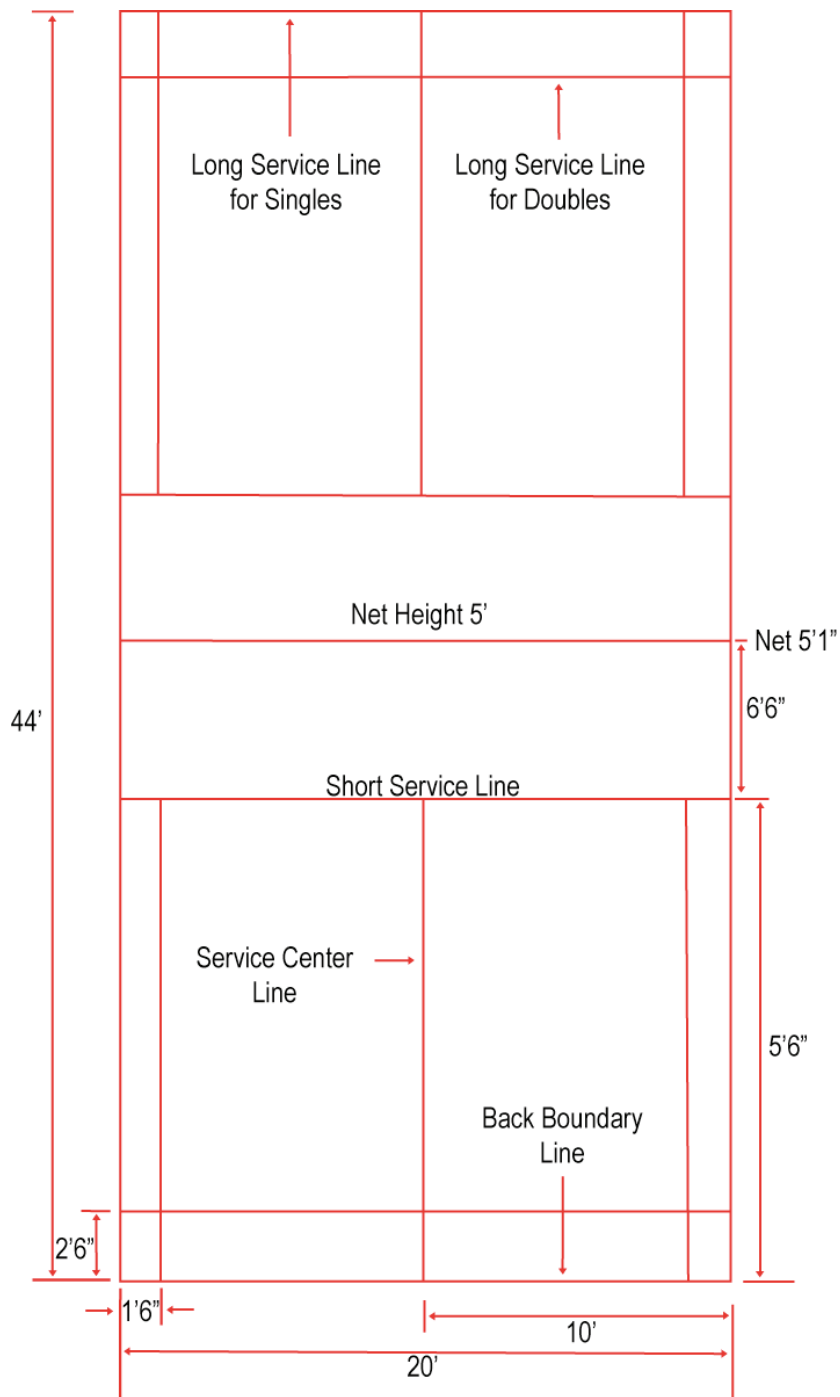




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OFFICIAL BADMINTON COURT



Official Net System of the AVCA



Official Net System of the NCAA Championships



Official Net System of the FIVB



Official Net System of the NIRSA FOUNDATION CORPORATE PARTNER



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BADMINTON RULES

A badminton match comprises the best of three games. A coin is tossed before the first game, and the winner of the toss may serve first or pick an end of the court. Only the serving side can score. In Classic scoring format, the winning team needs 15 points in doubles and men's singles, or 11 in women's singles. In the new Rally Point scoring format that was just recently adopted and used for major tournaments, the winning team needs 21 points to win the match.

Court and Equipment

A doubles badminton court is 44 feet long and 20 feet wide. The net is set at 5 feet 1 inch on the sides and 5 feet on the center of the court.

Rally

A rally is won when a shuttle is hit over the net and onto the floor of the opponent's court.

A rally is lost if the shuttle is hit into the net, or over the net but outside of the opponent's court. A rally is also lost if the shuttle touches the player's clothing or body, or if it is hit before it crosses over the net.

Serving

The server and receiver stand in the diagonally opposite service courts (always right hand at the start of the game). A serve must land in the diagonal opposite court to be good. A serve that touches the badminton net and lands in the proper court is called a "let" and can be served again. Serves that are totally missed can also be redone. The server must always serve underhand and the racket should make contact with the shuttle below the waist while serving. The receiver must stand still until the service is struck. A shuttle on the line is "in".

Scoring

Matches comprise of the best of three games. Each game starts at 0-0 (traditionally called "love-all").

Classic Scoring Format

If the serving side wins a rally, it scores a point, and serves again but from the alternate service court. If the receiving side wins the rally, the score remains unchanged and the service passes to the next player in turn. In singles, this is the opponent: in double it's either the partner or, if both players have just had a turn of serving, one of the opponents.





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Standard badminton games are played to 15 points. If the score reaches 14-all, the side that reached 14 first may choose to play to 15 or set the game to 17 points. Women's singles are traditionally played to 11 points and may be set to 13 points when tied at 10-all.

A "fault" in badminton results in a loss of service or a loss of the point. Faults include illegal serves, shots that land out of bounds, stepping out of bounds, or touching the net.

General Do's and Don'ts

- Players cannot touch the net with the badminton racquet or any part of their body during play.
- Players must not reach over the badminton net in order to hit the badminton shuttle.
- Both sides must stand in their respective courts until the serve is made and the shuttle is in action.
- The badminton shuttle should not rest on the badminton racket or be carried on the badminton racket at any time while serving or returning a shot.

