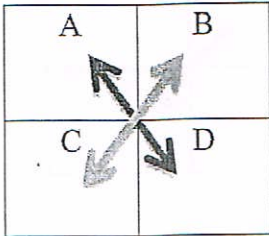


Badminton Study Guide

Serving

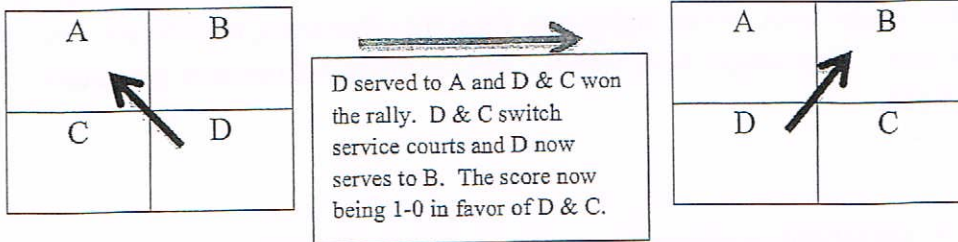
1. When serving in badminton, contact between the head of the racket and the birdie must be made below the player's waist.
2. The serve must be made cross-court from one service box to the other.



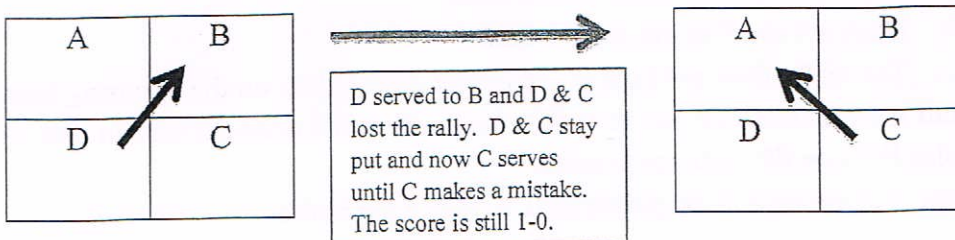
3. The player standing in the service court being served to must be the player to hit the serve back, otherwise the receiving team is at fault.

Example: If D is serving to A, A must be the player to hit it back or A & B lose the rally.

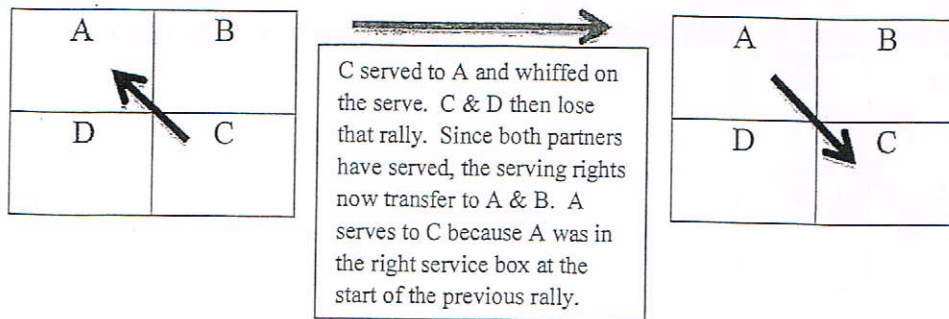
- a. If the serve is not going to land in the proper service box and the receiving team hits it anyway, the receiving team is at fault and they lose the rally.
4. The serving player of one team will continue to serve until their team makes a mistake and they lose a rally
 - a. The serving player must switch the service box they serve from after each point.



- b. The receiving team does not switch when a new rally is started.
5. Once the serving team makes a mistake, they stay in the service boxes they were in for the last serve and the other partner then has the opportunity to serve until their team makes another mistake.



6. Once both partners on a team have served and made a mistake to lose their serving rights, the birdie is transferred to the other team and both of the opposing partners then get the same serving opportunities
 - a. When a team wins service rights, the player who was in the right service court at the beginning of the previous serve will serve first.



7. A player only has one opportunity to make a legal serve
8. **For the first serve of the game, only the partner who starts in the right service court gets to serve. Once the serving team makes a mistake, it goes to the opposing team. From that point on, both partners get to serve until a new game is started.**

Scoring

1. A team can only earn points if their team has serving rights.
2. A team that does not have serving rights cannot gain points. They can only win rallies and take steps toward gaining service rights so they can start accumulating points.
3. When a team wins service rights over from the other team, they do not win a point for that rally. They simply have won the service rights and can now get points until they lose the rights.

Faults

- Faults are actions or circumstances that end gameplay and require that a serve be done to start a new rally.
1. If the serving player does not make a legal serve, the serving team is at fault and loses the rally.
 - a. An illegal serve by the rules we used would be if a player makes contact with the birdie above their waste on the serve
 - b. Does not stand in the service box
 - c. The birdie does not land in the proper service box on the opposing team's side.
 2. A fault is committed if a player strikes the birdie and it does not land in play of the doubles lines on the badminton court.
 3. A fault is committed if the player fails to return the birdie.

- a. This could be done by either hitting the birdie into the net or not getting the birdie back to the other side of the court.
4. If a team makes more than one hit on a side, they are at fault.
5. If a player reaches over the net to other teams' side to hit a birdie or interfere with the opposing team, they are at fault and lose the rally.
6. If a player makes contact with the net, through a racket or their body, they are at fault and lose the rally.
7. If a player slides to save a birdie and ends up on the other team's side, they have committed a fault and lose the rally.
8. If a player makes contact with the birdie with anything but the racket, that is a fault and they lose the rally.
9. If the receiving team on a serve hits an illegal serve from the serving team, the receiving team is at fault and they lose the rally. The serving team would earn a point in this instance.

General guidelines

1. Only one hit per side.
2. During a rally, players do not need to switch off between hits. For example of player A returns the birdie to the opposing team's side and they return it back, player A or B may hit it.
3. Good sportsmanship is required at all times when playing.
4. Be prepared. Have a stance that allows you to react to all types of shots and execute a number of returns.
5. Games are played to 21 and you must win by two. A match is 3 games and you must win 2 out of three to win the match.