

# BADMINTON

The shuttlecock is thought to have originated when feathers from eaten fowl were stored by being stuck into cork or balls of yarn. The game dates back to 1<sup>st</sup> century B.C. in China. The first net to be used dates back to the 1850's. In 1878 the Badminton Club of the City of New York was organized and currently exists as the oldest club. The American Badminton Association was formed in 1936 to govern badminton in the U.S. and is now called the United States Badminton Association. Badminton became a summer Olympic event in 1992.

1. **Court Markings** - see court on next page
  - net is 5 feet high in middle
  - lines are considered in bounds
  - singles boundaries are long & narrow
  - doubles boundaries are short & wide
2. **Grip of Racket** - hold like shaking hands and at the extreme end of handle for forehand shots
  - rotate hand counterclockwise and place thumb on back of handle for backhand

### 3. Various Shots & Purpose of Each

- A. Serve – could be hit short or long or into corners, used to start play
- B. Clear - (overhand or underhand) could be used as a defensive or offensive shot, hit deep in opponents court to gain time to get back into position
- C. Smash – main offensive shot used to put away a shuttle when it is above the net
- D. Dropshot – offensive shot that when hit drops just over net into opponents courts
- E. Net Shots – offensive shot made when shuttle is below top of net, goes over net and drops quickly

### 4. How To Start Game

Find a logo or a mark on the racket. As a player spins racket another player calls whether the designated mark will be up or down. Winner of spin gets to choose to serve/receive first or which side of court to start game on. Loser of spin gets to choose from remaining choice.

### 5. Scoring

Only the team serving can score a point. A point is awarded if a rally was won. If the rally was lost while serving, no points are awarded.

Doubles and men's singles games are played to 15 points. Ladies' singles games are played to 11 points. If a game is tied at a certain score, "setting" is played by extending the game. "Setting" is as follows:

<u>Game Points</u>	<u>Set Score If</u>	<u>Required Points To Win Game</u>
11	tied at 9	3 points
11.	tied at 10	2 points
15	tied at 13	5 points
15	tied at 14	3 points

\*\*\*The team reaching the tied score first has the option of "setting" the score or not. They may choose not to set the score at the first tie but may do so at the second tie.

### 6. Service Regulations

- A. serve must be made to the diagonal court
- B. in singles the first serve is made from the right court, after the opening inning serve is from the right court if score is even and from left court on odd scores
- C. in doubles only player A is allowed to serve in the opening inning, when the serve then switches to the opponent, both player A and B are allowed to serve in their inning and this remains so throughout game, each new inning starts with service in the right court
- D. both feet must be in contact with floor and stationary in the correct court, no feinting movements, serve must be underhand with head of racket below wrist and contact of shuttle below waist, once the service motion is started it must be completed, serve is not to be attempted until receiver is ready

#### **7. Service Fault**

- A. shuttle hit above waist
- B. head of racket not below wrist when shuttle contacted
- C. feet not in correct service court
- D. both feet not in contact with floor
- E. a feinting movement is made
- F. receiver not in correct service court
- G. receiver moves before shuttle is struck
- H. shuttle lands outside correct service court
- I. service is attempted but shuttle is missed completely

#### **8. General Faults**

- A. shuttle drops outside court passes through or under net, fails to go over net, touches roof or side wall
- B. player is struck by shuttle
- C. player hits shuttle twice
- D. player and partner hit shuttle successively
- E. shuttle is struck before crossing net (follow through may cross net)
- F. player touches net or posts while shuttle is in play  
(if shuttle has touched floor, touching the net is legal)
- G. player obstructs or distracts opponents
- H. a “carry” stroke

#### **9. Terms**

- A. ace – a hard untouched drive into the opponents court
- B. alley – area between singles and doubles sideline
- C. back alley – area between doubles long service line and baseline
- D. baseline – the back boundary line
- E. birdie – another name for the shuttle
- F. fault – violation of the rules
- G. game point – the rally which if won by serving team ends the game
- H. inning – time which a player or team holds the service
- I. kill – downward shot that cannot be returned
- J. let – agreeing to replay a rally
- K. setting – when score is tied at a certain point, the act of extending play
- L. rally – exchange of hits while shuttle is in play