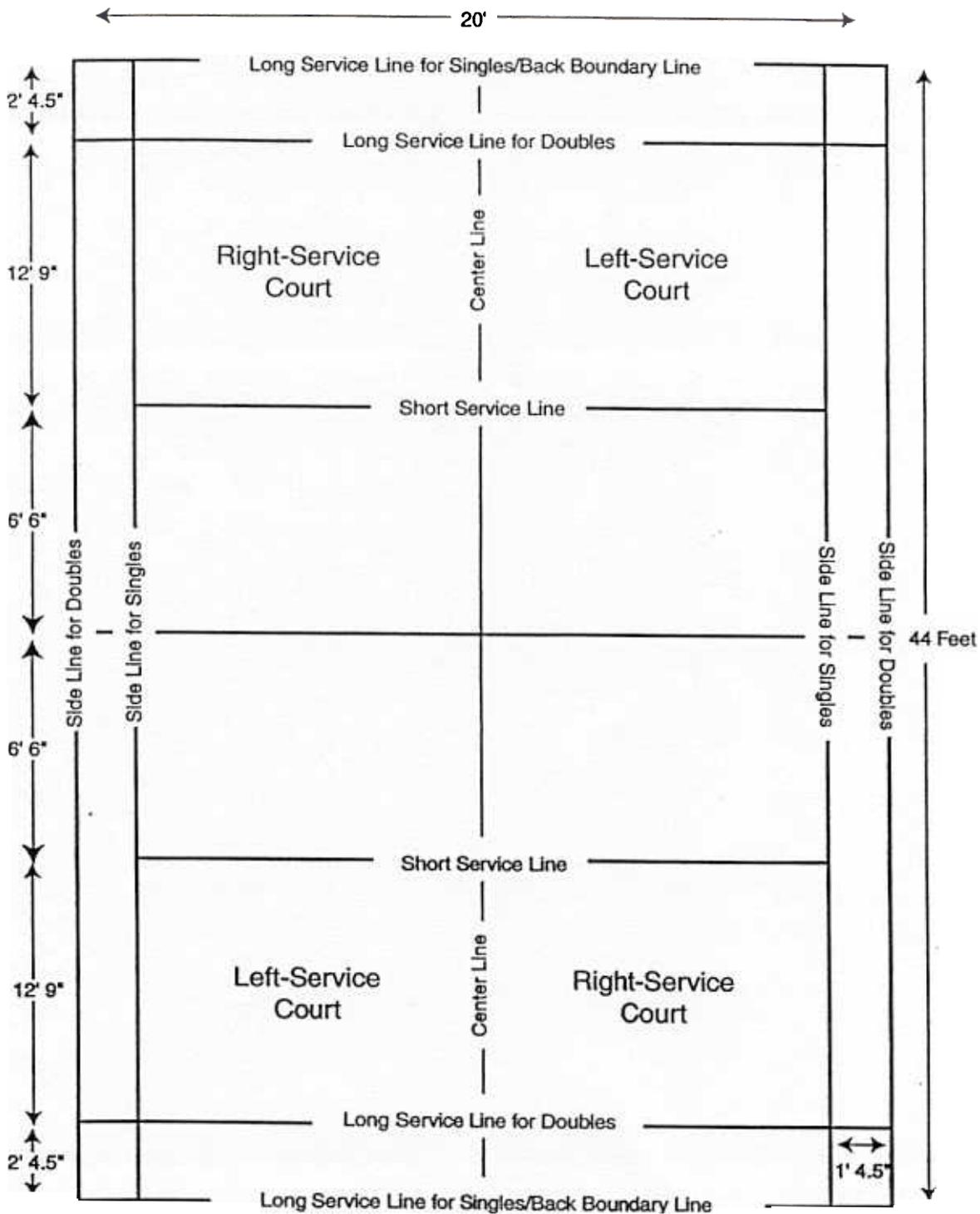


25. BADMINTON COURT



Alley (Side Alley)	1 ¹ / ₂ -foot wide area on each side of the court used for doubles play.
Around the Head	Overhead forehand stroke taken when the shuttle is on the backhand side of the body.
Back Alley	Area between the baseline and the doubles long service line.
Backcourt	Back one-third of the court.
Backhand	Stroke made on the nonracquet side of the body.
Bird (Birdie)	Alternative name for the shuttlecock.
Block	Defensive interception and return of an opponent's smash.
Carry	Shuttle illegally stays in contact with the racket during the stroke.
Center Line	Midline between service courts.
Clear	High shot that goes over an opponent's head and lands close to the baseline.
Crosscourt	Shot hit diagonally into the opposite court.
Double Hit	Racquet illegally contacts the shuttle twice in one swing.
Drive	Hard shot that is hit parallel to the ground and is too low for the opponent to smash.
Drop	Shot that just clears the net.
Face	String area of the racquet.
Fault	Infraction of the rules resulting in either the loss of serve or points for the server.
Foot Fault	Illegal position of a player's feet.
Forecourt	Area of the court between the net and short service line.
Forehand	Stroke made on the racquet side of the body.
Game Point	The point that, if won, allows the server to win the game.
Inning	Time during which a team or player retains the service.
Let	Stoppage of play due to violations or interference. Points must be replayed.
Love	Term used to indicate a zero in scoring.
Match	A series of games. Winning two out of three games wins the match.
Match Point	Point that, if won by the server, wins the match for that server.
Midcourt	Middle third of the court.
Receiver	Player to whom the shuttle is served.
Server	Player who puts the shuttle into play.
Setting	Choosing the number of points to play when certain tie scores are reached.
Shuttlecock (Shuttle)	Feathered plastic or nylon object that is volleyed back and forth over the net.
Side Out	When the serve is lost.
Smash	Fast, downward overhead stroke.
Underhand	Stroke that is hit upward from below shoulder level.

26. BASIC RULES OF BADMINTON

- Games are played between individuals or pairs.
- The serving team is the *in* side; the receiving team is *out*.
- Players spin a racquet or toss a coin to determine who gets *serve* or *side*.
- Men's singles and all doubles are played to 15 points, women's singles are played to 11 points, and a one-game match of any type is played to 21 points.
- Length of the game can be extended by *setting when the score is tied* near the end of the game. In a 15-point game, when the score is tied at 13, the set to win is five (raising the winning score to 18). At 14-all, the set is three. In an 11-point game when the score is tied at 9, the set is three, and at 10-all the set is two. In a 21-point game, when the score is tied at 19, the set is five, and at 20-all, the set is three. After the game is set, the score becomes 0-0 (love-all) and the first side to reach the set number (5, 3, or 2 points) is the winner. A player or team does not have to win by two points. The final score is the total number of points scored, including the set.
