

BADMINTON LAWS OF THE GAME

1. Players are those people that are taking part in the game: one player on a side in singles, two players on a side in doubles. The side that has the serve is known as "side in", and the opposing side as "side out".
2. The start of the game is decided by a toss of a coin or the spinning of the racket. The winner of the toss has the option of serving first, not serving first or the choice of side.
3. Play is started with an underhand serve below the waist.
4. The serving team is the only team that can score.
5. In doubles the serve always starts from the right hand service court.
6. The person in doubles that starts the game gets to serve until their service is broken. The service then goes to the other side and both players with serve, always starting from the right hand service court.
7. Serving in singles play is determined by the score, if even you serve from the right, odd, you serve from the left.
8. The service boundaries in doubles are short and wide. The service court in singles is long and narrow.
9. If a player attempting to serve misses the shuttle completely, he may restroke. An infinite number of attempts may be made provided the racket does not make contact.
10. A serve is deemed completed as soon as the shuttle is struck by the server's racket.
11. A shot falling inside the boundaries or on the line are considered good.
12. A player's feet must be stationary and in there correct court when serving.
13. The receiver's partner may not strike the serve meant for his partner.
14. A player may not reach over the net to contact the shuttle.
15. The shuttle may not be hit twice in succession.
16. The shuttle may not momentarily rest on the racket during the execution of a shot. This commonly known as a sling, carry or throw.
17. A fault is called when a player is hit by the shuttle whether he is standing inside or outside the court boundaries.
18. The shuttle may not be hit twice in succession.
19. The game is played to 15, win by two. A match consists of the best of 3 games.

BADMINTON LANGUAGE

1. **Block.** Placing the racket in front of the shuttle and let it rebound into your opponent's court.
2. **Clear.** High, deep shot hit to the opponents back boundary line.
3. **Drive.** A fast and low shot which makes horizontal flight pattern over the net.
4. **Fault.** Any violation of the rules. Most faults are classified as receiving or serving faults.
5. **Kill.** A fast downward shot that cannot be returned.