

BADMINTON STUDY GUIDE

Gameplay:

A shuttle landing on the line is good

A shuttle hitting the net is good and play continues (including on the serve) if all other aspects of the play is legal

All players must be **inside** the lines of their respective service courts at the point of contact during the serve

A "**let**" is a situation requiring a replay

During **Regular Play** it is a "fault" if:

- player reaches over net to play the bird (follow through over the net after contact is legal)
 - player hits the bird twice in one motion or momentarily holds or throws the bird
 - player fails to return the bird to the opponent's court
 - player obstructs, distracts, or hinders opponent
 - player deliberately delays the game
 - player touches the net with the racket, body, or clothes
 - in doubles the receivers partner returns the serve
 - shuttle passes through or under the net
 - shuttle touches the ceiling or walls
 - shuttle touches a person or their clothes
- During the **Serve** it is a "fault" if:
 - shuttle is struck higher than the waist
 - head of the racket is not below server's hand holding the racket
 - shuttle falls into the wrong service court or out of bounds
 - shuttle falls before the short serve line
 - server's feet are not in the correct service court
 - receiver of serve does not have both feet in the correct service court
 - server steps forward when serving
 - receiver moves prior to the serve
 - server intentionally balks, fakes, or feints
 - part of both feet must remain in contact with the court in a stationary position until the service is made
 - shuttle passes through, under, or gets caught on or over the net on the serve
 - server attempts to serve and misses the bird completely

SINGLES PLAY:

- Serve from the right side when the server's score is "even" and from the left side when their score is "odd"
- All serves must be diagonal
- Both players change service courts after a point is scored

DOUBLES PLAY:

- Each time the serving team scores a point, the same server serves the next serve from the other side of their court
- No player ever receives two consecutive serves, cannot serve into the same box twice
- The serving team changes service sides **only** after scoring a point
- A receiving team **never** changes sides
- When the receiving team wins the rally their server is determined by whether their score is "even" (right side serves) or "odd" (left side serves)
- Only the player served to may receive the service

COURT DAIGRAM:

