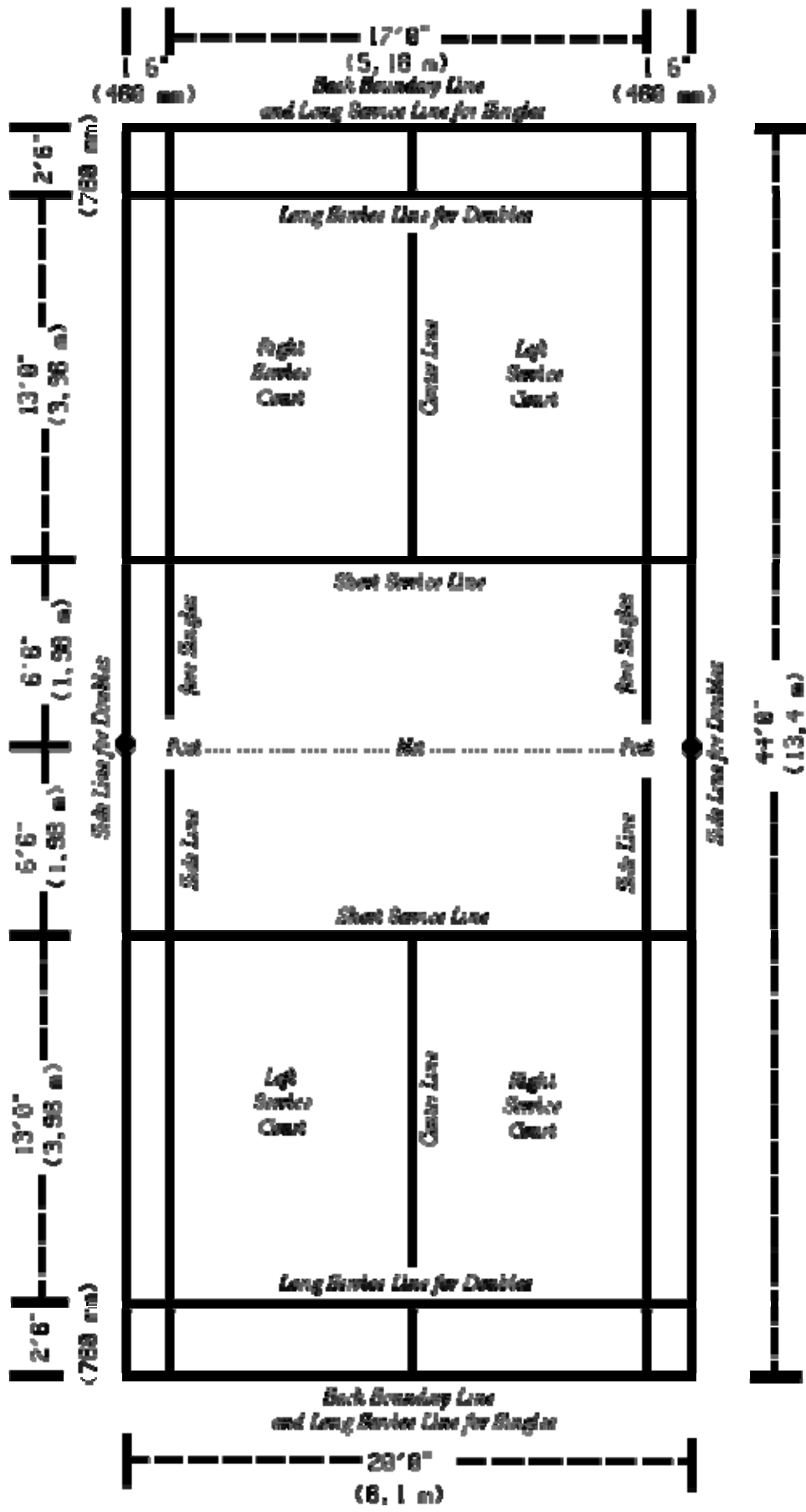


Badminton Glossary

Descriptions of many terms and expressions used in the sport of badminton.

