**Physical Education Badminton Study Guide**

**Serving**

The rules regarding the serve in badminton are very particular. Each game is played to 21 points, with players scoring a point whenever they win a rally regardless of whether they served. When the server serves, the shuttlecock must pass over the short service line on the opponents' court or it will count as a fault.

**Here are the key points to remember:**

**Singles**

At the beginning of the game (0-0) and when the servers score is even, the server serves from the right service court. When the server's score is odd, the server serves from the left service court.

If the server wins a 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. They serve from the appropriate service court; left if their score is odd, and right if it is even.

**Doubles**

Each pair only has one serve.

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.

Another key rule regarding the serve in badminton is that the point of impact between racket and shuttlecock must be below the players’ waist. The shaft of the racket must also be angled in a downward direction. So, the serve in badminton should always be an underarm shot. Fake serving is not allowed. Only the receiver of the serve may try to return the serve.

**General Rules of Badminton**

1. At the start of the game, choice of ends or service is determined by a coin toss, rock paper scissors, shuttle drop etc.

2. Lines are considered in.

3. If the server’s score is even, the serve is taken from the right side. If the score is odd, the serve is

taken from the left side.

4. The player of the receiving side who served last stays in the same service court from where he served last. The reverse pattern applies to the receivers’ partner. 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.

5. A point is scored after every serve. (rally scoring)

6. The server should always announce the score prior to serving, saying the server’s score first.

7. The serve must be diagonal and pass the opponent’s short service line.

8. It is a fault if the server, in attempting to serve, misses the shuttle. No fake serving.

9. The server must be inside the court on the correct side (even = right side, odd = left side) behind

his/her own short service line.

10. After the service is returned in doubles, any player may contact the birdie or play any position on

the court. They must return to original position for the next serve.

11. Formations-side by side – a weakness is you don’t know who is going to get the net plays and front and back: one player up at net and one player back - a weakness is the middle of the court is vulnerable

12. A player may not touch the net with a racket or his/her body during play.

13. No movement by any teammate until the bird is contacted on the serve.

14. A birdie may hit the top of the net during a rally and it is considered in play.

15. A player may not reach across the net to hit the birdie.

16. There is only one hit allowed per side of the net.

**Badminton Terms**

1. Backhand-Hitting the shuttle on the left side of the body, if a player is right handed.
2. Bird- The badminton “ball”; the shuttlecock.
3. Overhead Clear -A lob that falls far back in the court. Used to send opponent deep in the court if they are close to the net.
4. Drive-A hard hit shuttle that is directional and parallel to the net. Used to send opponent side to side on the court or hit hard directly at opponent.
5. Drop- A shot that barely clears the net and then falls into the opponent’s front court. Deceptive shot, disguise it as an overhead clear then do not use follow through. Used if opponent is deep in the court.
6. Forecourt- The front of the court, in front of the short service line.
7. Forehand-Hitting the shuttle on the right side of the body, if a player is right handed.
8. Underhand Clear-A shuttle that is very high and lands in the back of the opponent’s court.
9. Long Serve- Any serve hit into the back alleys.
10. Racquet-The instrument usually weighing about 5 ounces, used to hit the shuttle.
11. Short Serve-Hitting the shuttle over the net just inside the opponent’s short service line.
12. Smash-A high shot returned sharply to the floor.
13. Right Hand Service Court- Name of the court, server serves from when their score is even.
14. Left Hand Service Court-Name of the court, server stands in when their score is odd.