



Badminton Study Guide



Basic Rules:

- Badminton can be played alone or with a partner. (Singles or Doubles)
- At the start of a match, toss the shuttle into the air and to whichever side the corked end points will be serve first. Every game that follows the team that won the previous game will serve first.
- The players change ends of the court after each game is completed.
- A shuttle (also called “bird/birdie”) landing on the line is good.
- A shuttle hitting the net is good and play continues, including on the serve.
- All players must be **INSIDE** the lines of their own service courts at the point of contact for the serve.
 - A “**LET**” is a situation that requires a replay.
 - The server serves the shuttle before his/her opponent is ready.
 - An unforeseen or accidental hindrance takes place.

Scoring:

- Games are played to 21 points; you must win by 2 points
- A match consists of the best of 3 games.
- A point is scored on the rally every time there is a serve.
- At 20-20, the side that gains a 2-point lead first wins that game (such as 24-22).
- At 29-29, the side scoring the 30th point wins that game, because 30 is the maximum amount of points.

Service Details:

- Before serving, the server must call out the score by saying his/her score first followed by his/her opponent’s score.
- The server and receiver stand diagonally from each other.
- The shuttle must land in the receiver’s service court and past the short service line.

Faults:

During the **Serve** it is a “fault” if:

Shuttle is struck higher than the waist.
Shuttle falls before the short serve line.
Shuttle hits the net and does not go over.
Shuttle falls into the wrong service court or out of bounds.
Server attempts to serve and misses the bird completely.
Both feet must remain in contact with the floor until the service is made.

During **Regular Play** it is a fault if:

Player reaches over the net.
Player hits the shuttle twice.
Player fails to return the shuttle.
The receiver’s partner returns the serve.
Player touches the net or the shuttle
with racket, body, or clothes.

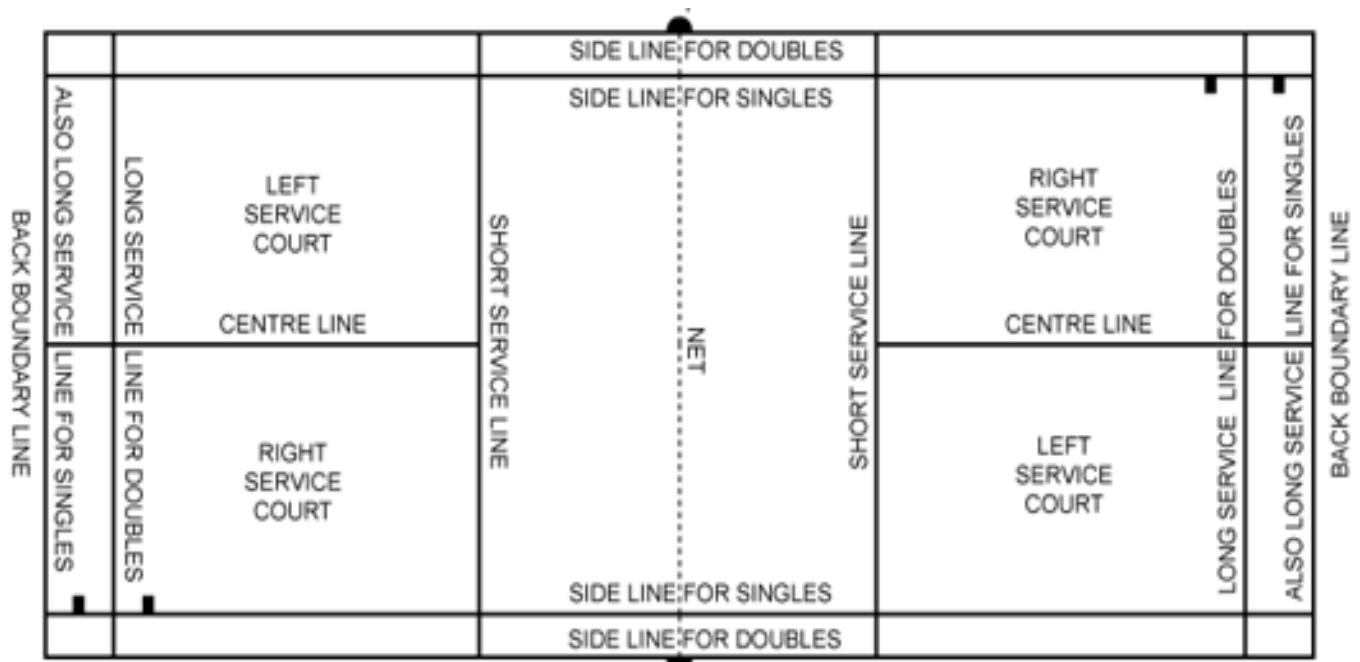
Doubles Play:

- Doubles serving court is short and wide.
- Doubles playing court changes to long and wide, following the serve.
- If the **SERVING** side wins a rally, they receive a point and the **SAME** server serves again from the alternate service court.
- During the serve, it is important to remember who served first and who served last. Team A will serve first. Partners will decide who will serve first. Partner 1 will serve cross court. If the serve is good, Partner 1 will switch sides with Partner 2. (So if Partner 1 served from the right service box, he/she will then serve from the left service box. Alternate service boxes.) When Partner 1 loses the serve, the opponents will get the serve. So now, Team B has

the serve. The person who received the first serve will be the first to serve. Partner 1 (Team B) will serve. If he/she keeps the serve, he/she will then switch to the other service box. Once he/she loses the serve, Partner 2 from Team A will get the serve. Then Partner 2 from Team B will serve, and so forth.

