

## Badminton Study Guide

### Basic Rules:

- Players spin a racket to determine who gets to serve or pick sides.
- Doubles are played to 15 points. Must win by two points.
- The birdie must be hit underhand into the service court diagonally opposite the server. The server only has one attempt to make a good serve.
- In doubles, the birdie must land in the short-wide court. [In singles, the birdie must land in the long-narrow court]
- In doubles, once the serve has been returned, the full court is used.
- In doubles, the first serve is **ALWAYS** started from the right court whenever a team acquires the serve from its opponents. The very first team to serve only one partner will serve, all other times both partners serve before the opponents team gets to serve.
- The server will alternate service courts each time a point is made until the serve is lost. Receivers stay on the same side.
- Only the serving team can score points.
- If the birdie touches the net but continues over, it is considered still in play -EVEN during the act of serving.
- The server can not serve before the opponent is ready.

### Service Faults:

- The birdie does not cross the net.
- The birdie lands in the wrong court.
- The birdie is above the server's waist when hit.
- The birdie is hit in an overhand motion.
- The server is outside the service court.
- The server steps on the line during the serve.
- The server misses the shuttle when serving.

### Receiving Faults:

- The receiving player is not standing in the correct service court.
- The receiving player moves before the serve is made.

### Faults that Can Be Committed During Rallies:

- ✓ The shuttle falls outside the playing court.
- ✓ A player and/or partner hits the shuttle more than once before returning it over the net.
- ✓ A player touches the net with their body or racquet.
- ✓ A player reaches over the net to play the birdie.
- ✓ Resting the birdie on the strings or carrying the birdie.
- ✓ The birdie can not touch a player during play.
- ✓ A let occurs when a point does not count and must be replayed.

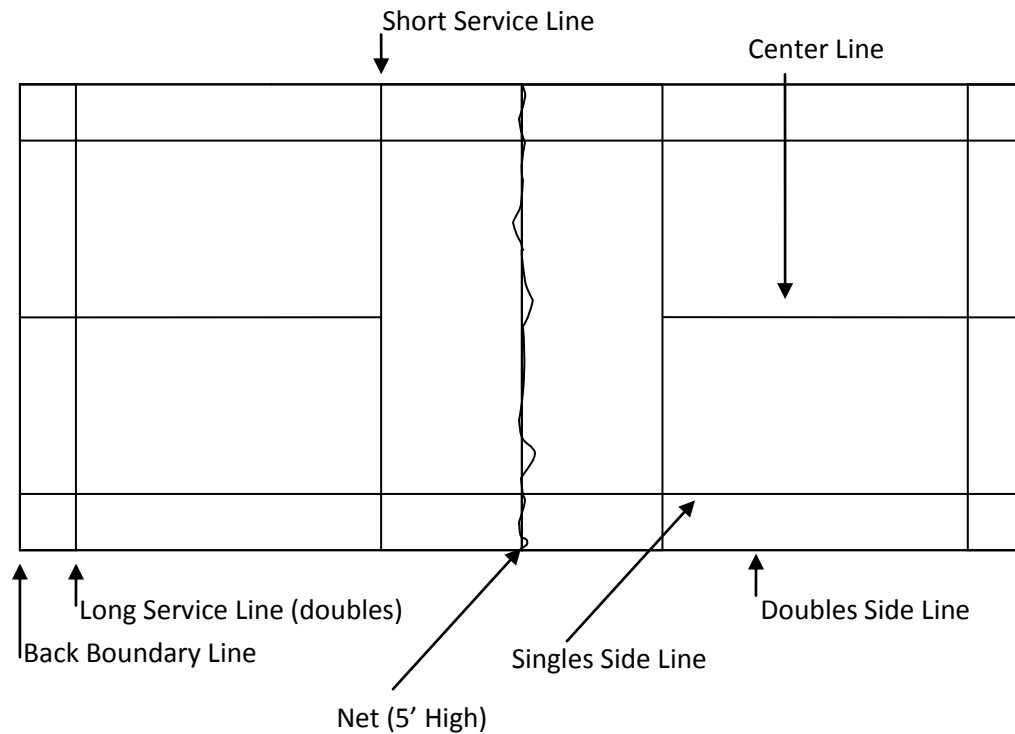
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### A let occurs when:

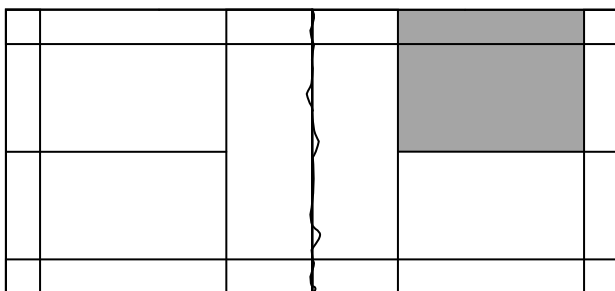
- Serves are taken out of turn
- Serves are taken before the receiver is ready

### Common Badminton Terminology

- **Shuttle or bird** The "ball" used for play. Shuttlecock is the full name.
- **Match** Usually composed of a best of 3 games.
- **Fault** A violation of the playing laws that concludes a rally.
- **Let** A halting of play that results in a replay of a rally.
- **Clear** The high lob shot hit to the opponent's back boundary area.
- **Drop** The soft shot angled down just over the opponent's side of the net.
- **Smash** The hard hit down-angled shot.



**Right/Even Service Area**



**Doubles Playing Area**

