

# Badminton

The aim of badminton is to hit the shuttle with your racket so that it passes over the net and lands inside your opponent's half of the court. Whenever you do this, you have won a rally; win enough rallies, and you win the match.



Racket

Shuttle

Your opponent has the same goal. He will try to reach the shuttle and send it back into your half of the court. You can also win rallies from your opponent's mistakes: if he hits the shuttle into or under the net, or out of court, then you win the rally.

If you think your opponent's shot is going to land *out*, then you should let it fall to the floor. If you hit the shuttle instead, then the rally continues.

Once the shuttle touches the ground, the rally is over. In this respect, badminton is not like tennis or squash, where the ball can bounce. You must hit the shuttle **once only** before it goes over the net (even in doubles). In this respect, badminton is not like volleyball, where multiple players can touch the ball before sending it back over the net. Serving is how you start the rally: someone has to hit the shuttle first! To prevent the server gaining an overwhelming advantage, there are special restrictions placed on serving that don't apply during the rest of the rally.

The *receiver* is the person who hits the second shot in the rally. In doubles, the receiver's partner is not allowed to hit this shot. In badminton, the serve must be hit in an upwards direction, with an underarm hitting action. You are not allowed to play a "tennis style" serve.

The main rule here is that when you hit the shuttle, it must be below your waist.

Remember that you have two service courts: one on the right, and one on the left.

When the server's score is an even number, he serves from the right service court. When his score is an odd number, he serves from the left service court. For this reason, the right service court is also known as the *even* service court, and the left service court is known as the *odd* service court.

Every time you win a rally, you get a point. Starting from zero, the first person to reach 21 points wins the game. You have to win the game by at least two points.

Whenever you win a rally, you also get the next serve. So if your opponent was serving in the last rally, the serve passes to you; if you were serving, you keep on serving.

A match is the best of three games: you win the match by winning two games. So a match could last either two or three games.

