

# Badminton Study Sheet

History: The game originated in England, and was brought to the United States in 1878. Shortly thereafter, the New York Badminton Club, the oldest existing club in the world, was formed. Badminton became a medal sport in the Olympics in 1992, after its introduction as an exhibition game in Munich in 1972.

## Terms:

Birdie, shuttlecock, or shuttle= the object you hit. (The difference between a birdie and a shuttlecock=shuttlecocks are made of feathers)

Clear = a shot used to send your opponent deep into his court

Drop = a shot that lands just over the net on the opponents side of the court

Smash = a forceful shot aimed usually at the sidelines with a sharp downward trajectory.

Drive = a forceful shot hit back to the opponents side

## Rules:

There are 2 types of accepted scoring. BWF have recently adopted the rally point scoring system. Teams play the best of 3 games. Each game is played to 21 points with a point being awarded after every serve. (You do not have to have the serve to score a point). The winner must win by 2 points, unless the score is 29-29. At this point it is the first player to score the 30<sup>th</sup> point that wins. The side winning the game serves first in the next game. Doubles is played the same, with players rotating service positions only when winning the point. (even scores serve from the right and odd from the left)

The traditional point scoring system is as follows:

The game is played to 15 points if playing Doubles or Men's Singles. Women's Singles play to 11 points.

**“Setting the point”** If a game is tied at 13 points, the team reaching 13 first can set the game at 5 points or just play to 15. If a game is tied at 14, the team reaching 14 first can set the game to 3 or just play to 15. For an 11-point game, the option is 3 when tied at 9 or 2 when tied at 10.

When playing doubles, only one player serves from the team who ***first*** gets the serve. When losing the serve, both opponent partners serve. Thereafter both partners serve for both teams.

The game starts from the right handed serving court, and the server always serves from the right side when the score is even, (0,2,4,6,8,etc.), and from the left handed side

when the score is odd, (1,3,5,7,9,etc.) The server alternates service courts until the serve is lost. The serve must go to the court diagonal of the server.

Only the serving team can score points.

There is only one chance to get the birdie in play. A server loses his serve when:

The serve is contacted above the waist

The server's feet are not entirely in the correct serving court

The server's feet are not still during the time of contact

The shuttle does not fall within the proper service court

A point is scored when the receiver:

Does not have his feet entirely in the correct receiving court on the serve

Moves before the serve is contacted

A playing fault (resulting in a point or side out depending on who commits the fault)

Occurs when:

The shuttle is hit out of bounds

The shuttle touches the ceiling, wall, standards or other players

The shuttle does not pass over the net

A player "carries" the shuttle on the racket

A player hits the shuttle before it crosses the net

A player touches the net with the body or racket

The shuttle is hit more than one time on one side before crossing the net

A player intentionally obstructs an opponent

Racket follow through may cross the net but not touch the net

During play, the shuttle may touch the net and is considered in play if it falls within the playing boundaries

A shuttle that touches the net on the serve, but still falls into the proper service court, is called a "let" serve, and is reserved

If a player completely misses the shuttle and it drops out-of-bounds, it is played as out-of-bounds and is a fault. If a player returns an out-of-bounds shuttle, it is in play.

Two types of serves: Short Serve (should stay low to the net and clear the short service line) Long Serve (should be high above the receiver and within the long service line)

Strategy: Move your opponent forward and back and side to side using drives, drop shots, clears and smashes