

Badminton

History

- Badminton is named for the country estate of the Duke of Beaufort, where the game was first played in England in 1873
- Badminton was introduced to the United States by two British players in 1878

Doubles and Singles

- The rules for badminton are basically the same for singles and doubles games except for boundaries and serving order

Scoring

- A match consists of the best of three games
- The first side to score 21 points wins
 - If the score is tied at 20, the side who gains a two point lead first wins
 - If the score is tied at 29, the side scoring the 30th point wins
- The side winning a rally gains a point. A rally is won if the opposing side commits a "fault" or the shuttle touches the surface of the court in the opponent's court
- During play the shuttle may touch the net and is considered in play if it falls within playing boundaries
- Shuttles falling on lines are considered in play and good
- The side winning a game serves first in the next game

Serving

- The serving side serves from the right service court when the serving side has zero points or an even number of points
- The serving side serves from the left service court when the serving side has an odd number of points
- The server serves the shuttle to the diagonally opposite service court on the receiver's side
- The server alternates courts until the service is lost
- The serving side loses the serve if they commit a fault
- A shuttle that touches the net on the serve but still falls into the proper service court is called a "let" serve. The shuttle is returned to the server and is re-served

Faults

- Serving Fault
 - If the server contacts the shuttle above the waist
 - If the racket head is not below the server's hand at contact
 - If the server's feet are not in the serving court
 - If the server's feet are not still during the serve
 - If the shuttle does not fall within the proper serving court
- Other Faults
 - If the shuttle does not land within the playing boundaries
 - If the shuttle touches the ceiling, wall, or other players
 - If the shuttle does not pass over the net
 - If the player hits the shuttle before it crosses the net
 - If the player touches the net or posts (racket or person)
 - If the player/team hits the shuttle more than once on a side

Strategy

- Aim for open spaces on the court
- Make your opponent move
- Use a variety of different shots

Types of Shots

- Drop Shot
 - Shuttle barely clears the net and drops near the front of the court
 - Should be used when the opponent is in the mid-court or back court
- Clear Shot
 - Shuttle is high and long, drops near the back court near the boundary line
 - Is used to drive the opponent into the back court
- Smash
 - Shuttle is directed low, downward and into the front court area
 - This shot is meant to end the point

Boundaries (see diagram)

- For doubles the service court is the wide side line and the short back line
- After the serve, for doubles, the outer side line and back line are in play

