



BADMINTON -2

INTRODUCTION

Badminton is an indoor game played at least 2 players in case of singles play and by 4 players in case of Doubles play. In India badminton is the family game par excellence amongst both sexes and all ages. In addition, it is a game in which women can compete on equal terms with men in casual matches. Sincerely, good results are quickly obtained, but though the game looks simple, it however demands foot-work and fitness, temperament and brain.

The Laws of Badminton

COURT

- The court shall be a rectangle marked out with lines 40 mm wide
- The lines marking out the court shall be easily distinguishable and preferably be coloured white or yellow.
- All the lines shall form part of the area which they define
- The posts shall be 1.55 meters in height from the surface of the court and shall remain vertical when the net is strained. The posts shall be placed on the doubles side lines irrespective of whether singles or doubles is being played. The posts or its supports shall not extend into the court beyond the side lines.
- The net shall be made of fine cord of dark colour and even thickness with a mesh of not less than 15 mm and not more than 20 mm
- The net shall be 760 mm in depth and at least 6.1 meters wide.
- The top of the net shall be edged with a 75 mm white tape doubled over a cord or cable running through the tape. This tape shall rest upon the cord or cable.
- The cord or cable shall be stretched firmly, flush with the top of the posts.
- The top of the net from the surface of the court shall be 1.524 meters at the centre of the court and 1.55 meters 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 at the ends shall be tied to the posts.

COURT EQUIPMENT

1. SHUTTLE

- The shuttle shall be made of natural and / or synthetic materials. From whatever material the shuttle is made, the flight characteristics generally shall be similar to those produced by a natural feathered shuttle with a cork base covered by a thin layer of leather.
- Feathered Shuttle
- The shuttle shall have 16 feathers fixed in the base.
- The feathers shall have a uniform length between 62 mm to 70 mm when measured from the tip to the top of the base.
- The tips of the feathers shall lie on a circle with a diameter from 58 mm to 68 mm.

- The feathers shall be fastened firmly with thread or other suitable material.
- The base shall be 25 mm to 28 mm in diameter and rounded on the bottom.
- The shuttle shall weigh from 4.74 to 5.50 grams.
- Non-Feathered Shuttle
- The skirt, or simulation of feathers in synthetic materials, shall replace natural feathers.
- Subject to there being no variation in the general design, speed and flight of the shuttle, modifications in the above specifications may be made with the approval of the Member Association concerned, in places where atmospheric conditions due to either altitude or climate make the standard shuttle unsuitable.

2. RACKET

- The racket shall be a frame not exceeding 680 mm in overall length and 230 mm in overall width consisting the main parts.
- The handle is the part of the racket intended to be gripped by a player.
- The stringed area is the part of the racket with which it is intended that a player hits the shuttle.
- The head bounds the stringed area
- The shaft connects the handle to the head.
- The throat (if present) connects the shaft to the head.

3. EQUIPMENT COMPLIANCE

The International Badminton Federation shall rule on any question on whether any racket, shuttle or equipment or any prototype used in the playing of Badminton complies with the specifications. Such ruling may be undertaken on the Federation's initiative or on application by any party with a bonafide interest, including any player, technical official, equipment manufacturer or Member Association or member thereof.

4. TOSS

- Before play commences, a toss shall be conducted and the side winning the toss shall exercise the choice to serve or receive first;
- To start play at one end of the court or the other.
- The side losing the toss shall then exercise the remaining choice.

5. SCORING SYSTEM

- A match shall consist of the best of three games, unless otherwise arranged.
- A game shall be won by the side which first scores 21 points; the side winning a rally shall add a point to its score. A side shall win a rally, if the opposing side commits a "fault" or the shuttle ceases to be in play because it touches the surface of the court inside the opponent's court.
- If the score becomes 20-all, the side which gains a two point lead first, shall win that game.
- If the score becomes 29-all, the side scoring the 30th point shall win that game.
- The side winning a game shall serve first in the next game.

