



BADMINTON

History

- a form of sport was played in ancient Greece, Egypt and China
- The game was called "POONA" in India during the 18th Century, and British Army Officers stationed there took the Indian version back to England in the 1860's.
- The new sport was played in 1873 by the Duke of Beaufort at his country place, "Badminton" in Gloucestershire. During that time, the game had no name, but it was referred to as "The Game of Badminton," and, thereupon, Badminton became its official name.
- Olympics - Badminton made its debut as a demonstration sport at the 1972 Olympic Games in Munich. It was not until the 1992 Games in Barcelona that it was officially included in the Olympics

The **aim of badminton** is to hit the shuttle with your racket so that it passes over the net and lands on the floor inside your opponent's half of the court. Whenever you do this, you have won a rally; win enough rallies, and you win the match.

RULES

The Serve

- To determine who serves first; throw the shuttle up in the air, let it land, and see which side it points towards: that side serves first.
- The server must stand inside a service court.
- The receiver must stand inside the diagonally opposite service court.
- The serve must travel into the diagonally opposite service court.
- A serve that lands on the line is good.
- If the serve is going to land outside the service court, then the receiver should let it fall to the floor. If the receiver hits the serve, then the rally continues even if the serve had been going *out*.
- The server and receiver must stay inside their service boxes until the server contacts the shuttle with his racket. After that, they can leave the boxes immediately and move anywhere on court.
- The serve must be hit in an upwards direction, with an underarm hitting action. When you hit the shuttle, it must be below your waist.
- When the receiving side wins a rally, the serve passes to them. Their service courts do not change from the previous rally
- If their new score is odd, then whoever has the left service court

Doubles

- When the serving side wins a rally, the server and her partner swap service courts
- *The receivers never change their service courts.* The only way to change service courts is to win a point when your side is serving
- When the receiving side wins a rally the serve passes to them. Their service courts do not change from the previous rally.
- If their new score is odd, then whoever has the left service court will serve; if the score is even, then whoever has the right service court will serve.

Scoring

- Whichever side wins the rally (aka Rally Scoring) shall add 1 point to its score
- When the server's score is an even number, he serves from the right service court. When his score is an odd number, he serves from the left service court.
- Server calls out their score first
- Play to 21. Must win by 2.

Fault (loss of service or loss of point)

- Service is illegal
- Shuttle hit above waist or racket is higher than hand
- Service or played shot lands outside the specified court
- Shuttle passes under the net or hits a player or obstruction outside the court
- Server or receiver steps out of his proper court before delivery of serve or feints the serve
- A player reaches over or touches the net with racket or body
- A player hits the shuttle twice or momentarily holds or throws it
- A player fails to return the shuttle to the opponent's proper court
- The server steps forward as she serves
- The bird is hit on the rim or neck of the racket

The Court

