



## **Simplified New Rally Points Scoring System**

### **Scoring System**

- A match consists of the best of three games, each game played to 21 points.
- The side winning a rally adds a point to its score.
- At 20-all, the side that gains a 2-point lead first wins the game.
- At 29-all, the side scoring the 30th point wins the game.
- The side winning a game serves first in the next game.

### **Intervals and Change of Ends**

- When the leading score reaches 11 points, players have a 60-second interval in order to change ends of the court.
- A 2-minute rest interval between each game is allowed.
- In the third game, players change ends when either side scores 11 points.

### **Singles Scoring**

- At the beginning of the game and when the server's 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 from the alternate service court.
- If the receiver wins a rally, the receiver scores a point and becomes the new server. The new server serves from the right service court if his score is even or from the left service court if his score is odd.

### **Doubles Scoring**

- There is only one service opportunity per side in doubles. Both partners no longer get a chance to serve. Your score dictates which partner will serve. When the serving team commits a fault, the service changes to the opposing team. Their score then determines which side the next serve will be delivered from.
- At the beginning of the game and when the server's score is even, the server serves from the right court. When the server's score 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 player of the receiving side who served last stays in the same service court from where he or she last served.
- 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.

In a Doubles match between A & B against C & D. A & B won the toss and decided to serve. A to serve to C. A shall be the initial server while C shall be the initial receiver.

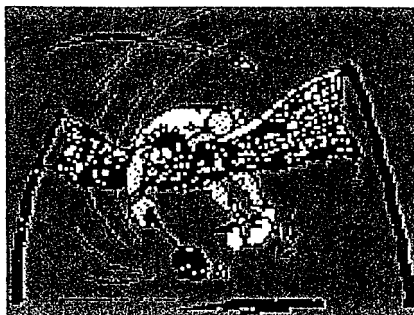
Course of action / Explanation	Score	Service from Service Court	Server & Receiver	Winner of the rally		
	Love All	Right Service Court. Being the score of the serving side is even.	A serves to C A and C are the initial server and receiver.	A & B.	C	D
					B	A
A & B win a point. A & B will change service courts. A serves again from Left service court. C & D will stay in the same service courts.	1-0	Left Service Court. Being the score of the serving side is odd.	A serves to D	C & D.	C	D
					A	B
C & D win a point and also right to serve. Nobody will change their respective service courts.	1-1	Left Service Court. Being the score of the serving side is odd.	D serves to A.	A & B.	C	D
					A	B
A & B win a point and also right to serve. Nobody will change their respective service courts.	2-1	Right Service Court. Being the score of the serving side is even.	B serves to C	C & D	C	D
					A	B
C & D win a point and also right to serve. Nobody will change their respective service courts.	2-2	Right Service Court. Being the score of the serving side is even.	C serves to B	C & D	C	D
					A	B
C & D win a point. C & D will change service courts. C serves from Left service court. A & B will stay in the same service courts.	3-2	Left Service Court. Being the score of the serving side is odd.	C serves to A	A & B	D	C
					A	B
A & B win a point and also right to serve. Nobody will change their respective service courts.	3-3	Left Service Court. Being the score of the serving side is odd.	A serves to C	A & B	D	C
					A	B
A & B win a point. A & B will change service courts. A serves again from Right service court. C & D will stay in the same service courts.	4-3	Right Service Court. Being the score of the serving side is even.	A serves to D	C & D	D	C
					B	A

Note that this means

- the order of server depends on the score odd or even same as in singles.
- The service courts are changed by the servicing side only when a point is scored. In all other cases, the players continue to stay in their respective service court from where they played previous rally. This shall guarantee alternate server.

An animated presentation of the new Rally Point Scoring System is available at [www.badmintonplayers.net](http://www.badmintonplayers.net). Click on "Rules updated" under the EXTRA menu section.

## **A VIEWERS GUIDE TO BADMINTON**



Badminton is distinguished from other racket sports, all of which use a ball of some size, by two features: the use of a shuttlecock and the fact the shuttlecock cannot touch the ground during a rally. The flight characteristics of the shuttlecock and the pace created by constant volleying combine to make badminton one of the most exciting sports to play and watch.

Competitive indoor badminton is vastly different from the game most people play with friends in the backyard. Elite badminton athletes compete in a lightening-fast sport, which demands constant, highly concentrated action: running, jumping, twisting, stretching, running backwards, throwing and striking. Besides explosiveness, quick reflexes, and exceptional hand-eye coordination, elite competitors must also possess superb aerobic endurance. In a typical match they cover nearly every inch of the court and can travel several miles in the process.