- Service is made from within the serving player's court.
- The shuttle must be hit underhand into the service court diagonally opposite the server.
- Any shuttle hitting the line is in bounds.
- In singles, the shuttle must land in the long, narrow court. In doubles, it must land in the short, wide court.
- In doubles, once the serve has been returned, the full court is used.
- The server is only permitted one attempt to put the shuttle into play.
- The shuttle may hit the net and land in the proper court.
- In singles, the serve is made from the right side of the court when the server's score is an even number.
- In doubles, the first serve is always started from the right court whenever a team acquires the serve from its opponents.
- The server will alternate service courts each time a point is made until the serve is lost.
- All returns must be made before the shuttle hits the ground.
- The server must call the score after each point.
- A match is the best of three games.
- Players must change sides of the court after each game.
- The winner of the previous games serves the next game.

A *fault* is any error that ends play, whether occurring during the serve or the rally (the exchange that decides a point). A fault committed by the serving side gives the serve to the opponent. A fault committed by the receiving side gives the point to the server.

Service Faults:

- The shuttle does not cross the net.
- The shuttle lands in the wrong court.
- The shuttle is not hit on its base.
- The shuttle is above the server's waist when hit.
- The shuttle is hit in an overhand motion.
- The server is outside the service court.
- The server has a foot or feet off the ground.
- The server steps on a line during the serve.
- The server misses the shuttle while serving.



Receiving Faults:

- The receiving player is not standing in the correct service court.
- The receiving player moves before the serve is made.

Faults that Can Be Committed During Rallies:

- The shuttle touches the ground inbounds.
- The opposition does not return the shuttle.
- The shuttle falls outside the playing court.
- A player blocks the opponent's play.
- A player and/or partner hits the shuttle more than once before returning it over the net.
- A player touches the net with his or her body or racquet.
- A player reaches over the net to play the shuttle.
- A shuttle hits a player.

A *let* occurs when a point does not count and must be replayed.

A let occurs when:

- Serves are taken out of turn.
- Serves are taken before the receiver is ready.

