

# The Laws of Badminton

## RALLY POINT SCORING SYSTEM

### Scoring System

A match consists of the best of 3 games of 21 points.

The side winning a rally adds a point to its score.

At 20 all, the side which gains a 2 point lead first, wins that game.

At 29 all, the side scoring the 30<sup>th</sup> point, wins that game.

The side winning a game serves first in the next game.

### Intervals and Change of Ends

When the leading score reaches 11 points, players have a 60 second interval.

A 2 minute interval between each game is allowed.

In the third game, players change ends when a side scores 11 Points.

### Singles

At the beginning of the game and when the score is even, the server serves from the right service court. When it is odd, the server serves from the left service court.

If the server wins a rally, the server scores a point and then serves again from alternate service court.

If the receiver wins a rally, the receiver scores a point and becomes the new server.

### Doubles

There is only one serve in doubles (see attached diagram). The service passes consecutively to the players as shown in the attached diagram.

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 serves again from the alternate service court.

If the receiving side wins a rally, the receiving side scores a point. 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 he 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.

If players commit an error in the service court, the error is corrected when the mistake is discovered.

In a Doubles match between A & B against C & D. A & B won the toss and decided to serve. A to serve to C. A shall be the initial server while C shall be the initial receiver.

Course of action / Explanation	Score	Service from Service Court	Server & Receiver	Winner of the rally		
	Love All	Right Service Court. Being the score of the serving side is even.	A serves to C A and C are the initial server and receiver.	A & B.	C	D A
A & B win a point. A & B will change service courts. A serves again from Left service court. C & D will stay in the same service courts.	1-0	Left Service Court. Being the score of the serving side is odd.	A serves to D	C & D.	C	D A
C & D win a point and also right to serve. Nobody will change their respective service courts.	1-1	Left Service Court. Being the score of the serving side is odd.	D serves to A.	A & B.	C	D A
A & B win a point and also right to serve. Nobody will change their respective service courts.	2-1	Right Service Court. Being the score of the serving side is even.	B serves to C	C & D	C	D A
C & D win a point and also right to serve. Nobody will change their respective service courts.	2-2	Right Service Court. Being the score of the serving side is even.	C serves to B	C & D	C	D A
C & D win a point. C & D will change service courts. C serves from Left service court. A & B will stay in the same service courts.	3-2	Left Service Court. Being the score of the serving side is odd.	C serves to A	A & B	D	C A
A & B win a point and also right to serve. Nobody will change their respective service courts.	3-3	Left Service Court. Being the score of the serving side is odd.	A serves to C	A & B	D	C A
A & B win a point. A & B will change service courts. A serves again from Right service court. C & D will stay in the same service courts.	4-3	Right Service Court. Being the score of the serving side is even.	A serves to D	C & D	D	C A

Note that this means

- the order of server depends on the score odd or even same as in singles.
- The service courts are changed by the servicing side only when a point is scored. In all other cases, the players continue to stay in their respective service court from where they played previous rally. This shall guarantee alternate server.

## **Badminton VOCABULARY:** [www.badminton-information.com](http://www.badminton-information.com)

**Backcourt** : Back third of the court, in the area of the back boundary lines.

**Backhand** : The stroke used to return balls hit to the left of a right-handed player and to the right of a left-handed player.

**Base position** : The location in the centre of the court to which a singles player tries to return after each shot; also called "centre position".

**Baseline** : The back boundary line at each end of the court, parallel to the net.

**Carry** : An illegal stroke in which the shuttle is not hit, but caught and held on the racket before being released; also called a "sling" or "throw".

**Centre line** : A line perpendicular to the net that separates the left and right service courts.

**Clear** : A shot hit deep into the opponent's court.

**Doubles** : A game where a team of two players play against another team of two.

**Doubles sideline** : The side boundary of a doubles court.

**Drive** : A fast and low shot that makes a horizontal flight over the net.

**Drop shot** : A shot hit softly and with finesse to fall rapidly and close to the net in the opponent's court.

**Fault** : A violation of the playing rules.

**Feint** : Any deceptive movement that disconcerts an opponent before or during the serve; also called a "balk".

**Flick** : A quick wrist-and-forearm rotation used to surprise an opponent by changing an apparently soft shot into a faster passing shot.

**Forecourt** : The front third of the court, between the net and the short service line.

**Forehand** : The stroke used to return a ball hit to the right of a right-handed player and to the left of a left-handed player.

**Game** : The part of a set completed when one player or side has scored enough points to win a single contest.

**Hairpin net shot** : A shot made from below and very close to the net and causing the shuttle to rise, just clear the net, then drop sharply down the other side so that the flight of the shuttlecock resembles the shape of a hairpin.