### **THE EVENTS**

There are five Olympic badminton events: Men's Singles, Women's Singles, Men's Doubles, Women's Doubles, and Mixed Doubles.

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When the leading score reaches 11 points, players have a 60 second interval. A two minute interval between each game is allowed. In the third game, players change ends when a side scores 11 points.

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 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.

There is only one serve in doubles. The order of server depends on the score odd or even same as in singles. The service courts are changed by the servicing side only when a point is scored. In all other cases, the players continue to stay in their respective service court from where they played the previous rally. This shall guarantee alternate server.

### **COMPETITIVE STRATEGY**

In singles play, the goal is to move the opponent up and back on the court and side-to-side, using speed, deception and endurance to force errors by the opponent.

In doubles, the players' goal is to keep the shuttlecock going down to their opponents and to force the opponents to return defensive shots up to them. The offensive formation is the one player at the net and the other smashing from the backcourt. The defensive formation is both players back, each defending his or her side of the court.

A typical rally in badminton singles consists of a serve and repeated high deep shots hit to the baseline (clears) interspersed with drop shots. If and when a short clear or other type of "set-up" shot is forced, a smash typically wins the point. More often than not, an error (shuttle hit out-of-bounds or into the net) brings an end to a rally rather than a positive winning play. A player, who is patient and commits few or no outright errors, often wins despite not being as naturally talented as the opponent.

In doubles, there are fewer clears and more low serves, drives, and net play. Again, the smash often ends the point. As in singles, patience and lack of unforced errors are most desirable. Team play and strategy in doubles are very important, and often two players who have perfected their doubles system (rotating up and back on offense and defense) and choice of shots can prevail over two superior stroke players who lack sound doubles teamwork and strategy.

## **SERVING**

The service courts are slightly different for singles and doubles. A shuttle on the line is "in". The server and receiver stand in the diagonally opposite service courts (always right hand at the start of the game) but after serve players may move anywhere on their side of the net. The server must obey laws designed to force underhand delivery of the serve, and the receiver must stand still until the service is struck.

The serve must be underhand and the racket shaft must point downwards at the point of contact, so that the whole of the head of the racket is discernibly below the whole of the server's hand holding the racket.

Only one serve attempt is allowed per competitor,

Also, a serve hitting the top of the net and going in fair play is legal and in play.

### **THE BASIC BADMINTON SHOTS**

#### **UNDERHAND STROKES**

Serve  
Underhand Clear  
Underhand Dropshot

#### **OVERHEAD STROKES**

Clear  
Dropshot  
Smash

#### **SIDEARM STROKES**

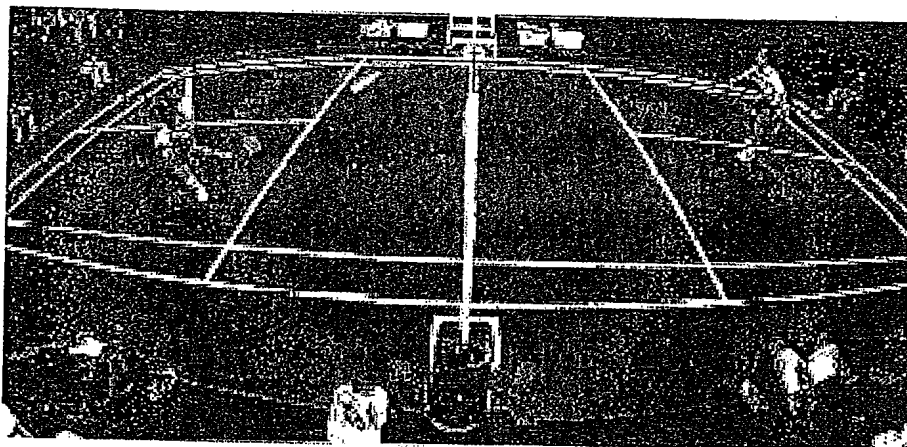
Drive

#### **NET PLAY**

Hairpin Drop



## THE 1992 OLYMPIC GAMES IN BARCELONA, SPAIN, BADMINTON



### **FAULTS**

A fault is a violation of the playing rules, either in serving, receiving, or during play. If the receiving side faults, the serving side scores a point.

### **NOTABLE FAULTS DURING SERVING AND RECEIVING**

- The shuttle is above the server's waist on contact.
- A player's feet are not stationary and in the correct court upon delivery of the serve.
- The server serves before the receiver is ready.
- Once the service has started, a player moves to distract the receiver.
- A player attempting to serve misses the shuttle completely.
- A serve lands outside the boundaries of the service court.
- A player serves or receives out of turn or from the wrong court.
- The receiver's partner strikes a serve meant for the receiver.

### **NOTABLE FAULTS DURING PLAY**

- The shuttle falls outside the boundaries, passes through or under the net, fails to pass the net, touches the roof or side walls, or touches a person or the clothing of a person.
- The shuttle is hit into the net.
- The shuttle is hit twice or more in succession before being returned to the opponent.
- A player is hit by the shuttle (whether the player is in-bounds or out-of-bounds)
- A player reaches over the net to contact the shuttle.

- A player touches the net or the net posts with his or her body, racket, or clothing.

## Equipment

### Court

The court shall be a rectangle and laid out 44' x 20', defined by lines 1.5 inches (40 mm) wide. The lines shall be easily distinguishable and preferably be colored white or yellow

### Posts

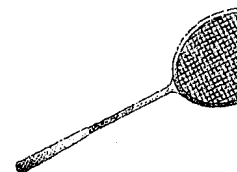
The posts shall be 5' 1" (1.55 m) in height from the surface of the court. On a court marked for doubles, the posts or strips of material representing the posts shall be placed on the side lines for doubles, regardless of whether singles or doubles is being played.

### Net

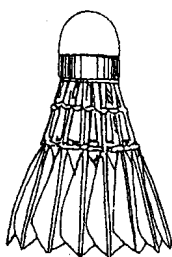
The top of the net from the surface of the court shall be 5' (1.524 m) at the center of the court and 5' 1" (1.55 m) over the side lines for doubles. There shall be no gaps between the ends of the net and the posts. If necessary, the full depth of the net should be tied at the ends.

### Racket

Badminton rackets were made entirely of wood until the 1950's. Today's rackets are made of various blends of carbon, graphite, boron, aluminum, titanium and steel. These rackets are very light (around 3.5 ounces) and so strong that they can be strung much tighter than ever. Dimensions cannot exceed 27 inches by 8 inches, and the head length cannot exceed 13 inches. Prices vary from \$10 to \$150 and higher. Rackets are strung with gut or synthetic string.



### Shuttle



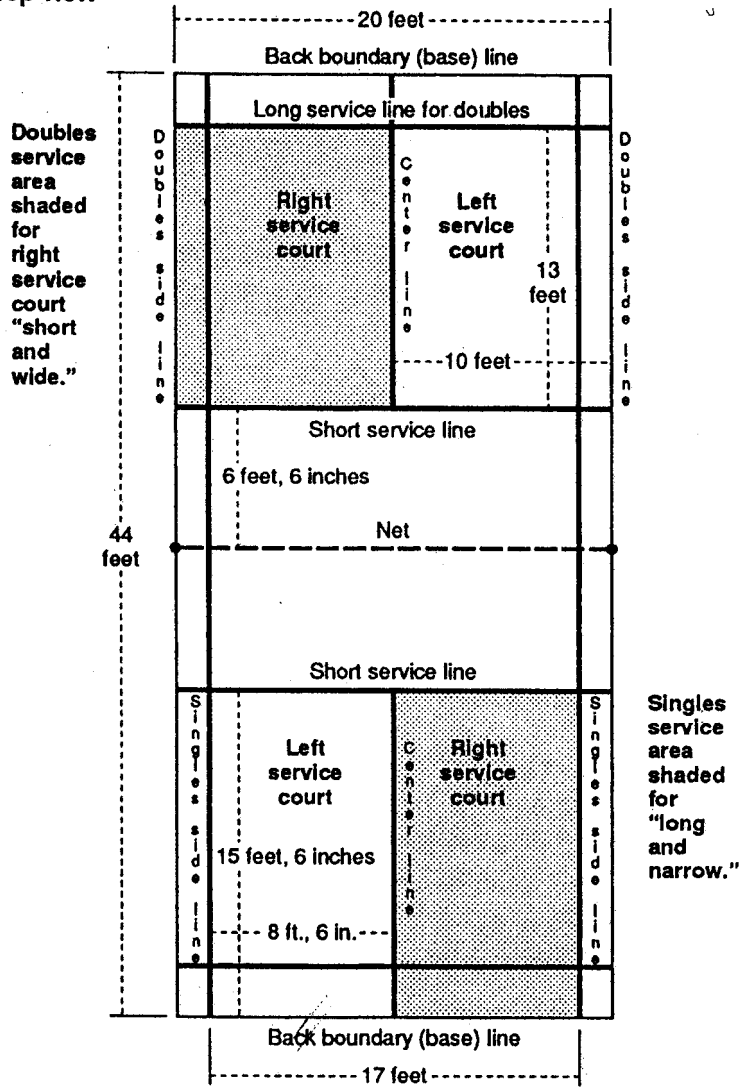
- The shuttle shall have 16 feathers fixed in the base.
- The feathers can have a variable length from 21/2" (64 mm) to 23/4" (70 mm), but in each shuttle they shall all be the same length when measured from the tip to the top of the base.
- The tips of the feathers shall form a circle with a diameter from 21/4" (58 mm) to 2 5/8" (68 mm).
- The feathers shall be fastened firmly with thread or other suitable material.

