

All About The Game of Badminton

History - First played in India where it was called "Poona".

How to Choose Serves

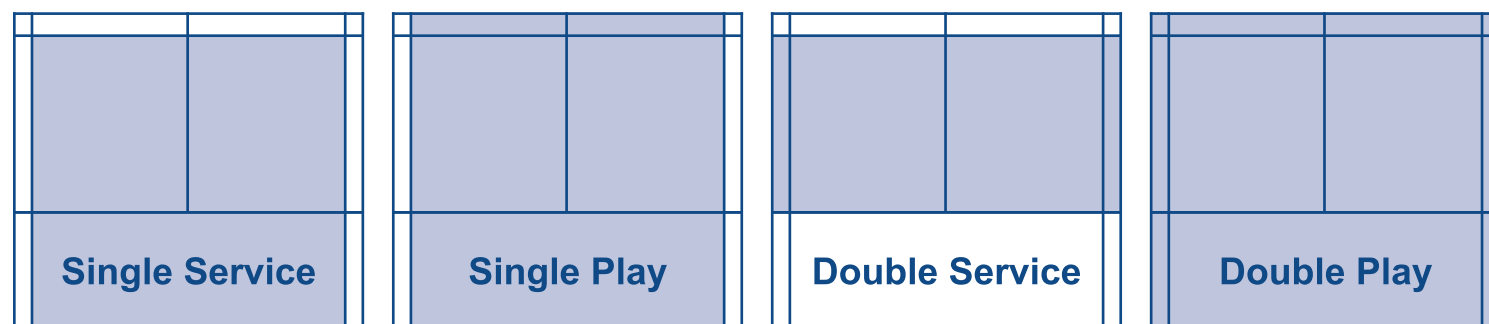
Before starting play a coin will be tossed and the winner will have the first option of:

- Choosing ends of the court;
- Serving first;
- Not serving first.

General Rules

- If either during a rally or on the serve the shuttle touches the net, play continues.
- If the server misses the shuttle completely it would be considered a loss of serve.
- A fault by the serving side puts the server out. A fault by the receiving side counts as a point for the server. A fault occurs when ...
 - On a serve the bird is not above the server's waist or the head of the racket is not clearly below the serving hand at impact.
 - The feet of the **server and receiver** are not stationary within the proper court when the bird is contacted (you are **NOT** allowed to "fake out" your opponent).
 - The bird fails to pass over the net.
 - The bird fails to land inside the appropriate court (on the line is considered "in").
 - A player hits the bird **before** it crosses the net.
 - A player touches the net while the bird is in play.
 - The bird is held, scooped or slung on the racket (the frame is not a fault).
 - The bird is hit twice by the same side or touches the floor.
 - Only the player served it may receive serves (doubles). If the shuttle is struck or touched by their partner, the serving side scores a point.
 - If the serve lands outside the boundary lines, the result is a loss of serve.

Service Areas



Doubles Play:

- After the coin toss only one person from the initial serving team will serve.
- After winning a rally the server will switch courts. The server continues serving until they lose their serve.
- The receiving team does not switch courts.
- After a legal server, any player may assume any position during a rally. Common positioning include: up and back **or** side by side.

Singles Play:

The same as doubles play except that ...

- The players shall serve from and receive service from a side based on the servers score. Odd score mean they serve from the left court **and** even score from the right.

Scoring:

- A match consists of best of 3 games unless otherwise arranged.
- A match is won by the side that first scores 21 points and wins by 2 points. Unless the game is tied at 29 points in which case side to the 30th point wins.
- Side winning the game shall serve first in the next game.

Terms:

Bird - the shuttle.

Double Hit - hitting the bird twice on the same stroke.

Drive Shot - a hard hit shot low to the net and horizontal to the floor.

Drop Shot - a shot that clears the top of the net and then drops quickly downward.

Fault - any violation of the rules or a playing error. A fault by the server results in a loss of service. A fault by the receiver results in a point for the server.

High Clear Shot - a shot that goes high in the air and lands on the back of the court between the back two lines.

Let - a reserve granted to the server (unsure of where the bird lands, play interruption, etc.).

Rally - the continual play between the time a shuttle is served and one player faults.

Setting - the number of points required to win a tied game.

Smash Shot - a hard, overhead shot that drives the shuttle sharply downward.

