

Badminton Handout

History

Badminton evolved from a similar game called battledore, which was played in China. In the fourteenth century a variation of the game was played in England. English settlers brought badminton to America. The first U.S. badminton club was opened in NY in 1878. Badminton was introduced as a full-medal Olympic sport in 1992.

Rules of Badminton

- Games are either individuals or pairs
- Serving team is in side: the receiving team is the out
- Players spin a racquet or toss a coin to determine who gets serve or side
- Men's singles and all doubles are played to 15 points, women's singles are played to 11 points, and a one-game match of any type is played to 21 points
- In a 15-point game, when the score is tied at 13, the set to win is five (raising the winning score to 18). At 14-all the set is three. In an 11-point game when the score is tied at 9, the set is three, and at 10-all the set is two. In a 21-point game, when the score is tied at 19 the set is five, and at 20-all the set is three. After the game is set, the score becomes 0-0 (love-all) and the first side to reach the set number (5,3, or 2 points) is the winner. A player or team doesn't have to win by two points. The final score is the total number of points scored, including the set.
- Service is made from within the serving player's court
- Any shuttle hitting the line is in bounds
- In singles, the shuttle must land in the long, narrow court. In doubles, it must land in the short, wide court.
- In doubles, once the serve has been returned, the full court is used.
- The server is only permitted one attempt to put the shuttle into play
- The shuttle may hit the net and land in the proper court
- In singles, the serve is made from the right side of the court when the server's score is an even number
- In doubles, the first serve is always started from the right court whenever a team acquires the serve from its opponents. The server will alternate service courts each time a point is made until the serve is lost.
- All returns must be made before the shuttle hits the ground
- The server must call the score after each point
- A match is the best of three games
- Players must change sides of the court after each game
- The winner of the previous games serves the next game

Faults & Lets

Service Faults

- The shuttle doesn't cross the net. The shuttle lands in the wrong court. The shuttle isn't hit on its base. 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 has a foot or feet off the ground. The server steps on a line during the server. The server misses the shuttle while serving.

Receiving Faults

- The receiving player isn't standing in the correct service court or they move before the serve is made.

Faults Committed during Rallies:

- The shuttle touches the ground inbounds

- The opposition doesn't return the shuttle
- The shuttle falls outside the playing court
- A player blocks the opponent's play
- Hitting the shuttle more than once before returning it over the net.
- A player touches the net with his or her body or racquet.
- A player reaches over the net to play the shuttle
- A shuttle hits a player
- A let occurs when a point doesn't count and must be replayed

A let occurs when:

- Serves are taken out of turn or taken before the receiver is ready

Rallies are won after

- Serving from the wrong court. Faults occur simultaneously by both sides. The shuttle becomes stuck in the net after crossing.

Vocabulary List

Alley -	the area on the sides of the court between the doubles and singles court.
Backhand -	hitting the shuttle on the left side of the body, if a player is right-handed
Crosscourt -	hitting the shuttle diagonally over the net from one side of the court to the other
Side	
Defensive clear –	a shot driven high to the backcourt
Drive -	a hard hit shuttle that travels flat and close to the net
Face -	hitting surface of the racquet
Fault -	any violation of the rules
Forecourt	the front of the court
Forehand	hitting the shuttle on the right side of the body, if a player is right-handed
High clear	a shuttle that is hit very high and lands in the back of the opponents court
Kill	a hard-hit that is impossible to return (smash)
Let	any unforeseen or accidental hindrance. A replay is appropriate
Long serve	any serve hit deep in the court
Match	two out of three games
Side out	to lose the serve
Smash	high shot returned sharply, same as kill