

## **Playing Area:**

**Object:** To drive the shuttlecock back and forth over the net, in such a way that the opponents are unable to return it.

**Skills:** Serve, forehand, backhand, overhead, smash, drop, and net shot.

## **Procedure:**

1. With racquet, server stands within one of the services areas. He/she strikes the shuttle with an understand stroke. The shuttle must be below the waist of the server, and the head of the racquet below the wrist when the shuttle is struck.
2. Service is always from one service court to the diagonally opposite service court. Should the shuttle touch the net and land in the proper court, it is in play.
3. If the shuttle does not go over the net, lands out-of-bounds, or lands outside the proper service court, the server is out. The server has one chance only.
4. When the shuttle goes over the net and is played by an opponent, it is hit back and forth until one side makes a fault. After the service, the entire singles or doubles court is used for play.
5. Servers and receivers must have both feet touching the floor within the proper service court.
6. One cannot reach over the net or touch the net when in play.
7. Only one hit, per side, is allowed.
8. Feet on the boundary lines are considered out-of-bounds.
9. If a shuttle touches the wall, ceiling, any part of a player, or his clothing, it is a fault. A shuttle may not pass through or under the net either.
10. Any illegal procedure is called a **FAULT.**

## **Scoring:**

1. Only the serving side can score. If the non-serving side wins a rally, it does not win a point, but only the right to serve. When a server wins a point, he/she continues to serve until he/she loses - serving alternately from the right to left service courts.
2. In singles, the server begins in the **right** service court. Thereafter, when the server has an **even** number of points, he/she server from the **right**. Should the server's score be **odd**, he serves from the **left**.
3. In doubles, when the first server has lost his/her turn, the serve goes to the opponents. Thereafter, when a server is put out, his partner takes a turn. Thus, except for the first inning of a game, a side must win two rallies to take the serve.

4. In doubles, the first serve made by a side in each inning is always made from the **right** service court, if the score is **even**; **left**, service court if the score is **odd**. The server and his/her partner then alternate right and left for each serve. When the second player of a team begins serving, he/she starts from the court he/she occupied on the last service. Receiving members do not change positions.
5. All doubles and men's singles games consist of either 15 or 21 points. Women's singles play to 11 points.
6. An option of **setting** the game is available when a tie score of 13-all is reached. The game may be set at 5, or upon reaching 14-all, a game may be set at 3. At 19-all, a game may be set at 5. At 20-all, a game may be set 3. In women's singles, the game at 9-all, may be set at 3, and a game at 10-all, may be set at 2. The side or person which first gets to the tie score has the option of calling the set.

**General Rules:**

1. It is not a fault, and is not counted as a try, if he/she swings at the bird and misses it completely in their attempt to serve.
2. The person or team serving is called the inside.
3. The person or team receiving the serve is called the outside.
4. If the bird lands on a boundary line it is good.
5. It is a fault if the bird falls short of the service area (NEUTRAL ZONE). This zone is between the net and the service line.