Rallies are won after:

- Serving from the wrong court.
- Faults occur simultaneously by both sides.
- The shuttle becomes stuck in the net *after* crossing.

28. BADMINTON PLAYING COURTESIES

The sport of badminton emphasizes good sportsmanship and playing courtesies.

- Always introduce yourself to your opponent and shake hands prior to the match.
- Any warm-up period should be noncompetitive and courteous.
- The server should always call score, server's score first, prior to each serve.
- Any play in which the shuttle's landing is questionable should be awarded to the opposition.
- Opponent's calls should never be questioned.
- Return shuttles to the server as a courtesy.
- Avoid unnecessary smashing of the shuttle when the point could easily be won by hitting it elsewhere on the court.
- Avoid wasting time. Always keep play moving.
- An opponent's exceptional shots should be complimented.
- Avoid offering playing advice to opponents.
- Equipment should never be thrown in anger.
- Always shake hands with your opponent after the match.

RULES OF PLAY

Choice of ends and service is determined by a toss. The winner of the toss has the option of serving first, receiving first, or of choosing ends. The side losing the toss is then given the choice of any alternative remaining.

Change of ends Players change ends after each game, and during the third game when the leading side's score reaches 6 points in an 11-point game, 8 points in a 15-point game, and 11 points in a 21-point game.

If players fail to change ends at the appropriate time, they should do so as soon as the mistake is noticed. Any score stands.

Service order (singles) A player retains the right to serve until he commits a fault. The service then passes to his opponent.

The service court from which a service is made is always determined by the serving player's score. If his score is 0 or an even number, he serves from his right service court (A). If his score is an odd number, he serves from his left service court (B).

A service must send the shuttle into the service court diagonally opposite the one from which the service is made.

Service order (doubles) At the start of a doubles game, pairs decide which of them will serve or receive first.

Players must always serve into the service court diagonally opposite. Service order and changing of service courts is determined as follows.

1) The first player to serve (a) serves from his right service court to the player who is to receive first (b).

2) If the serving pair wins the first point, the first server (a) then serves from his left service court to the second player of the receiving pair (c). As long as the serving pair continues to score, player (a) retains the service and serves from alternating courts to each opponent in turn.

3) When the first pair to serve fails to score from a rally, service passes to the opponent in the right service court (b). He serves to the player who was diagonally opposite him in the previous rally—player (d) in the example illustrated.

4) If the serving pair scores a point, player (b) then serves from his left service court to the opponent who did not receive in the previous rally—player (a) in our example. As long as the serving pair continues to score, player (b) retains the service, serving from alternate courts to each opponent in turn.

5) If the serving pair fails to score from a rally, the service passes to the serving player's partner (c). Player (c) serves from the service court that was not used in the previous rally and serves to the opponent who did not receive in that rally—player (d) in the example illustrated. Player (c) retains the service until a point is lost, serving from alternate courts to each opponent in turn.

6) Service then passes to player (d), the partner of the first player to serve. His first service is from the court that was not used in the previous rally and is to the opponent who did not last receive. As long as the serving pair scores, player (c) continues to serve from alternate courts to each opponent in turn.

After player (d) loses the service it reverts to player (a). Starting by serving from the service court not used in the previous rally and to the player who did not last receive, player (a) then serves from alternate courts and to each player in turn until his side fails to score. Thereafter service passes from player to player in accordance with the order and procedures described above.

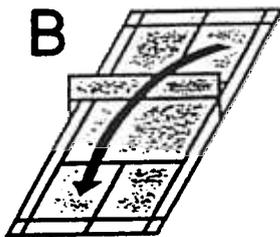
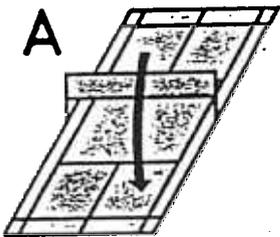
Winning a game gives a pair the right to serve first in the next game; either winner may serve first and either loser may be first to receive.

Error in service order If a player serves out of turn or from the wrong service court and his side wins the rally, a let may be allowed.

If a service is received by a player who stood ready to receive it in the wrong service court and his side wins the rally, a let may be allowed.

A let must be agreed to or ordered by the referee before the next service is made; otherwise the error stands and the players' positions are not corrected.

If in any of the above cases the offending player loses the rally, the mistake stands and the players' positions are not corrected.



