



BADMINTON

A game for singles or doubles, played with rackets and a shuttlecock on a court divided by a net. The object of the game is to score points by striking the shuttle so that it lands inside the court on the opponent's side of the net.

Scoring: a match consists of three games, although a one game match may be played by prior arrangements.

- Every time there is a serve-a point is scored.
- The side winning the rally adds the point to its score.
- At 20 all, the side which gains a 2 point lead first, wins that game.
- At 29 all, the side scoring the 30th point, wins that game.
- The side winning a game serves first in the next game.

Rules of play/Key terms:

- Choice of ends and service determined by a toss.
- Singles –
 - At the beginning of the game and when the score is even, the server serves from the right service court. When the server score is odd, the server serves from the left service court.
 - If the server wins the rally, the server scores a point and then serves again from the alternate service court.
 - If the receiver wins a rally, the receiver scores a point and becomes the new server. Their score depends upon where they will serve – left if their score is odd and right if their score is even.
- Doubles –
 - In the traditional scoring system, each side had serves except at the start of the game. In Rally Point Scoring, a side has only one serve.
 - The service passes consecutively to the players.
 - At the beginning of the game and when the score is even, the server serves from the right service court. When it is odd, the server serves from the left court.
 - If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.
 - If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.
 - The players do not change their respective service courts until they win a point when their side is serving.
 - If players commit an error in the service court, the error is corrected when the mistake is discovered.
- Service - player must always serve underhand from inside the appropriate service court into the service court diagonally opposite.
- Drop – stroke that barely allows the shuttle to clear the net and opponent's court.
- Smash – a shot that travels downward with great force into the opponent's court.
- Faults- not serving underhand, service lands outside appropriate service court, shuttle falls outside of court boundaries, shuttle passes through or under net or fails to go over net, when shuttle is in play and a player touches the net or post with racket, person or dress, contact with shuttle not on own side of net, shuttle is hit more than once on own side of net.

Origin-evolved from the ancient game of battle bore and shuttlecock. England is given credit as the birthplace.

Governing Body: [United States Badminton Association](#)

Court Dimensions: Singles 44'X17'

Doubles: 44'X20'

Course of action / Explanation	Score	Service from Service Court	Server & Receiver	Winner of the rally		
	Love All	Right Service Court. Being the score of the serving side is even.	A serves to C A and C are the initial server and receiver.	A & B.		
A & B win a point. A & B will change service courts. A serves again from Left service court. C & D will stay in the same service courts.	1-0	Left Service Court. Being the score of the serving side is odd.	A serves to D	C & D.		
C & D win a point and also right to serve. Nobody will change their respective service courts.	1-1	Left Service Court. Being the score of the serving side is odd.	D serves to A.	A & B.		
A & B win a point and also right to serve. Nobody will change their respective service courts.	2-1	Right Service Court. Being the score of the serving side is even.	B serves to C	C & D		
C & D win a point and also right to serve. Nobody will change their respective service courts.	2-2	Right Service Court. Being the score of the serving side is even.	C serves to B	C & D		
C & D win a point. C & D will change service courts. C serves from Left service court. A & B will stay in the same service courts.	3-2	Left Service Court. Being the score of the serving side is odd.	C serves to A	A & B		
A & B win a point and also right to serve. Nobody will change their respective service courts.	3-3	Left Service Court. Being the score of the serving side is odd.	A serves to C	A & B		
A & B win a point. A & B will change service courts. A serves again from Right service court. C & D will stay in the same service courts.	4-3	Right Service Court. Being the score of the serving side is even.	A serves to D	C & D		