**BADMINTON 101**

A **singles match** consists of two player’s one person on each side of the court. A **doubles match** consists of four players with two people per side of the badminton court.

For badminton the **height of the net** needs to be 1.524 meters (5ft) at the center of the court and 1.55 meters (5ft 1 inch) over the side lines for doubles (outside edges).

**Scoring System**

* Matches consist of the best of three games.
* A game is won when a side reaches 21 points.
* One point is awarded to the side winning a rally.
* Should the score become tied at 20-all, the side which gains a two point lead first, shall win that game.
* If the score become tied at 29-all, the side scoring the next point (30th point) wins that game.
* The side winning a game serves first in the next game.

**Changing Ends**

* Players change ends at the end of the first game.
* A change also occurs at the end of the second game should there be a third game.
* A further change is also required within the third game upon the first side acquiring 11 points.

**Service**

* The server and the receiver stand diagonally in opposite service courts. They should avoid touching the boundary lines of the service courts.
* Part of the feet of the server & receiver should remain in direct contact with the badminton court in a stationary position until the service is started.
* The flight of the shuttle needs to move upwards from the server’s racket in order to pass over the net so it will arrive in the receiver’s service court.
* In doubles partners can take up any positions within their respective courts, providing they do not block the sight the opposing server / receiver.

**Serving & Receiving - Singles**

* Players will serve from & receive in their respective right service courts when the server has not scored or has scored an even number of points in that game.
* The players will serve from & receive in, their respective left service courts when the server has scored an odd number of points in that game.

**Serving & Receiving - Doubles**

* Players of the serving side 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 serves 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 will stay in the same service court from where they last served.
* The reverse pattern must apply to the receiver’s partner.
* Players don’t change their respective service courts until they win a point when their side is serving.
* The sequence of serving passes consecutively from the initial server who started the game from the right service court to the partner of the initial receiver.
* Either player of the winning side can serve first in the next game

**Faults** include things such as the shuttle failing to pass over the net or it hitting the ceiling. The most common is the shuttle landing outside the boundaries of the court.