The objective in doubles play is to assume an offensive position by hitting the shuttle down at the opponents. The good doubles team tries to attack in this fashion at every opportunity. Very rarely will a doubles team be successful when constantly placed on the defensive, hitting the shuttle high to their opponents.

SERVICE

The ability of players to excel in the areas of service and service return is often the deciding factor in an evenly contested doubles match.

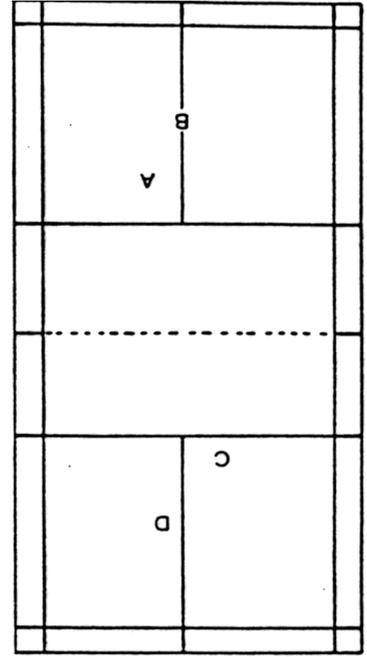
The basic serve used in doubles is the short service directed to skim the net tape and to fall just behind the front service line, forcing the receiver to clear the shuttle. The short service is usually hit into the area at the junction of the front and centre service lines. The server stands about two feet behind the front service line and close to the centre line, whether serving from the right or left court. The server's partner is positioned about three feet behind the server, straddling the centre line.

When serving short, the server will attempt to play all returns of service hit to the net area, either straight ahead or to the opponent's back court. Any returns of short service hit over the head or down the sideline past the server are to be returned by the server's partner.

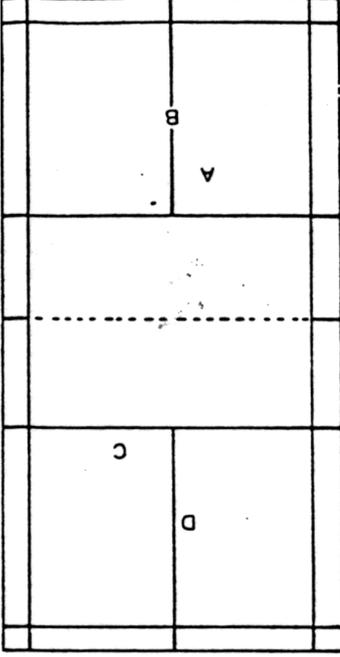
DOUBLES TACTICS

Doubles Serving & Receiving

A — Server's Partner
B — Receiver's Partner
C — Receiver
D — Server's Partner



From Right Court



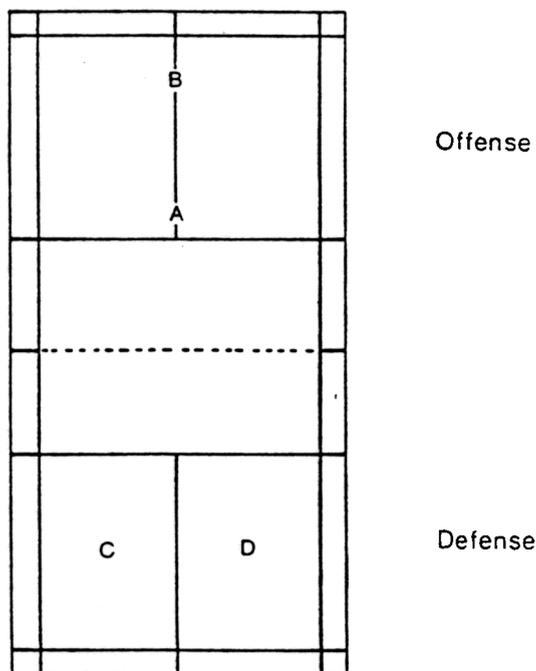
From Left Court

OFFENSIVE POSITIONING AND PLAY

When a team is on the offensive, hitting the shuttle down at their opponents, they adopt an "up and back formation." The player hitting smashes or drops from the back court, straddles the centre line and moves backward, forward or sideways to attack any clears. The partner in the "up" position stands two to three feet behind the front service line and directly over the centre line.

Doubles

Offensive & Defensive Positions



The "up" player faces the net with the racquet held above tape height alert to any weak returns of his partner's smashes or drops. The "up" player is responsible for any shuttle that he can reach in the forecourt in front of his face. High shuttles are to be smashed downward. Tighter shots at the net may be played back to the net or cleared to the back court if necessary. The "up" player should not attempt to return any shuttles that pass behind his body. These are more easily handled by the back court player.

