

BADMINTON

COURT & EQUIPMENT

The court for singles is 44 ft. x 17 ft. For doubles, it's 44 ft. x 20 ft. The court is divided in half by a net that stands 5 ft. above the ground. The game is played with racquets and shuttlecocks or birdies.

THE GAME

Before starting a game, the players decide the total number of points for the game. This can be 15 or 21 points. A racquet spin or coin toss will decide which side will have the following choices: Serving first or choosing one end of the court. The first side to score the chosen number of points will be the winner. When the game is "13" all, the side which reaches 13 first has the option of "setting" the game to 5 (a total of 18 pts.). The side that reaches 5 pts. first wins the game. A player can only score points when serving. When a server forces the receiving player/team to commit a fault, the server scores a point. If the receiving player/team forces the serving team to commit a fault the serving team loses the serve.

SINGLES PLAY

Players serve and receive from the right hand service courts when the score is 0 or an even number. Left hand service courts are used when server has scored an odd number of points. Both players change service courts after each point is scored.

DOUBLES PLAY

The service is always started from the right side of the court. On the initial service of the game, only one player serves. If the first server makes a fault, the shuttle goes to the other team's side of the court. Thereafter, both players serve before the side is out. After a point, only the serving team changes sides.

FAULTS:

A fault made by the serving team puts the serving team out. If the fault is committed by the receiving team, a point is awarded.

The following acts are faults:

- The shuttle, at the instant of being hit, is higher than the servers' waist or the head of the racquet is higher than the servers' racquet hand.
- The shuttle falls into the wrong area of the court during the serve.
- The server's feet are not in the service court or if the feet of the player receiving the serve are not in the court diagonally opposite the server.
- Any player balking or feinting his opponent before or during the serve.
- A serve or play that causes the shuttle to fall outside the court boundaries, pass under or through the net, touches the roof, walls, baskets, players body or clothing is a fault.
- All boundary lines are considered in play.
- The shuttle in play is struck before it crosses to the strikers' side of the net.
- A player touching the net or its supports with his person or racquet while the shuttle is in play.
- Hitting the shuttle twice in succession by a player or partner

GENERAL RULES:

- A player must wait until his opponent is ready before serving. If the opponent attempts to return the service he is ruled having been ready.
- The server and opponent must stay in their respective service courts. The feet of both players must remain on the ground in a stationary position until the serve is made. A foot touching a line will cause that player to be ruled as outside of his service court.
- If the shuttle hits the net during play and passes over it correctly, it is a good stroke and the shuttle is still in play.
- If a player attempting to serve misses the shuttle completely, he/she may reserve.
- After the serve is completed, players on both sides may take a position anywhere on their court.
- A player may not serve out of turn or from the wrong court. If caught, a fault is declared.
- The receiver's partner may not strike the serve meant for his/her partner.
- A player cannot hold his racquet near the net to ward off a downward stroke by his opponent or interfere with the racquet of the opponent.

HISTORY

Badminton rules and regulations were first drawn up as early as early as 1877 by Colonel H.O. Selby. But it was the Duke of Beaufort who first introduced the game to his guest during a celebration. The original name for badminton was "poona," named after the city of Poona in India.

OFFICIAL BADMINTON COURT LAYOUT

