

HOW TO PLAY BADMINTON SIMPLIFIED RULES

Players

In singles there is one player on each of the opposing sides. In doubles there are two players on each of the opposing sides.

The Toss

Before beginning to play, the umpire will throw the shuttle up. Whichever way the shuttle is pointing indicates the winning side which can choose either to serve or to receive the serve.

Singles

In a correct service the whole shuttle shall be below the server's waist at the instant of being hit by the server's racket, and the shaft of the server's racket at the instant of hitting the shuttle shall be pointing in a downward direction. The initial hit must be on the base of the shuttle, not the feathers. The servers feet must be in a stationery position within the service court.

The shuttle must fall in the receiver's court on the diagonal from 1 to 2 on Fig. 1. Starting from the right hand side you serve on alternate sides. You serve from the right when your score is an even number. The shuttle must land in the shaded area of Fig.1. If it lands outside of this area and is not touched by the opponent before it hits the ground, the serve and a point is awarded to the opponent. When the rally is lost, the opponent scores a point and will serve the next rally. The winner of any rally regardless of who serves receives a point – this is known as rally point scoring. Every time you win a point you will serve for the next rally.

During the game the shuttle must land in the shaded area of Fig. 2. If the shuttle lands outside of this area and is not touched by the opponent before it lands then the opponent scores a point.

A match consists of 'best of 3 games to 21 points'. Players change ends of the court after the 1st game and are entitled to a two minute break. If one player wins both the 1st and 2nd game, the 3rd game is not played. If a 3rd game is played a two minute break is held between the 2nd and 3rd game. When the first reaches 11 in the 3rd game, players change ends of the court.

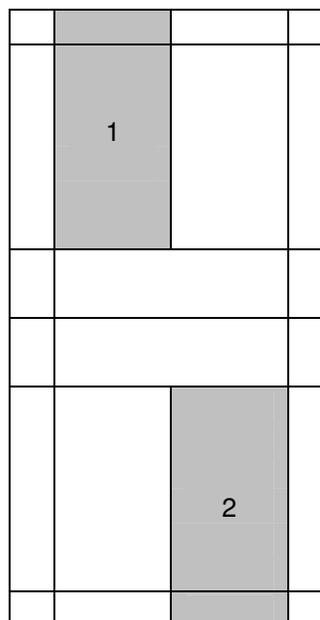


Fig.1

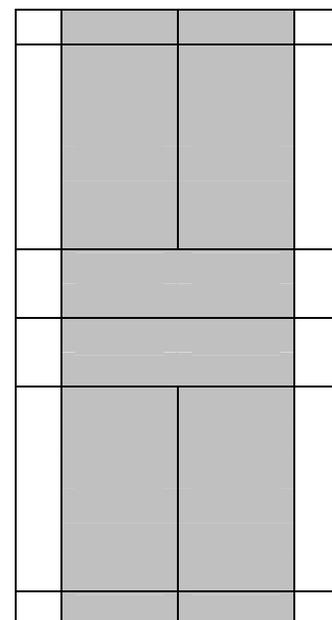


Fig.2

Singles cont...

A one minute break is allowed in every game at 11 points, but players are not allowed to leave the court. In the event of any game being tied at 20 points each, the game continues until one player has a two point advantage. Should the game reach 29 points each, the player that scores the next point will be the winner: 30-29.

One game to 21 points is commonly played at schools and junior interclub tournaments etc. If playing these games, the players change ends when the first player reaches 11 points. The players are not entitled to a break and cannot leave the court. Games at a lower level can be altered to suit the players or time allowed.

Doubles

In a correct service the whole shuttle shall be below the server's waist at the instant of being hit by the server's racket, and the shaft of the server's racket at the instant of hitting the shuttle shall be pointing in a downward direction. The initial hit must be on the base of the shuttle, not the feathers. The servers feet must be in a stationery position within the service court. The shuttle must fall in the receiver's court on the diagonal from 1 to 2 on Fig. 3. Starting from the right hand side you serve on alternate sides. The shuttle must land in the shaded area of Fig.3 If it lands outside of this area and is not touched by the opponent before it hits the ground, the serve and a point is awarded to the opponent.

Fig.3

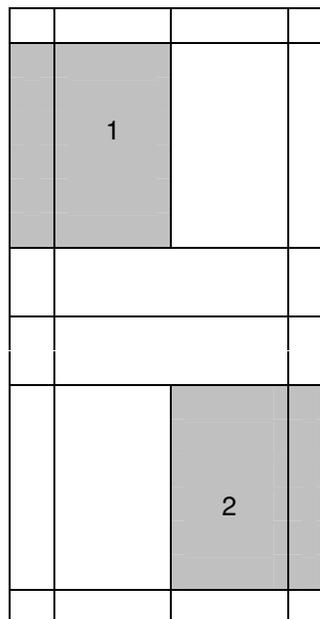
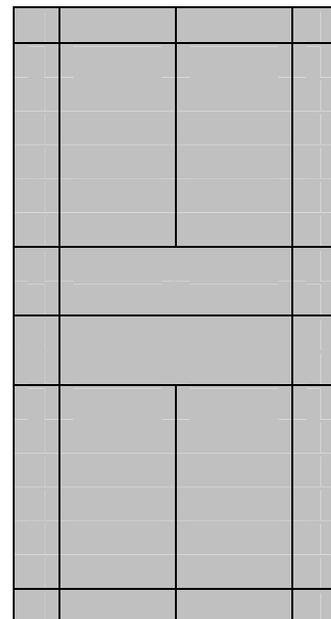


Fig.4



When the rally is lost, the opponent scores a point and will serve the next rally. The winner of any rally regardless of who serves receives a point – this is known as rally point scoring. Every time you win a point you will serve for the next rally.

There is only one serve in doubles. At the beginning of the game and when the score is even, the server serves from the right court. When it is odd, the server serves from the left court.

If the serving side wins a rally, the serving side scores a point and the same server will serve again from the alternative service court. If the receiving side wins a rally, the receiving side scores a point.

Doubles cont...

The receiving side becomes the new serving side. The player of the receiving side who served last stays in the same service court from where they served last. The reverse pattern applies to the receiver's partner. The players do not change their respective service courts until they win a point when their side is serving.

After the receiver has returned the shuttle, any player from any position can hit it. If the servers side loses a rally, the right to serve passes to the opposition and they score a point. No player shall receive two consecutive serves in the same game.

During the game the shuttle must land in the shaded area of Fig. 4. If the shuttle lands outside of this area and is not touched by the opponent before it lands then the opponent scores a point.

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