The player in the "back" position is responsible for all shuttles hit over or past his partner. When the shuttle is cleared high to the back court, the normal reply is a smash directed straight ahead at the nearest opponent or into centre court between the two defenders. As a variation, a drop to centre net may be employed to draw the opposing team off balance before resuming a smashing attack. Only rarely will the back court attacker play a clear return when the shuttle is high in a position to be hit downward.

Normally, the back court attacker does not smash or drop the shuttle cross-court to the defending team. Such a play allows the opponents the opportunity to return the cross-court shot straight ahead past the forecourt player on the offensive team and out of reach of the back court player. In addition, the back court attacker should hit all shots on the forehand or with an around the head stroke, avoiding the backhand whenever possible.

DEFENSIVE POSITIONING

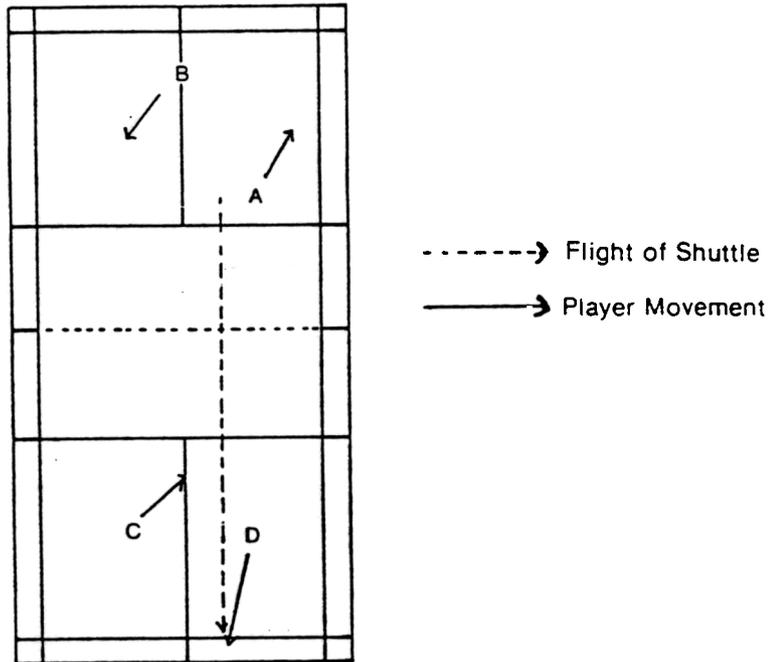
The team on the defensive in doubles adopts a "sides" position which enables them to cover the whole court very effectively. Each player stands mid-court and in the centre of their half court. (Fig. 3) Both partners will attempt to regain the attack by flattening out the offensive team's downward shots. Smashes are to be blocked to the net corners, pushed to the half-court in the sideline area, or driven flatly into the back court corners. Smashes or drops which must be returned high should be cleared cross-court away from the attacker to force him to move quickly sideways and perhaps make the next stroke while off balance.

MOVING FROM OFFENSE TO DEFENSE

- Many players encounter difficulty in doubles in moving from an offensive to a defensive position in the middle of a rally. This problem can be overcome if several points are kept in mind.

The attacking team in an "up and back" formation must shift to a defensive position whenever they are forced to clear the shuttle to their opponents. In moving into this "sides" position, it is the forecourt player who determines to which side each player will move on defense. As soon as the shuttle is cleared, the forecourt player should move backward into the nearest half-court. The back court player, observing his partner's movement, can quickly adjust his position to defend the empty half court. The initial movement is taken by the forecourt player because he cannot afford to turn around to see what his partner is doing for fear of losing sight of the shuttle and the rally in progress.

Moving from Offense to Defense



MOVING FROM DEFENSE TO OFFENSE

When the shuttle is cleared to a defensive "sides" formation, they must quickly adopt the "up and back" position in order to take the attack. If the shuttle is lifted high to the right court, the player defending this area should move back quickly to take the offensive. His partner will move from the left mid-court area into the centre of the forecourt to handle any shuttle returned to the net.

When played properly, doubles is a fast-paced team game. Each team consists of two players operating as a unit to cover the whole court at all times by being mindful of their partner's position when hitting the shuttle or moving about the court.