**Halfcourt shot** : A shot hit low and to midcourt, used effectively in doubles play against the up-and-back formation.

**High clear** : A defensive shot hit deep into the opponent's court.

**Kill** : Fast downward shot that cannot be returned.

**Let** : A minor violation of the rules allowing a rally to be replayed.

**Long Service Line** : In singles, the back boundary line. In doubles a line 2-1/2 feet inside the back boundary line. The serve may not go past this line.

**Match** : A series of games to determine a winner.

**Midcourt** : The middle third of the court, halfway between the net and the back boundary line.

**Net shot** : A shot hit from the forecourt that just clears the net and drops sharply.

**Passing shot** : A shot which passes the opposing player or team.

**Push shot** : A gentle shot played by pushing the shuttlecock with a little wrist motion.

**Rally** : The exchange of shots that decides each point.

**Serve** : The stroke used to put the shuttlecock into play at the start of each rally; also called a "service".

**Service court** : The area into which a service must be delivered. Different for singles and doubles.

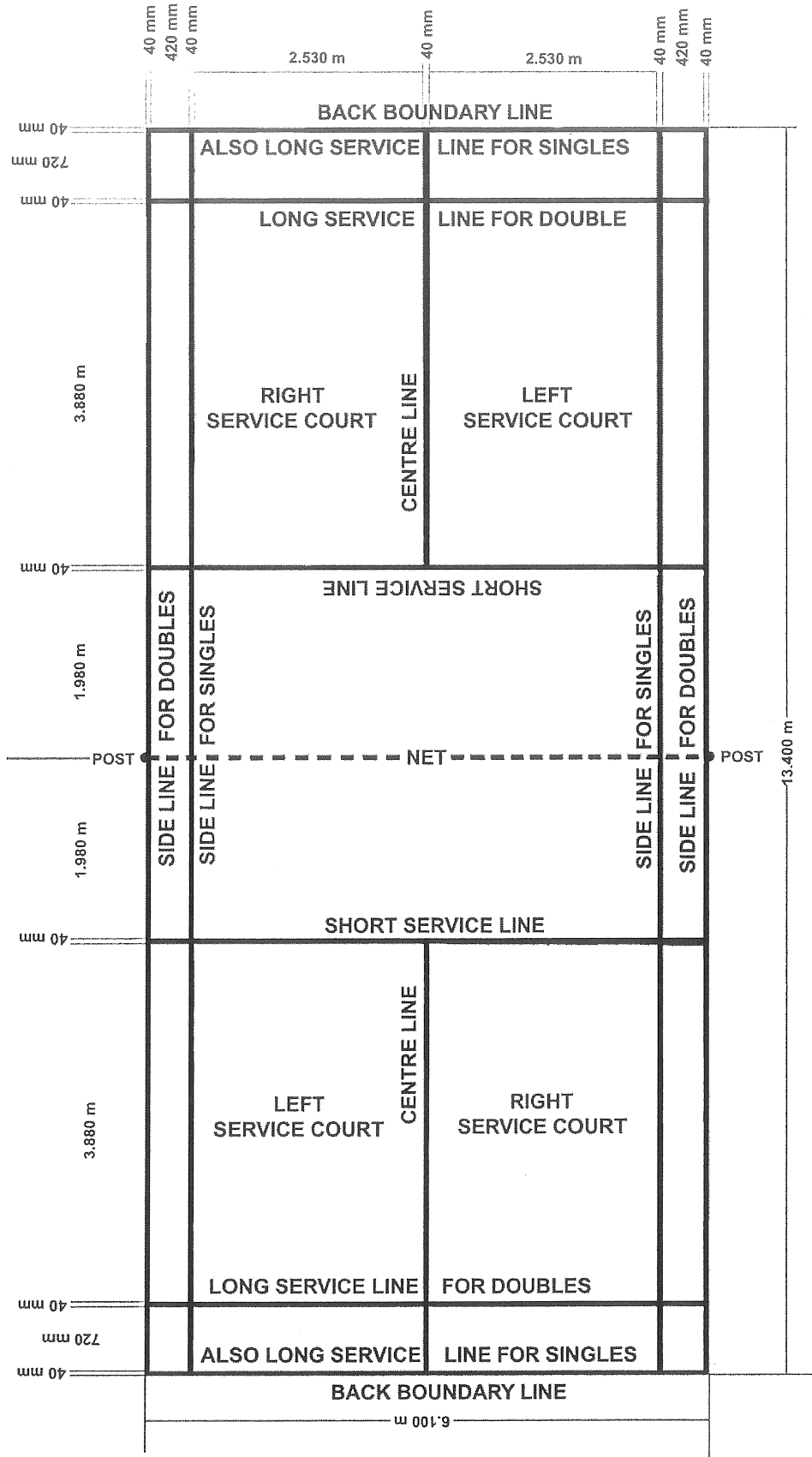
**Set** : To choose to extend a game beyond its normal ending score if the score is tied with one point to go.

