BADMINTON STUDY GUIDE

GAME PLAY

* 21 points - Rally score
* On the line is “IN”.

DOUBLES AND SINGLES

* The serve must be delivered so that the birdie is hit (contacted) below the waist.
* The birdie must travel into the diagonally opposite serve/receive box.
* If the birdie touches the net on the serve, the serve is NOT good. Opponents get a point and the right to serve.
* If the server misses the birdie completely on the serve, the server may try again.
* At the beginning of the game and when the score is even, the server serves from the right service box.  When the score is odd, the server serves from the left service box.
* If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service box.
* If the receiver wins a rally, the receiver scores a point and becomes the new server.

DOUBLES

* All 4 players must be inside the correct serving box when the birdie is served.
* When the score is “0”, the partner in the right service box serves first. If the serving team wins a point, the partners of the serving team switch places so that the same partner serves again but from the left service box. The partners on the receiving team never switch places while they are receiving (being served to).
* Partners do not switch places unless they win a point WHILE they are serving.
* Once a receiving team wins a rally and the right to serve, their score at that time will determine which one of them will be the next server. If their score is an “odd” number, the partner on the left will be the next server. If their score is an “even” number, the partner on the right will be the next server. This new server continues serving until they lose a rally…..and each time they score a point while they are serving, the partners will switch service boxes.
* In this way, turns to serve will pass from one player to the next in a consecutive order.
* The receiver in the service court that is diagonal to the server must be the one to return the serve. Once a serve is returned the players can move to anywhere on the court and either one can hit (return) the birdie. But, the birdie may only be hit once per side.

DOUBLES STRATEGY

Up and Back - One player will cover the front court near the net, and the other player will cover the back court, ready for deep shots.

Side by Side – The partner on the right will take any shots that come to the right side of the court. The partner on the left will take any shots sent to the left side of the court.

FAULTS – Result in a point for the other team

* Serve is made above waist level.
* Serve goes to wrong serve/receive court.
* Birdie hits the net on the serve.
* Serve is made when standing in the wrong service court.
* Wrong player returns the birdie on the serve.
* Birdie lands out of bounds.
* Birdie fails to go over the net.
* Birdie hits the ceiling
* More than one hit is made on the same side of the net.
* Birdie is returned before it crosses the net (you reach over the net to your opponent’s side to hit the birdie).
* A player or racket touches the net.
* The birdie comes to rest or is “carried” on the racket (called “slings” or “throws”).

YOU ARE ALLOWED TO:

* Follow through over the net with your racket (as long as you contact the birdie on your side of the net and you don’t touch the net with your racket or body).