



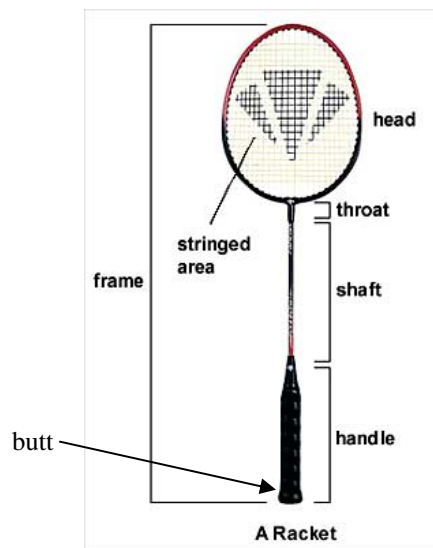
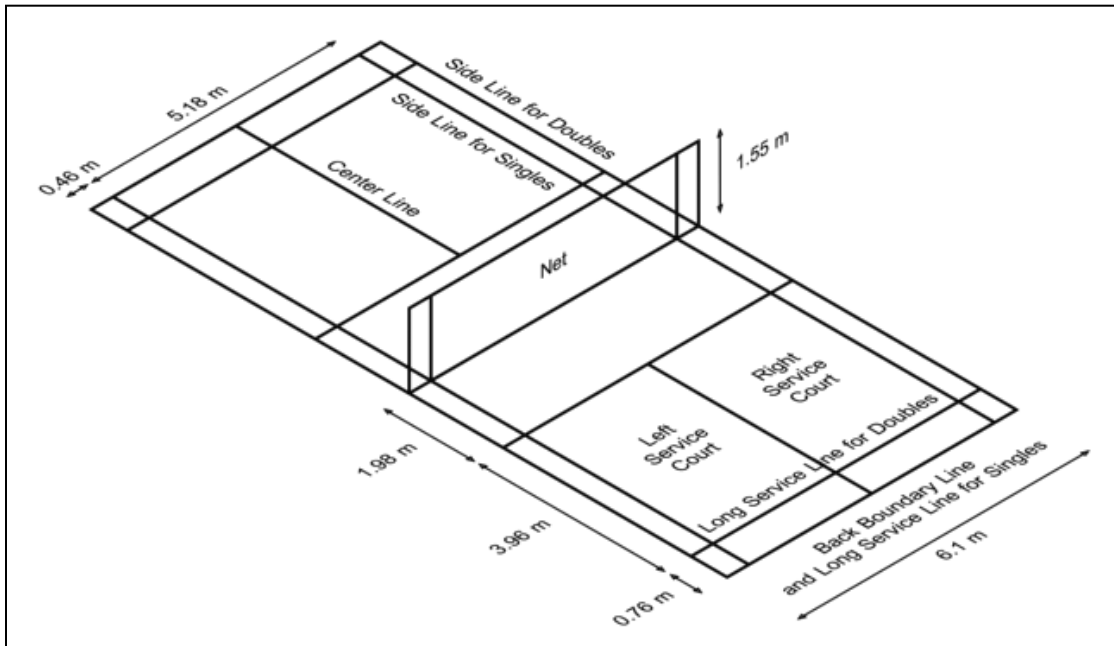
Badminton



Grade 9

Badminton is a racquet sport played by either two opposing players (singles) or two opposing pairs (doubles), who take positions on opposite halves of a rectangular court that is divided by a net. Players score points by striking a shuttle with their racquet so that it passes over the net and lands in their opponents' half of the court. Only the serving side can score a point, while the receiving side is trying to win the right to serve the following point. A rally ends once the shuttle has struck the ground and the shuttle may only be struck once by each side if it passes over the net. The shuttle consists of a rounded cork base covered in a thin layer of leather with sixteen goose feathers attached to the base. The shuttle may vary in length between 64 to 70 millimetres and weigh between 4.74 and 5.5 grams. A badminton racquet may be up to 68cm long and 23cm wide with a head up to 29cm long. The strings on the racket are thin and the thickness of the racket handle is chosen for a comfortable surface to hold.

The court is a rectangle 13.4 metres long and 5.18 metres wide for singles and 13.4m by 6.1m for doubles. It is divided into two equal sections by the net, 1.55m high at the posts at both sides and dipping to 1.524m in the centre. For singles, the service courts are marked by a centre line dividing the width of the court, by a short service line at a distance of 1.98m from the net and by the outer side and back boundaries. In doubles, the service court is also marked by a long service line, which is 0.78m from the back boundary.



