

4 Player Badminton

VA06002



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PARTS LIST: 1 Badminton Net, 4 Racquets, 2 Birdies, Poles, Ground spike for easy anchoring, Guy Wires

DIAGRAM 1: NET SET UP

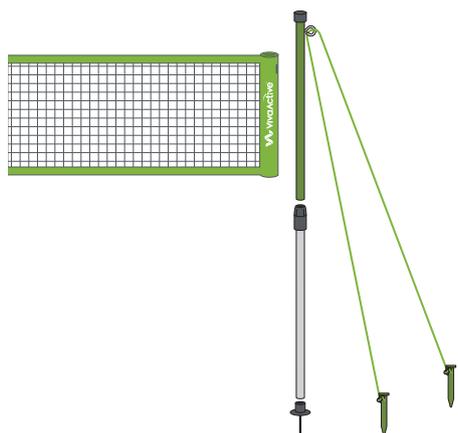
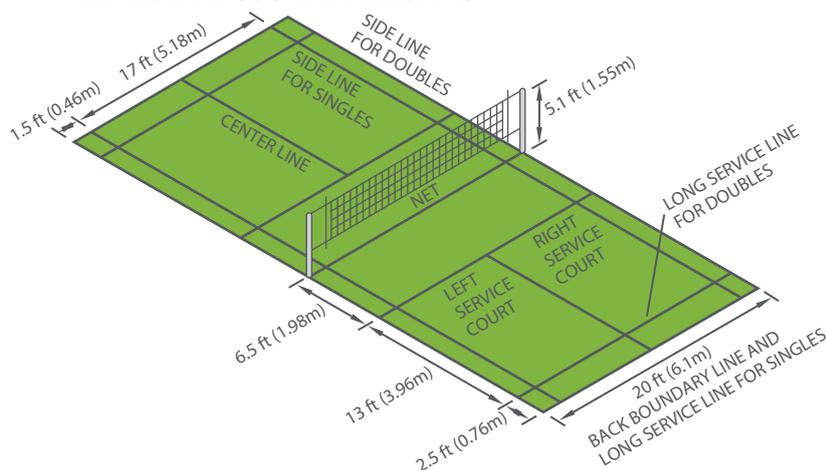


DIAGRAM 2: COURT DIMENSIONS



COURT SET UP: REFER TO DIAGRAM 2.

Set out court markings as per diagram 2:

- Assemble Net as per Diagram 1.
- Service lines are 15.5' (4.72 m) from the back court lines. The net is set at 22' (6.71 m) from the back court lines.
- POSTS – The posts shall be 5' 1" (1.52 m) from the ground and shall be placed on the side boundary lines of the court.
- The net shall be stretched from post to post. The top of the net shall be 5' (1.52 m) in height from the ground at the center; 5' 1" (1.55 m) at the posts.

RULES AND INSTRUCTIONS:

- PLAYERS – A doubles game shall have two players to a side; a singles game shall have one player to a side.
- COIN TOSS – The side winning the toss shall have the options of: a) serving first or b) receiving; or c) choosing a particular end of the court.
- OBJECT – You win a rally if you hit the shuttle over the net and onto the floor of the opposing side's court. You lose a rally if you:
 - a) hit the shuttle into the net
 - b) hit shuttle over the net but outside of the opposing side's court
 - c) if the shuttle touches you or your clothing
 - d) you hit the shuttle before it crosses the net.

See more Faults listed under rule 9.

SCORING: A match is comprised of the best of three games. A game starts at "love-all" 0-0. If the serving side wins a rally (serve) they score a point and they serve again but from the alternate service court. If the receiving side wins the rally, no points are awarded and the service passes to the next player in doubles. In singles the next player is the opponent. In doubles it is either the partner of the first server or if both players have just had a turn at serving the serve goes to one of the opponents. 15 points are

needed to win a game. However, if the score reaches 14 -14 the side which first reached 14 can choose to play to 15 or 17.

SERVING: Service Courts are slightly different for singles and doubles, See diagram 2. A shuttle that lands on the line is considered "in". The server and receiver stand opposite one another in diagonal service courts. Always start the game on the right service court. Once a serve has been made the players may move anywhere on their side of the net. Serves are always underhand in delivery and the receiver must stand still until the serve has been made. In doubles, future serves are then made from alternate service courts to alternate players. In singles, both players shall change service courts after each point scored.

FAULTS: A fault by a player of the side which is "in" puts the server out; if made by a player whose side is "out," it counts as a point to the "in" side. It is a fault:

- a) If in serving, the shuttle falls into the wrong service court, or falls short of the short service line, or beyond the long service line, or outside the boundary lines.
- b) If the server's feet are not in the service court from which the service is being made, or if the feet of the receiver are not in the service court diagonally opposite until the service is delivered.
- c) If, when the shuttle is "in play," a player touches the net or its supports with racket, person or clothing.
- d) If the shuttle is hit twice in succession by the same player; is hit more than once; or is held on the racket during the execution of a stroke; or if the shuttle is hit by a player or his partner successively.
- e) If the server, in attempting to serve, misses the shuttle, it is not a fault, provided the racket did not make contact with the shuttle.

Enjoy being outside and active!