### Approved Equipment

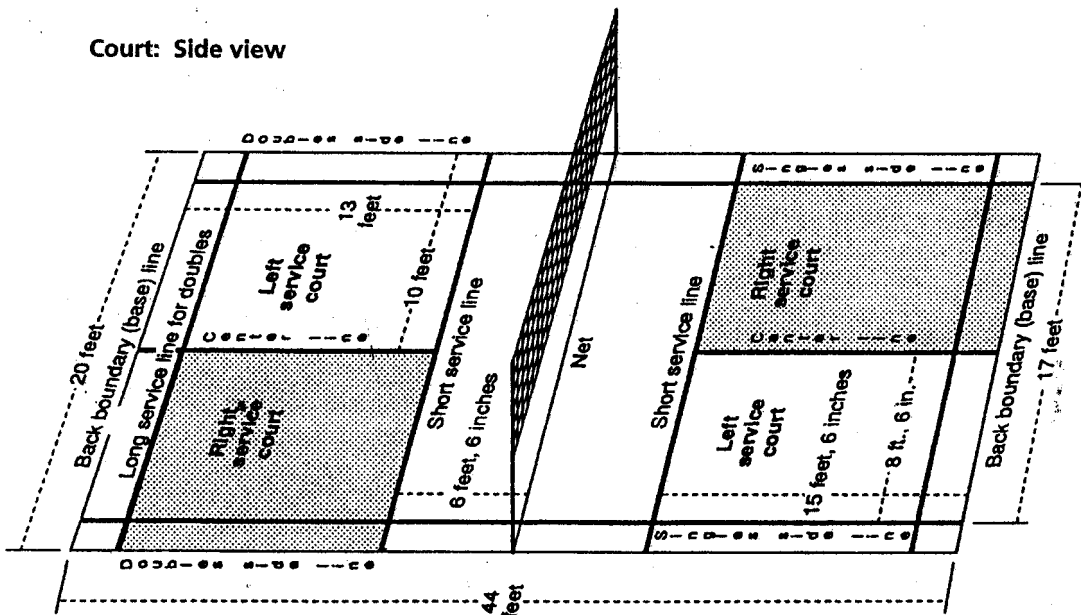
The International Badminton Federation shall rule on any question of whether any racket, shuttle or equipment or any prototype used in the playing of badminton complies with the specifications or is otherwise approved or not approved for play. Such ruling may be undertaken on the federation's initiative or upon application by any party with a bona fide interest therein including any player, equipment manufacturer or National Organization or Member thereof.



**Court: Top view**



**Court: Side view**



## GLOSSARY OF TERMS

**ALLEY:** Extension of the court by 1 1/2 feet on both sides for doubles play.

**BACKCOURT:** Back third of the court, in the area of the back boundary lines.

**CARRY:** An illegal tactic, also called a sling or throw, in which the shuttle is caught and held on the racket and then slung during the execution of a stroke.

**CENTER OR BASE POSITION:** Location in the center of the court to which a singles player tries to return after each shot.



**CLEAR:** A shot hit deep to the opponent's back boundary line. The "high clear" is a defensive shot, while the flatter "attacking clear" is used offensively.

**DRIVE:** A fast and low shot that makes a horizontal flight over the net.

**DROP:** A shot hit softly and with finesse to fall rapidly and close to the net on the opponent's side.

**FAULT:** A violation of the playing rules; either in serving, receiving, or during play.

**FLICK:** A quick wrist and forearm rotation that surprises an opponent by changing an apparently soft shot into a faster passing one; used primarily on the serve and at the net.

