

Badminton

The Playing Area:

The court is 17 by 44 for singles matches and 20 by 44 for doubles. The short service line is 6.5 feet from the net. The long service line for doubles is 12.75 feet behind the short service line. The long service line for singles is 2.4 feet behind the long service line for doubles. The single sidelines are 1.4 feet inside the sidelines for the doubles play. The net stretches across the center and at 5 feet.

The object of the game:

Games are played to 21 win by 2, with the highest score winning. A match is the best two of three games. Play is continuous from the first serve to the end of the match. Before each match, the winner of volley or shuttle toss may choose to serve or receive.

Things you are not allowed and allowed to do (Rules):

- Server faces the net and stands in the service court. When the server score is even (0,2,4, and so on), the server stands on the right side. When the server score is odd (1,3,5, and so on) the server stands on the left side.
- The receiver stands diagonal from the server. Partner is allowed to stand anywhere, as long the receiver is not blocked.
- The receiver may not move until the server hits the shuttle (birdie).

Shuttle in play: The shuttle is put into play by the server and remains in play until it:

- Hits the floor
- Hits the ceiling or outside of the court
- Hits a player or player's clothing
- Hit the net or post and drops on the hitter's side
- Get stuck in the net or racket or suspended on top of the net

The shuttle is not in play when a fault or let occurs

Faults in play occur when the shuttle

- Hits outside the court
- Passes through or under the net
- Does not pass the net
- Touches the ceiling
- Touches player or clothing
- Touches any person or object out of bounds
- Is caught, held, and slung on the racket
- Is hit twice in a row by the same player on the same play
- Both partners hit the shuttle before it is returned to the other side
- Hits the shuttle when it is on the on the opponent's side of the net
- Touches the net or posts with racket, clothing or body
- Has racket or any body part over or under the net

A fault committed by the serving side give the shuttle to the opponents; fault by the receiving side gives a point to the serving side.

A let is a situation that calls for a halt in play:

Lets occur when

- A shuttle remains suspended on top of the net or passes the net and then became caught on the other side of the net (except on a serve this a fault)
- The server and receiver commit faults at the same time
- The server serves before the receiver is ready
- The shuttle comes apart

When a let is called, no score counts for that play, and the server who began the play serves again.