Rules of Badminton

The rules for badminton are basically the same for singles and doubles games except for boundaries, and serving. A badminton match is played as the best-of-three games. In doubles and singles, the first side to score 21 points wins the game. The side winning a game always serves first in the next game.

1. Before a game, the winner of a coin toss or racket spin has choice of serving first or choosing side of the net.
2. Scoring: the rally point system is used in both singles and doubles. A point is awarded to whichever player or team wins the rally, regardless of the server. A player continues to serve until losing the point. When the server fails to score, he/she loses the serve and a point is awarded to the opponent(s). A game is played until a player(s) reach 21 points with a margin of at least 2 points. In tournament play the winner is usually determined by winning 2 out of 3 games.
3. Serving:
 - a) Singles: the first serve and all serves when the servers score is 0 or an even number, are made from the right service court. A player serves from the left service court when their score is odd. Upon the loss of a point, service goes to the opponent with the score again determining the side at where service will occur.
 - b) Doubles: serving begins in the right service court, with the same person serving and alternating sides of the court until they fail to win a point. Upon the loss of a point, service goes to the opponent. If the opponents score is even, they serve from the right side of the court, if the score is odd they serve from the left side of the court. Players only switch sides of the court when they win a point while they are serving.

Note: Neither the serving side or receiving side may lift a foot until the shuttle has been struck by the server.

4. In doubles, receiver's alternate receiving the serve, therefore no receiver may receive two consecutive serves.
5. During the play the shuttle may touch the net and is considered in play if it falls within the playing boundaries. If the shuttle touches the net on a serve but still falls into the proper service court, the shuttle will be returned to the server and is re-served. If the shuttle falls on a line the play is considered good.
6. Faults: A violation of the rules. A fault is committed by the serving side results in loss of service and a fault committed by the receiving side results in a point for the serving side.

Serving Faults:

- a) If the head of the server's racket is higher than the hand or waist when the bird is hit.
- b) If the bird does not cross the net, or falls outside of the proper service court.
- c) If either the server or receiver is not within the limits of their court when the serve is contacted.
- d) If both feet of the server and receiver do not remain in contact with the floor until the serve is contacted.
- e) If the shuttle does not fall within the proper serving court.

Other Faults:

- a) If the shuttle (bird) is hit into the net, goes under the net, hits a wall, the ceiling or any other permanent fixture or lands outside the boundary lines.
- b) If a player hits the bird before it crosses the net.
- c) If the shuttle touches a player or their clothing.
- d) If a player touches the net while a shuttle is in play.
- e) If the shuttle is hit twice before it crosses the net.
- f) If a shuttle is not distinctly hit but is slung or carried.
- g) If any player fakes or obstructs his opponent.

Badminton Terminology

Badminton Terminology	Translation
Back court	The back half of the court in the general area of the back boundary lines.
Base line	The lines parallel to the net which limit the playing area at the end boundaries of the court.
Bird	A commonly used term for the shuttle.
Carry	Holding the bird on the racket during the execution of a shot. This is an illegal shot.
Deception	Deceiving one's opponent by changing the direction and speed of the bird at the last second.
Double hit	Hitting the bird twice in succession on the same shot. This is illegal.
Forecourt	This is the area of the court nearest the net. The area between the net and the short service line.
Game bird	The point that will enable the server to win the game.
Let	A legitimate stoppage of play due to interference from outside the court. It is replayed.
Love	A term used to indicate no score (zero).
Match	The best two out of three games.
Rally	The exchange of shots back and forth while the shuttle is in play until it becomes dead.
Ready position	The alert position that a player assumes just before the opponent hits a shot.
Second Serve	A term used in doubles play to indicate that one person has lost a serve but the partner retains the serve.
Service Court	The area into which the serve must be delivered.
Setting	The method of extending the game by playing additional points when the score is tied at specific scores in a game. The player or team reaching this score first had the option of setting.
Stroke	The action of striking the shuttle with the racket.
Wood Shot	A shot that results when the bird is struck by the frame of the racket.
Drop Shot	A shot that clears the net and drops near the frontcourt.
Clear Shot	Shot is high and long, drops near the backcourt near the boundary line.
Smash	The shot is directed low, downward and into the frontcourt area.

Flight Patterns

