

Simple Badminton Rules

TO START A GAME

Play a game of Rock, Paper, Scissors. The winner has a choice of 1) to serve or receive first, and 2) ends.

POINTS

Each game is a single rally point game to 21.



POSITION ON COURT AT THE START OF A GAME

Server stands inside service court on the right side (facing the net). Receiver stands inside service court on the opposite right side (facing the net). Partners may stand anywhere on either side providing they do not block the view of the receiver.

POSITION OF THE SERVER

Singles - If server's score is even (0, 2, 4, etc.), server is on right side. If server's score is odd (1, 3, 5, etc.), server is on left side.

Doubles - When a team's score is even, that team is in their starting positions. When odd, reverse positions.

TO START THE PLAY

The server on the right side serves to the receiver on the opposite right side. The receiver must not move until the server hits the shuttle.

SERVER MUST

1. Keep part of both feet in a stationary position on the floor.
2. Hit the base of the shuttle first.
3. Hit the shuttle below the server's waist.
4. Hit the shuttle with all of the racket's head clearly below the hand that holds the racket.



DURING PLAY

Singles - If the server wins the rally, she scores a point, changes service court side, and continues to serve. If she loses the rally, her opponent scores a point and gets to serve.

Doubles - If the team serving wins the rally, a point is scored, and the server switches service court position and continues to serve. If they lose the rally, their opponents score a point and get to serve.

FAULTS

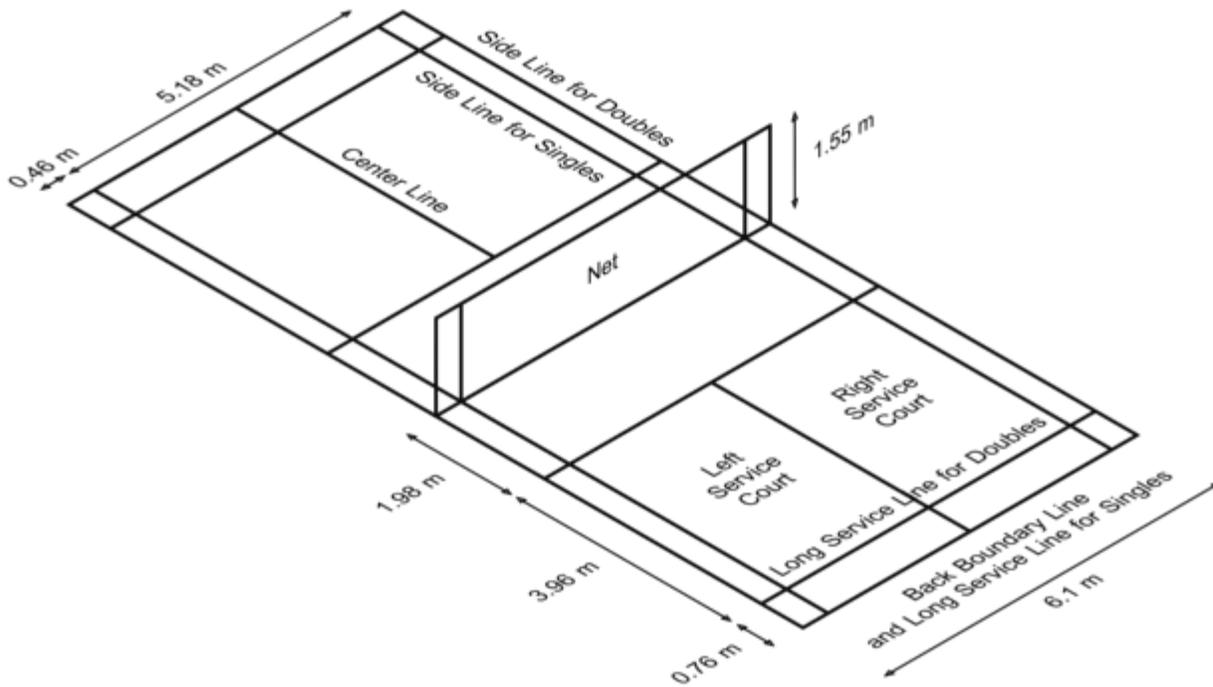
1. Shuttle lands outside the court boundaries (head of the shuttle landing on the line is a good shot).
2. Racket or clothing touches the net while the shuttle is in play.
3. Player reaches over and hits the shuttle on the opposite side of the net (when it is hit on player's side, follow-through over the net is legal). Shuttle is clearly carried on the racket and thrown over.
4. Shuttle hits with two strokes by one side.
5. Shuttle hits the player, player's clothing, ceiling, or the surrounding court area.
6. Interfering with the shuttle, misconduct, or stalling after one warning (penalty -- lose serve or give opponents a point).
7. Receiver's partner hits the service.
8. Server swings and misses the shuttle.

SHUTTLE IS IN PLAY -- From the time it hits the server's racket until it:

1. hits the floor.
2. hits the ceiling, or outside the court area.
3. hits person or clothing.
4. hits net on hitter's side and starts to drop on hitter's side.

Note: A shuttle hitting the net on the serve and going over, is a good serve, provided the shuttle lands in the service court.

THE COURT



Singles – the service court is long and narrow.

Doubles – the service court is short and wide.