- **Alley** - extension of the court by 1-1/2 feet on both sides for doubles play
- **Back Alley**- Area between the back boundary line and the long service line for doubles.
- **Backcourt**- Back third of the court, in the area of the back boundary lines.
- **Balk (Feint)**- Any deceptive movement that disconcerts an opponent before or during the service.
- **Baseline**- Back boundary line at each end of the court, parallel to the net.
- **Carry**- An illegal tactic, also called a sling or a throw, in which the shuttle is caught and held on the racquet and then slung during the execution of a stroke.
- **Center or Base Position**- Location in the center of the court to which a singles player tries to return after each shot.
- **Center Line**- Line perpendicular to the net that separates the left and right service courts.
- **Clear**- A shot hit deep to the opponents back boundary line. The **high clear** is a defensive shot, while the flatter **attacking clear** is used offensively.
- **Court**- Area of play, as defined by the outer boundary lines.
- **Drive**- A fast and low shot that makes a horizontal flight over the net.
- **Drop**- A shot hit softly and with finesse to fall rapidly and close to the net on the opponent's side.
- **Fault**- A violation of the playing rules, either in serving, receiving, or during play.
- **Feint (Balk)**- Any deceptive movement that disconcerts an opponent before or during the service.
- **Flick**- A quick wrist and forearm rotation that surprises an opponent by changing an apparently soft shot into a faster passing one; used primarily on the serve and at the net.
- **Forecourt**- Front third of the court, between the net and the short service line.
- **Hairpin Net Shot**- Shot made from below and very close to the net with the shuttle rising, just clearing the net, and then dropping sharply down the other side. The shuttle's flight approximates the shape of a hairpin.
- **Halfcourt Shot**- A shot hit low and to midcourt, used effectively in doubles against the up-and-back formation.
- **Kill**- fast downward shot that cannot be returned; a "putaway".
- **Let**- A legitimate cessation of play to allow a rally to be replayed.
- **Long Service Line**- In singles, the back boundary line. In doubles a line 2-1/2 feet inside the back boundary line. The serve may not go past this line.
- **Match**- A series of games to determine a winner.
- **Midcourt**- The middle third of the court, halfway between the net and the back boundary line.
- **Net Shot**- Shot hit from the forecourt that just clears the net and then falls rapidly.

- ***Push Shot***- Gentle shot played by pushing the shuttle with little wrist motion, usually from the net or midcourt to the opponent's midcourt.
- ***Racquet (Racket)***- Instrument used by the player to hit the shuttlecock. Weight about 90 grams (3 oz). Length 680 mm (27 in). Made from metal alloys (steel/aluminum) or from ceramic, graphite or boron composites. Generally strung with synthetic strings or natural gut.
- ***Rally***- Exchange of shots while the shuttle is in play.
- ***Serve (Service)***- Stroke used to put the shuttlecock into play at the start of a rally.
- ***Service Court***- Area into which the serve must be delivered. Different for singles and doubles play.
- ***Short Service Line***- The line 6-1/2 feet from the net which a serve must reach to be legal.
- ***Shuttlecock (Shuttle)***- Official name for the object that the players must hit. Composed of 16 goose feathers attached to a cork base covered with leather. Synthetic shuttles are also used by some.
- ***Smash***- Hard-hit overhead shot that forces the shuttle sharply downward. Badminton's primary attacking stroke.
- ***Wood Shot***- Shot that results when the base of the shuttle is hit by the frame of the racket. Once illegal, this shot was ruled acceptable by the International Badminton Federation in 1963.



Only the serving side can add points to its score.

9.3 In Men's singles and Men's doubles a game is won by the first side to score 15 points (21 points in a match consisting of a single game to 21 points), except as provided in [Law 9.6](#).

9.4 In Women's singles, Women's doubles and Mixed doubles a game is won by the first side to score 11 points, except as provided by [Law 9.6](#).

9.5.1 If the score becomes 14 all (10 all in 11 point game)(20 in a 21 point game) the side which first scored 14 (10) (20) shall have the choice of "setting" or "not setting" the game ([Law 9.6](#)). If set the score continues to be called in order, and is not reset to "love-all".

9.5.2 This choice can only be made when the score is first reached and must be made before the next service is delivered.

9.6 If the game has been "set", the side first scoring 3 additional points wins the game. If set the game thus ends at:

9.6.1 17 points for a "set" 15 point game

9.6.2 13 points for a "set" 11 point game

9.6.3 23 points for a "set" 21 point game

If the game has not been "set", the side scoring the next point wins the game.

9.7 The side winning a game serves first in the next game.

10. CHANGE OF ENDS

10.1 Players shall change ends:

10.1.1 At the end of the first game;

10.1.2 Prior to the beginning of the third game (if any); and

10.1.3 In the third game, or in a one game match, when the leading score reaches:

- 6 in a game of 11 points
- 8 in a game of 15 points
- 11 in a game of 21 points

10.2 When the players omit to change ends as indicated by [Law 10.1](#), they shall do so immediately the mistake is discovered and the existing score shall stand.