Terminology:

Serve	A serve is the shot that puts the shuttle into play and starts the game.
Clear	A clear is a stroke, which sends the shuttle high and deep into the opponent's back court.
Smash	A smash is an aggressively hard hit, with a fast downward path. It is the ultimate attack stroke referred to as the 'kill shot.'
Drive	A drive is a powerful hit, which just clears the net and is aimed at the chest of the opponent.
Drop	A drop is a softly hit stroke, which barely clears the net.
Fault	A violation of the rules, resulting in a point for the other team.
Let	A situation requiring a replay.
Rally	An exchange of the shuttle between opponents by a series of strokes.
Bird	Another name for the shuttle.



SERVING FAULTS

Contact with the bird is made above waist level.

Server hits bird to the wrong service court, or outside the service court.

Server steps ON or OVER the line when serving.

Server takes a step before contact with the bird is made. (Both feet must be in contact with the floor.)

Bird falls out of bounds, goes into or under the net, touches an obstruction, a player, or clothing

OTHER FAULTS

Receiver's feet aren't inside their own service court.

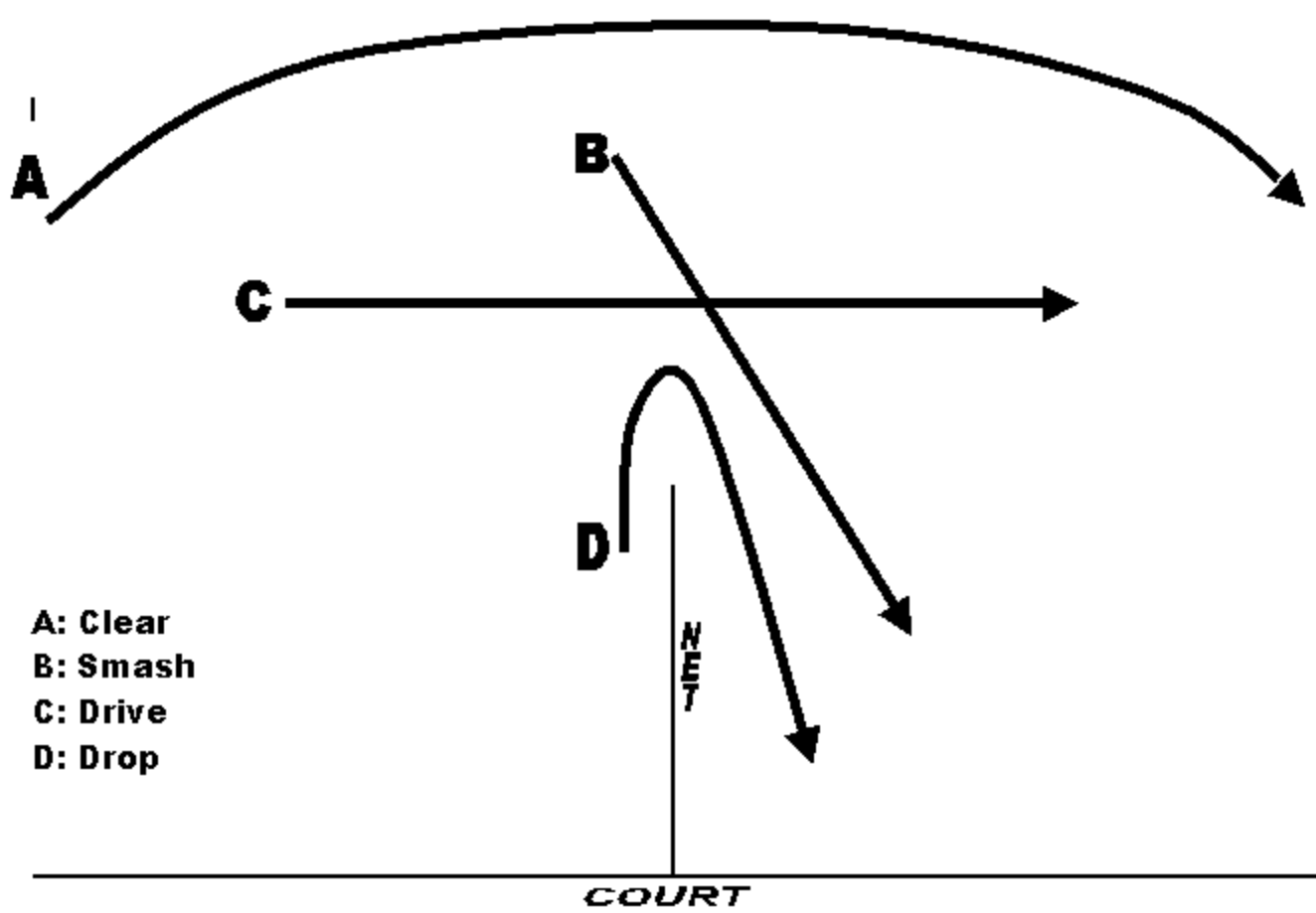
Player strikes bird before it crosses the net onto their side

Touching the net, either with your racket or any part of your body.

Hitting the bird 2 times in a row by you, or, one hit by you and one hit by your partner.

A player is touched by the bird.

If the bird is hit by any part of the racket other than the strings.



A: Clear
B: Smash
C: Drive
D: Drop