stroke, which just clears the net and immediately starts to fall in the opponent's court.

Serve: This is an underhand shot that must be contacted below the waist, which starts a game.

Smash: The hard overhead hit downward with great force. It is the principle attacking stroke in badminton. This is best used to return a high and short shot.

GENERAL RULES:

- 1) The serving team is determined by a coin toss or at LMS a racquet spin.
- 2) The server shall announce the score prior to the serve, calling the server's score first, opponent's last.
- 3) The serve must go into the service court diagonally from the server. If it does not fall within that court a point is awarded to the other team.
- 4) If the server in attempting to serve misses and does not contact the shuttle, it is not a fault and the player may attempt to serve again.
- 5) Shuttles falling on the lines are in bounds.
- 6) If in the course of service or rally the shuttle touches and passes over the net, the stroke is good. If in service or during the rally a shuttle after passing over the net is caught in or on the net, it is a let. When a let occurs, the play since the last service shall not count and the player who served shall serve again. The serve may touch the net but it still must land in the proper serving court.
- 7) If a player has a chance of striking the shuttle in a downward direction when quite near the net, his opponent must not put up his racket near the net on the chance of the shuttle rebounding from it. A player may, however, hold up his racket to protect his face.
- 8) If in service or play the shuttle falls outside the designated boundaries, goes through or under the net, fails to pass over the net, touches the ceiling, side walls, or any player, it is considered out.

SCORING: A match consists of the best of 3 games of 21 points. The service court is determined by the score. If the serving team has a score with an even number they serve from the right side of the court, and if the score is an odd number they serve from the left side of the court. The side winning a rally adds a point to their score. After a point is scored the server alternates courts and serves again. The receiving team stays in their same positions. If the receiving team wins the rally they earn the point and the right to serve. At 20 all, the side which gains a 2 point advantage first, wins the game.

FAULTS: It is considered a fault if:

- 1) The serve is made overhand.
- 2) The server to receiver steps out of his respective court (on the line is considered out-of-bounds for a player) before the serve is delivered.
- 3) The shuttle goes through the net.
- 4) During play a player touches the net or its support with his racket, person, or dress.
- 5) The shuttle is hit twice in succession, either by the same person or players on the same side.
- 6) The server serves above the waist.
- 7) The partner of the receiver returns the serve.

The Basic Badminton Court