## GLOSSARY OF TERMS

**FORECOURT:** Front third of the court, between the net and the short service line

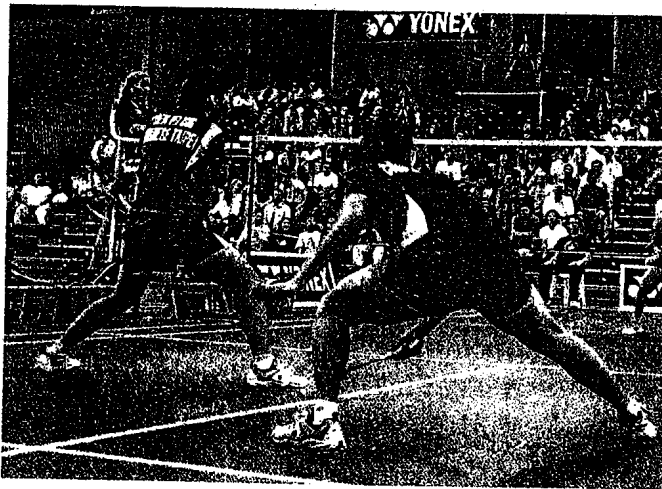
**HAIRPIN NET SHOT:** Shot made from below and very close to the net with the shuttle rising, just clearing the net, and then dropping sharply down the other side. The shuttle's flight approximates the shape of a hairpin.

**KILL:** Fast, downward shot that cannot be returned; a "putaway."

**LET:** A legitimate cessation of play to allow a rally to be replayed.

**MIDCOURT:** The middle third of the court, halfway between the net and the back boundary line.

**PUSH SHOT:** Gentle shot played by pushing the shuttle with little wrist motion, usually from net or midcourt to the opponent's midcourt.



**RALLY:** Exchange of shots while shuttle is in play.

**SMASH:** Hard-hit overhand shot that forces the shuttle sharply downward. Badminton's primary attacking stroke.

**WOOD SHOT:** Shot that results when the base of the shuttle is hit by the frame of the racket. Once illegal, the shot was legalized in 1963.

# Fast Facts

- ⇒ Badminton originated from a game played in China in 500 BC
- ⇒ Ti Jian Zi, as it was called then, was played with the feet and a shuttlecock
- ⇒ 5 Centuries later a game called Battledore (the old rackets) became very popular in China, Japan, India and Greece
- ⇒ In the 16<sup>th</sup> century the European nobility adopted as a past time, the jeu dfe Volant (French) for “wheel game”, as opposed to the jeu de paume (palm game) which gave birth to tennis and consisted in a small ball hit with the palm of the hand.
- ⇒ An Indian game, Poona was brought to England in the 19<sup>th</sup> century
- ⇒ The ABA (now USA Badminton) was established in 1936
- ⇒ The International Badminton Federation (IBF) was established in Gloucestershire, England, in 1934
- ⇒ The total number of participants who regularly played badminton (25 times in 1 year) in the U.S. is approximately one million people.
- ⇒ The shuttlecock is made from 14 to 16 feathers from the left or right wing of a goose and fixed in a cork base covered with a thin layer of leather or similar material. The weight of a shuttlecock ranges from 4.74-5.50 grams.
- ⇒ There are 156 Countries in the International Badminton Federation.
- ⇒ The US dominated the sport of badminton between 1949-67 the U.S. by winning 23 world championships.
- ⇒ The shuttlecock can travel at speeds in excess of 200 mph. Badminton is the world's fastest racket sport.
- ⇒ In the 1992 Olympic games in Barcelona, Spain Badminton became an official Olympic sport.
- ⇒ More than 1.1 billion people watched the 2000 Olympic Badminton competition on TV.
- ⇒ Crowds of up to 15,000 are common for major badminton tournaments in Malaysia, China and Indonesia.
- ⇒ For more information on Badminton please visit: **[www.usabadminton.org](http://www.usabadminton.org)**

the server and receiver shall stand within diagonally opposite service courts without touching the boundary lines of these service courts;

some part of both feet of the server and receiver must remain in contact with the surface of the court in a stationary position from the start of the service (Law 9.4) until the service is delivered (Law 9.6);

the server's racket shall initially hit the base of the shuttle;

the whole shuttle shall be below the server's waist at the instant of being hit by the server's racket;

the shaft of the server's racket at the instant of hitting the shuttle shall be pointing in a downward direction to such an extent that the whole of the head of the racket is discernably below the whole of the server's hand holding the racket as in Diagram D;

