

BADMINTON

07/00

SIMPLIFIED RULES



SCORING:

1) The game is won by the first side to reach 21 points. At 20-20 the side which gains a 2 point advantage wins that game. If the score reaches 29-29 the side scoring the next point wins.

2) Scoring is based on the Rally Point system where the side winning the rally scores a point.

3) The side winning the game will serve first in the next game. Teams will switch sides after each game. In the third game of a set players change ends after 11 points

SERVING:

4) The bird/shuttlecock must be struck below the waist with the shaft of the racket facing downwards upon contacting the bird on a serve. The waist is considered to be level with the lowest part of the server's bottom rib.

5) Any serve that touches the net and falls out of bounds is OUT; a serve that touches the net and falls in the correct service court is a let(served again); a serve that touches the net and is played by the receiver is legal - play on.

6) A server who misses the bird while attempting to serve loses the serve. Once the bird is released from the hand it is considered a serve.

7) The server and receiver must stand still in their own service court, behind the short service line, when the serve is delivered.

8) Once the service motion has begun the player must complete the service in a fluid motion. It is a service fault to pause during a service or fake hitting the shuttle in order to distract your opponent.

9) The serving player/team only gets one set of serves each inning (aka "one down").

10) At the beginning of the game and when their score is an even number, the service is taken from the right hand service court. When the score is an odd number the service is taken from the left hand service court. Players do not change their respective service courts until they win a point when their side is serving.

11) If the serving side wins a rally, the serving team scores a point and the same server serves again from the other service court.

12) If the receiving side wins the rally, the receiving side wins the point and becomes the new serving side.

13) The server may not serve until the opponent is ready, but the opponent shall be seen as ready if he/she attempts to return the service.

14) Before each serve the server must call out the score saying his/her team's score first.

15) When serving the serve must go to the proper service court. Only the person who the serve is directed to may return the bird.

FAULTS:

A fault made by the serving team results in a loss of serve. A fault committed by the receiving team results in a point for the serving team.

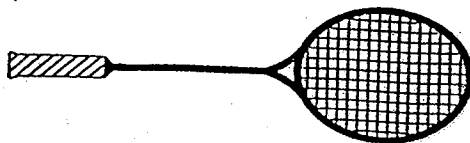
16) Any bird that falls on a boundary line is "IN" bounds.

17) If the bird touches a player, the player's clothing, the roof or walls, or falls outside the court boundary lines it is out of bounds.

18) If a player attempts to hit the bird but misses it and the bird falls out of bounds it is considered out.

19) The bird may not be hit until it has crossed the net. It is also a fault if the racquet touches the net during play.

20) The bird must be hit distinctly, it must not be thrown or carried on the racquet.



GLOSSARY

ACE - a point won when the receiver totally misses the serve, which falls in bounds.

ALLEY - the 1.5 foot extension on the sides of the court used in doubles play.

BACKCOURT - the general area of the court near the back boundary lines.

BUTT - the bottom end of the grip of the racquet.

CLEAR - a high, deep shot hit to the opponent's backcourt.

CROSSCOURT - a stroke hit diagonally from one side of the court to another.

DRIVE - a fast, low shot which travels horizontally over the net.

DROP SHOT - a shot in which the bird drops downward and lands close to the net in the opponent's court.

DOUBLE HIT - an illegal shot where the player hits the bird twice in a row in the same stroke.

FACE - the hitting surface of the racquet (the strings).

FAULT - any violation of the rules or a playing error. If committed by the serving team, it results in a loss of serve; if committed by the receiving team it is a point for the servers.

FRONT COURT - the general area of the court closest to the net.

GAME POINT - a point, that if made, will win the game.

GRIP - the part of the racquet handle that a player holds.

HEAD - the rounded frame, including the strings, which contacts the bird.

INNING - refers to the time of one teams service.

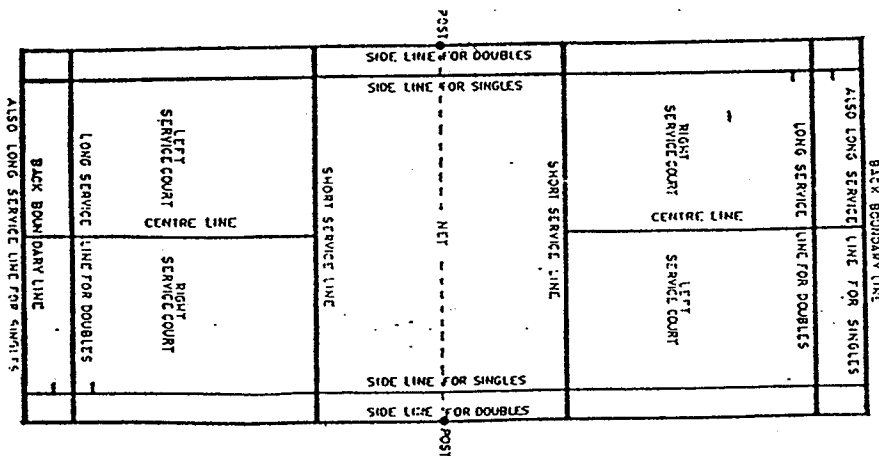
LET - the replaying of a point (a reserve).

KILL SHOT - a fast downward shot (smash) that cannot be returned.

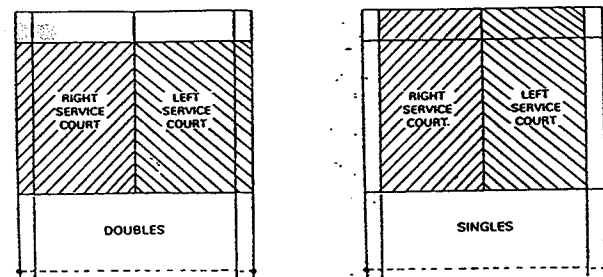
PASSING SHOT - a shot which goes past an opponent to the side.

SMASH - a hard overhead attacking stroke hit downward with great force.

COURT DIAGRAM



SERVICE AREAS



RACQUET

