

# Badminton Rules

## Court and Equipment

- Court size for singles - 44 feet long x 17 feet wide
- Court size for doubles - 44 feet long x 20 feet wide
- Net height - 5 feet
- Shuttlecocks - Also known as birdies or birds. One type has feathers with a cork base, and the other is plastic with a rubber base.
- Rackets - Made of lightweight material like wood, plastic or metal.

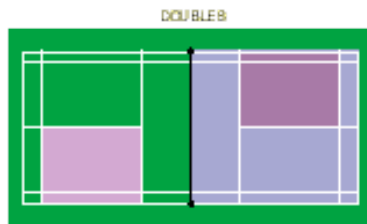
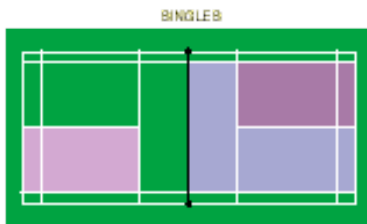
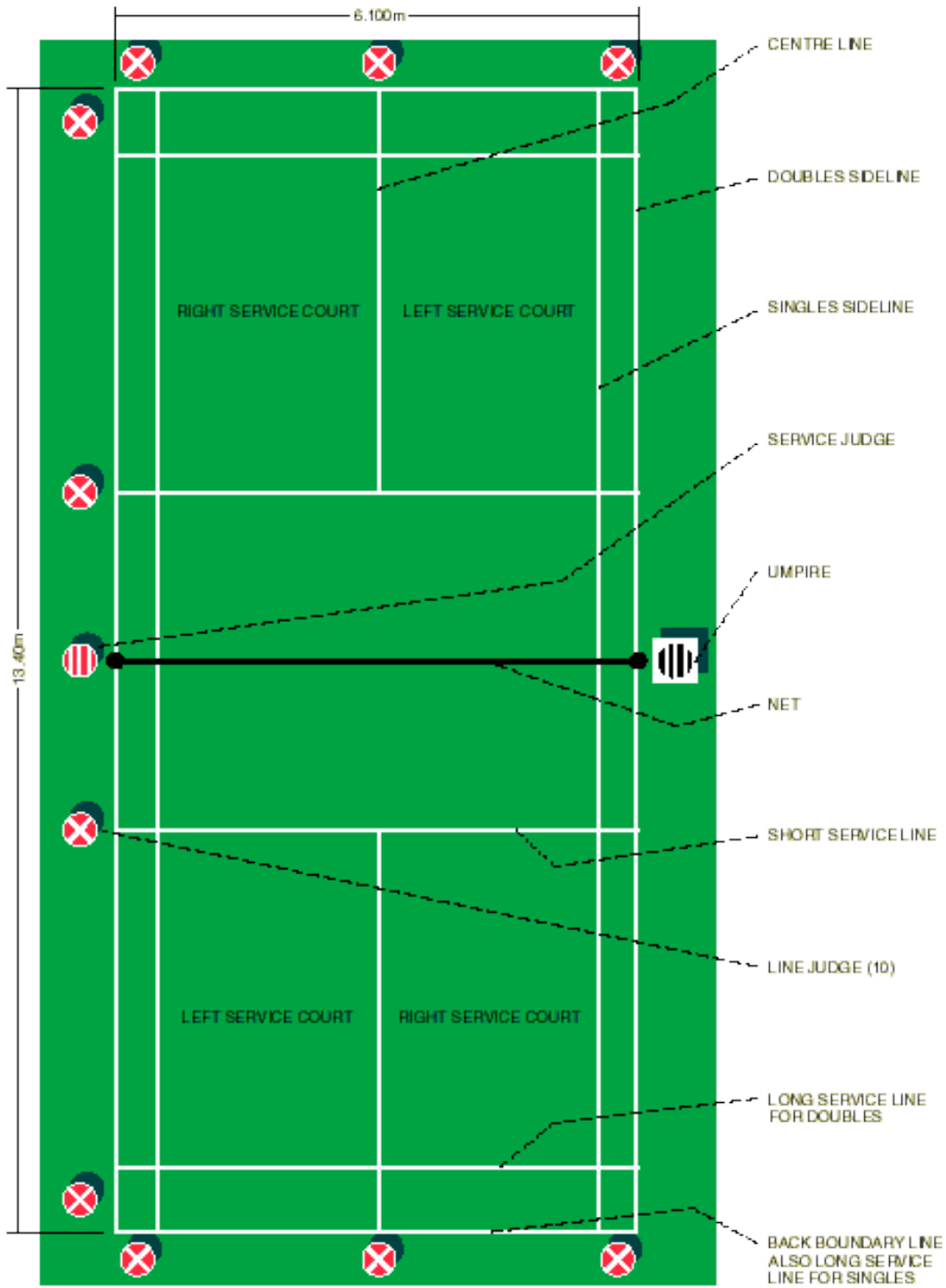
**Object of the game** - The object of the game is to hit the shuttlecock back and forth over a net without permitting it to hit the floor in bounds on your side of the net.




## Some general rules and terms

1. A player may not touch the net with a racket or his or her body during play.
2. A birdie may not come to rest or be carried on the racket.
3. A birdie may hit the net on its way across during play and the rally can continue.
4. A term of service is called an inning.
5. A player may not reach over the net to hit the shuttlecock.
6. A loss of serve is called a side out.
7. In class games will be played to 15 points and a match is 2 out of 3 games.
8. Some types of shots are the lob, drop shot, smash and drive.

## Serving

1. A coin toss or spin of the racket determines who will serve first.
2. The serve must travel diagonally (cross court) to be good.
3. A serve that touches the net and lands in the proper court is called a let serve and is reserved, otherwise, only one serve is permitted to each court until a side out occurs. A serve that is totally missed may be tried again.
4. The racket must make contact with the birdie below the waist on a serve.
5. The server and receiver shall stand within their respective service courts until the serve is made.
6. Points may only be scored when serving.
7. All lines are considered in bounds.
8. In singles, when the server's score is an even number, the serve is taken from the right side. When the server's score is an odd number, it is taken from the left. (Serving in a doubles game is different)



-  SERVER STANDS IN AREA
-  SHUTTLE MUST LAND IN AREA
-  AREA OF PLAY AFTER SERVICE