11. SERVICE

11.1 In a correct service:

11.1.1 Neither side shall cause undue delay to the delivery of the serve.

11.1.2 The server and 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 receiver must remain in contact with the surface of the court in a stationary position until the service is delivered ([Law 11.4](#));

11.1.3 The server's racket shall initially hit the base of the shuttle while the whole of the shuttle is below the server's waist;

11.1.4 The shaft of the server's racket at the instant of hitting the shuttle shall be pointing in a downward direction to such an extent that the whole of the head of the racket is discernible below the whole of the server's hand holding the racket;

11.1.5 The movement of the server's racket must continue forwards after the start of the service ([Law 11.2](#)) until the service is delivered; and

11.1.6 The flight of the shuttle shall be upwards from the server's racket to pass over the net, so that, if not intercepted, it falls in the receiver's service court.

11.2 Once the players have taken their positions, the first forward movement of the server's racket is the start of the service.

11.3 The server shall not serve before the receiver is ready, but the receiver shall be considered to have been ready if a return of service is attempted.

11.4 The service is delivered when, once started ([Law 11.2](#)), the shuttle is hit by the server's racket or the shuttle lands on the floor.

11.5 In doubles, the partners may take up any positions which do not unsight the opposing server or receiver.

12. SINGLES

12.1 The players shall serve from, and receive in, their respective right service courts when the server has not scored or has scored an even number of points in that game.

12.2 The players shall serve from, and receive in, their respective left service courts when the server has scored an odd number of points in that game.

12.3 If a game is set, the total points scored by the server in that game shall be used to apply Laws [12.1](#) and [12.2](#).

12.4 The shuttle is hit alternately by the server and the receiver until a "fault" is made or the shuttle ceases to be in play.

12.5.1 If the receiver makes a "fault" or the shuttle ceases to be in play because it touches the surface of the court inside the receiver's court, the server scores a point. The server then serves again from the alternate service court.

12.5.2 If the server makes a "fault" or the shuttle ceases to be in play because it touches the surface of the court inside the server's court, the server loses the right to continue serving, and the receiver then becomes the server, with no point scored by either player.

13. DOUBLES

13.1 At the start of a game, and each time a side gains the right to serve, the service shall be delivered from the right service court.

13.2 Only the receiver shall return the service: should the shuttle touch or be hit by the receiver's partner, the serving side scores a point.

13.3.1 After the service is returned, the shuttle is hit by either player of the serving side and then by either player of the receiving side, and so on, until the shuttle ceases to be in play.

13.3.2 After the service is returned, a player may hit the shuttle from any position on that player's side on the net.

13.4.1 If the receiving side makes a "fault" or the shuttle ceases to be in play because it touches the surface of the court inside the receiving side's court, the serving side scores a point, and the server serves again.

13.4.2 If the serving side makes a "fault" or the shuttle ceases to be in play because it touches the surface of the court inside the serving side's court, the server loses the right to continue serving, with no point scored by either side.

13.5.1 The player who serves at the start of any game shall serve from, or receive in, the right service court when that player's side has not scored or has scored an even number of points in that game, and the left service court otherwise.

13.5.2 The player who receives at the start of any game shall receive in, or serve from, the right service court when that player's side has not scored or has scored an even number of points in that game, and the left service court otherwise.

13.5.3 The reverse pattern applies to partners.

13.5.4 If a game is set, the total points scored by a side in that game shall be used to apply Laws [13.5.1](#) to [13.5.3](#).

13.6 Service in any turn of serving shall be delivered from alternate service courts, except as provided in Laws [14](#) and [16](#).

13.7 The right to serve passes consecutively from the initial server in any game to the initial receiver in that game, and then consecutively from that player to that player's partner and then to one of the opponents and then the opponent's partner, and so on.

13.8 No player shall serve out of turn, receive out of turn, or receive two consecutive services in the same game, except as provided in Laws [14](#) and [16](#).

13.9 Either player of the winning side may serve first in the next game and either player of the losing side may receive.

14. SERVICE COURT ERRORS

14.1 A service court error has been made when a player:

14.1.1 Has served out of turn;

14.1.2 Has served from the wrong service court; or

14.1.3 Standing in the wrong service court, was prepared to receive the service and it has been delivered.

14.2 When a service court error has been made, then:

14.2.1 If the error is discovered before the next service is delivered, it is a "let" unless only one side was at fault and lost the rally, in which case the error shall not be corrected.

14.2.2 If the error is not discovered before the next service is delivered, the error shall not be corrected.

14.3 If there is "let" because of a service court error, the rally is replayed with the error corrected.

14.4 If a service court error is not to be corrected, play in that game shall proceed without changing the players' new service courts (nor, when relevant, the new order of serving).