**Short service line** : The front line of the service courts 1.98 metres from the net. Singles : A game where one player plays against another player.

**Singles sideline** : The side boundary of a singles court.

**Smash** : A hard-hit overhead shot that forces the shuttle sharply downwards into the opponent's court.

**Wood shot** : A legal shot in which the shuttle hits the frame of the racket.



# Badminton Skills Analysis

Name: \_\_\_\_\_

Single Long Serve	#1	#2	#3
In the box			
not far enough			
Out			

Single/Double Short Serve	#1	#2	#3
nice serve			
too high			
too far			
short			

Overhead Clear	#1	#2	#3
In the box			
not far enough			
Out			

Underhand Clear	#1	#2	#3
In the box			
not far enough			
Out			

Backhand Clear	#1	#2	#3
Good			
not high enough			
miss/out			

Smash	#1	#2	#3
Good			
miss/weak			

Drive	#1	#2	#3
Good			
Too high			
Miss/not over			

Drop	#1	#2	#3
Good			
Too high/Too far			
Miss/not over			

Name: \_\_\_\_\_

Single Long Serve	#1	#2	#3
In the box			
not far enough			
Out			

Single/Double Short Serve	#1	#2	#3
nice serve			
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Overhead Clear	#1	#2	#3
In the box			
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In the box			
not far enough			
Out			

Backhand Clear	#1	#2	#3
Good			
not high enough			
miss/out			

Smash	#1	#2	#3
Good			
miss/weak			

Drive	#1	#2	#3
Good			
Too high			
Miss/not over			

Drop	#1	#2	#3
Good			
Too high/Too far			
Miss/not over			

## Badminton Etiquette

\*The games of badminton requires a high degree of manners and sportsmanship.

### **Waiting to Play:**

- Wait quietly and patiently for a court
- Never walk through a court during a rally
- Never walk behind a court during a rally

### **Before Play:**

- Introduce yourself to other players
- Make sure court is free of debris
- Begin warm-up with overhead clears
- Spin a racquet, rally, or toss a coin for side or service

### **During Play:**

- Make sure opponent is ready
- Server calls score before each serve. Server's score first.
- Do not lean on net
- Never taunt opponent
- Keep even temper at all times
- Encourage your partner
- Return shuttles from other courts at end of your rally
- Never touch a shuttle that you predict will be out
- Return grounded shuttles to opponent with gentle underhand swing
- If a shuttle is "out" at end of count – player should call clearly "out" or signal with index finger "out", if "good" player makes no call or signal
- Player is responsible for calls in own side of court – if not seen, opponent is asked for a decision, and if any doubt, decision is in opponent's favour
- A player must call his/her own fault immediately – and call "not shot" before an attempted return
- Compliments to an opponent demonstrate good manners

### **At End of Play:**

- Shake hands, thank your partner, opponents and referee
- Be restrained in your acceptance of victory or defeat

### **Learning Outcomes:**

- Demonstrate forehand and backhand serve with proper speed, distance, and net clearance
- Demonstrate proper grip and stance for forehand and backhand strokes
- Demonstrate two kinds of clearing shots
- Apply basic offensive and defensive strategies
- Apply the rules and etiquette

## Badminton Skills – Doubles

### Critical Attributes

#### Serving – Forehand:

- Hold bird by the base at chest height
- Stand facing diagonal court, non-racquet leg forward
- Thumb positioned on net side of handle with racquet head below wrist pointing back
- Release bird in front of non-racquet leg and push it forward with even all-arm side

#### Backhand:

- Hold bird by the nylon with thumb and index finger – well in front of body below waist level
- Stand facing diagonal court – one leg slightly forward
- Position thumb behind handle (knuckles facing net)
- Release bird and push it forward with thumb for an even forearm stroke

#### Basic Overhead Stroke:

- Front foot (opposite racquet hand) toward net, body turned sideways
- Racquet behind head with weight on back foot
- Strike racquet arm forward as upper body rotates to hit oncoming bird
- Bird contact at highest point – trajectory determined by contact point in front of body (for offensive downward shot) and above shoulder (for high upward defensive shot)

#### Net Shots:

##### Forehand:

- Reach towards net with racquet leg leading
- Racquet to side of body – palm facing up, racquet parallel to floor
- Angles racquet face slightly forward – lunge forward with  $\frac{3}{4}$  arm extension
- Contact bird as close as possible to top of net

##### Backhand:

- Reach toward net with racquet leg leading
- Racquet in front, knuckles up, racquet parallel to floor
- Angles racquet face slightly forward while lunging forward with  $\frac{3}{4}$  arm extension
- Contact bird near top of net