6. CHANGE OF ENDS

- Players shall change ends:
- At the end of the first game;
- At the end of the second game, if there is to be a third game;
- In the third game when a side first scores 11 points.
- If the ends are not changed, it shall be done so as soon as the mistake is discovered and when the shuttle is not in play. The existing score shall stand.

7. SERVICE

- Neither side shall cause undue delay to the delivery of the service once the server and the receiver are ready for the service;
- On completion of the backward movement of the server's racket head, any delay in the start of the service, shall be considered to be an undue delay
- The server and the 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 the receiver shall remain in contact with the surface of the court in a stationary position from the start of the service until the service is delivered;
- The server's racket shall initially hit the base of the shuttle;
- The shaft and the racket head of the server's racket at the instant of hitting the shuttle shall be pointing in a downward direction;
- The movement of the server's racket shall continue forward from the start of the service until the service is delivered ;
- The flight of the shuttle shall be upward from the server's racket to pass over the net so that, if not intercepted, it shall land in the receiver's service court.
- In attempting to serve, the server shall not miss the shuttle.
- Once started, the service is delivered when the shuttle is hit by the server's racket or, in attempting to serve, the server misses the shuttle.
- The server shall not serve before the receiver is ready. However, the receiver shall be considered to have been ready if a return of the service is attempted.
- In doubles, during the delivery of service, the partners may take up any positions within their respective courts, which do not give insight to the opposing server or receiver.

8. SINGLES

Serving and receiving courts

- The players shall serve from, and receive in the irrespective right service courts when the server has not scored or has scored an even number of points in that game.
- The players shall serve from, and receive in, the irrespective left service courts when the server has scored an odd number of points in that game.

Scoring and serving

- If the server wins a rally the server shall score a point. The server shall then serve again from the alternate service court.
- If the receiver wins a rally, the receiver shall score a point. The receiver shall then become the new server.

9. DOUBLES

Serving and receiving courts

- A player of the serving side shall serve from the right service court when the serving side has not scored or has scored an even number of points in that game.
- A player of the serving side shall serve from the left service court when the serving side has scored an odd number of points in that game.
- The player of the receiving side who served last shall stay in the same service court from where he served last. The reverse pattern shall apply to the receiver's partner.
- The player of the receiving side standing in the diagonally opposite service court to the server shall be the receiver.
- The players shall not change their respective service courts until they win a point when their side is serving.
- Service in any turn of serving shall be delivered from the service court corresponding to the serving side's score.

Scoring and serving

- If the serving side wins a rally, the serving side shall score a point. The server shall then serve again from the alternate service court.
- If the receiving side wins a rally, the receiving side shall score a point. The receiving side shall then become the new serving side.

Sequence of serving in any game, the right to serve shall pass consecutively:

- From the initial server who started the game from the right service court.
- To the partner of the initial receiver.
- To the partner of the initial server
- To the initial receiver,
- To the initial server and so on.
- No player shall serve or receive out of turn, or receive two consecutive services in the same game, except as provided in either player of the winning side may serve first in the next game, and either player of the losing side may receive first in the next game.

10 SERVICE COURT ERRORS

A service court error has been made when a player:

- Has served or received out of turn; or
- Has served or received from the wrong service court;
- If a service court error is discovered, the error shall be corrected and the existing score shall stand.

11 FAULTS

It shall be a "fault" :

- If a service is not correct.
If, in service, the shuttle:
 - Is caught on the net and remains suspended on its top;
 - After passing over the net, is caught in the net; or
 - Is hit by the receiver's partner;
- If in play, the shuttle:
 - Lands outside the boundaries of the court (i.e. not on or within the boundary lines);

- Fails to pass over the net;
 - Touches the ceiling or side walls;
 - Touches the person or dress of a player
- If, in play, a player:
- Touches the net or its supports with racket, person or dress;

CONCLUSION

This is a game which appeals to many players and spectators for the range of movement that take place. Few other games contain such a range and variety of movement and one can say that badminton is the game of all games for the expression of beauty ,speed ,power and control in all movement. One can develop natural skills in movement by practicing some basic moves which are common to so many sports in general and badminton in particular.