15. FAULTS

It is a "fault":

15.1 If a service is not correct ([Law 11.1](#));

15.2 If the server, in attempting to serve, misses the shuttle;

15.3 If after passing over the net on service, the shuttle is caught in or on the net;

15.4 If in play, the shuttle:

15.4.1 Lands outside the boundaries of the court;

15.4.2 Passes through or under the net;

15.4.3 Fails to pass the net;

15.4.4 Touches the roof, ceiling, or side walls;

15.4.5 Touches the person or dress of a player; or

15.4.6 Touches any other object or person outside the immediate surroundings of the court; *(Where necessary, on account of the structure of the building, the local badminton authority may, subject to the right of veto of its National Organization, make by-laws dealing with cases in which a shuttle touches on obstruction.)*

15.5 If, when in play, the initial point of contact with the shuttle is not on the striker's side of the net. (The striker may, however, follow the shuttle over the net with the racket in the course of a stroke).

15.6 If, when the shuttle is in play, a player:

15.6.1 Touches the net or its supports with racket, person or dress;

15.6.2 Invades an opponent's court **OVER THE NET** with racket or person except as permitted in [Law 15.5](#);

15.6.3 Invades an opponent's court **UNDER THE NET** with racket or person such that an opponent is obstructed or distracted; or

15.6.4 Obstructs an opponent, i.e. prevents an opponent from making a legal stroke where the shuttle is followed over the net;

15.7 If, in play, a player deliberately distracts an opponent by any action such as shouting or making gestures;

15.8 If, in play, the shuttle:

15.8.1 Be caught and held on the racket and slung during the execution of a stroke;

15.8.2 Be hit twice in succession by the same player with two strokes (A double hit by one player with one stroke is not a fault.); or

15.8.3 Be hit by a player and the player's partner successively; or

15.8.4 Touches a player's racket and continues toward the back of that player's court.

15.9 If a player is guilty of flagrant, repeated or persistent offenses under [Law 18](#).

16. LETS

"Let" is called by the Umpire, or by a player (if there is no Umpire) to halt play.

16.1 A "let" may be given for any unforeseen or accidental occurrence.

16.2 If a shuttle, after passing over the net, is caught in or on the net, It is a "let" except during service.

16.3 If during service, the receiver and server are both faulted at the same time, it shall be a "let".

16.4 If the server serves before the receiver is ready it shall be a "let".

16.5 If during play, the shuttle disintegrates and the base completely separates from the rest of the shuttle, it shall be a "let".

16.6 If a Line Judge is unsighted and the Umpire is unable to make a decision, it shall be a "let".

16.7 When a "let" occurs, the play since the last service shall not count, and the player who served shall serve again, except when [Law 14](#) is applicable.

17. SHUTTLE NOT IN PLAY

A shuttle is not in play when:

17.1 It strikes the net and remains attached there or suspended on top;

17.2 It strikes the net or post and starts to fall towards the surface of the court on the striker's side of the net;

17.3 It hits the surface of the court; or

17.4 A "fault" or "let" has occurred.

18. CONTINUOUS PLAY, MISCONDUCT, PENALTIES

18.1 Play shall be continuous from the first service until the match is concluded, except as allowed in Laws [18.2](#) and [18.3](#).

18.2 An interval not exceeding 90 seconds is allowed between the first and second games and an interval not exceeding 5 minutes is allowed between the second and third games of all matches in all of the following situations:

18.2.1 In international competitive events;

18.2.2 In IBF sanctioned events; and

18.2.3 In all other matches (unless the National Organization has previously published a decision not to allow such an interval).

18.3 When necessitated by circumstances not within the control of the players, the Umpire may suspend play for such a period as the Umpire may consider necessary. If play be suspended, the existing score shall stand and play be resumed from that point.

18.4 Under no circumstances shall play be suspended to enable a player to recover his strength or wind, or to receive instruction or advice.

18.5.1 Except during the intervals provided in Laws [18.2](#) and [18.3](#), no player shall be permitted to receive advice during a match.

18.5.2 Except at the conclusion of a match, no player shall leave the court without the Umpire's consent.

18.6 The Umpire shall be the sole judge of any suspension of play.

18.7 A player shall not:

18.7.1 Deliberately cause suspension of play;

18.7.2 Deliberately interfere with the speed of the shuttle;

18.7.3 Behave in an offensive manner; or

18.7.4 Be guilty of misconduct not otherwise covered by the Laws of Badminton

18.8 The Umpire shall administer any breach of Law [18.4](#), [18.5](#), or [18.7](#) by:

18.8.1 Issuing a warning to the offending side;

18.8.2 Faulting the offending side, if previously warned; or

18.8.3 In cases of flagrant offense or persisting offenses, faulting the offending side and reporting the offending side immediately to the Referee, who shall have the power to disqualify.

18.9 Where a referee has not been appointed, the responsible official shall have the power to disqualify.