

Badminton

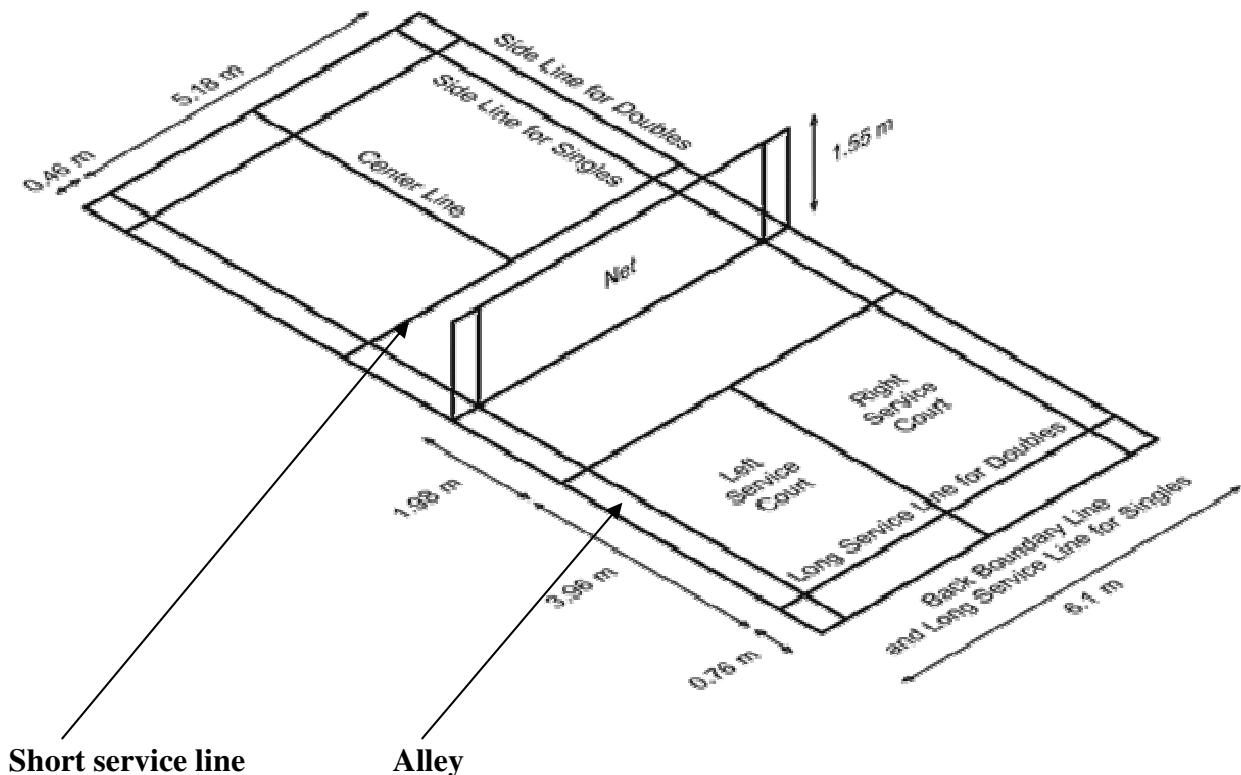


Diagram courtesy of: http://en.wikipedia.org/wiki/Badminton#The_service_court

Vocabulary

Alley - area outside of the singles court that widens the court for doubles (1 1/2' wide)

Backhand - stroke used on the non-dominant side of the body

Center service line/center line - line that divides the service court into two

Clear (overhead or underhand) - aka: lob shot - it is a high arcing shot that goes over the opponents head and lands near the endline/baseline

Drop shot - a shot that just clears the net or lands very close to the net

Drive shot - a hard hit shot that just clears the height of the net (straight line shot - no trajectory)

Forehand - a stroke used on the dominant side of the body

Fault - any infraction of the rules which results in the loss of serve or point

Inning - time when the singles player is server or both doubles players get to serve

Left service court - the service box to the left as you are facing the net

Let - a serve which hits the net and lands in the correct service box = reserve

Long service line - line at the back of the court where the serve may not go past

Rally/point - beginning with the serve, the shuttle is hit back and forth over the net during a game

Right service court - the service box to the right as you are facing the net

Second serve - in doubles when one partner has already served and the other partner is serving

Serve - a shot that begins a point

Serve receive - players who are not serving

Setting a game - a way of extending the game when it is tied at 13-all or 14-all.

Side-out: service goes to the other team

Short service line - a line on the court where the serve must pass to be legal

Shuttlecock or shuttle - name of the feathered cork/ plastic missile that is hit in the badminton game

Smash - a shot that is hit overhead in at a downward angle - similar to a spike in volleyball

Rules:

1. Server must:
 - keep both feet in contact with the floor
 - contact shuttle below the waist
 - keep racket head below serving hand at contact
 - serve to the diagonal service court
2. Point is added to score on service only
3. Server continues service until a fault has occurred; service then goes to partner before the receiving team serves. Exception: 1st server in the game - if fault occurs then service goes to the receiving team.
4. Service begins from the right service court and then alternates after serving team scores a point.
5. Receiving team must be in correct service court and have both feet in contact with the floor prior to the serve
6. Play to 15 points. (do not have to win by 2)
7. In the event the score is tied at 13-all or 14-all, the team which got to 13 or 14 first has an option to extent or "set" the game. For 13-all = it's the 1st team to 5 points
14-all= it's the 1st team to 3 points.
8. If the serve hits the net and lands in the correct service court a "let" is called and the server is allowed a reserve. If it does not fall in the correct court it is a fault.
9. Only one contact of the shuttle is allowed per side.

Practice Test:

1. There are 11 points in a doubles game of badminton.
2. In doubles, both players on the serving team serve at the beginning of the game.
3. A player may hit the shuttle two times in a row before going over the net.
4. Teams can only score a point on serve.
5. Setting the game can occur at any time.
6. The shot that looks like a volleyball spike is...

1. F

2. F

3. F

4. T

5. F

6. Smash