Badminton was invented long ago; a form of sport played in ancient Greece and Egypt. Badminton came from a child's game called battledore and shuttlecock, in which two players hit a feathered shuttlecock back and forth with tiny rackets. The game was called "POONA" in India during the 18th Century, and British Army Officers stationed there took the Indian version back to England in the 1860's. The army men introduced the game to friends, but the new sport was definitely launched there at a party given in 1873 by the Duke of Beaufort at his country palace, "Badminton" in Gloucestershire. During that time, the game had no name, but it was referred to as "The Game of Badminton," and, thereupon, Badminton became its official name.

Until 1887 the sport was played in England under the rules that prevailed in India. They were, from the English viewpoint, somewhat contradictory and confusing. Since a small army of badminton players had been recruited, a group formed itself into the Bath Badminton Club, standardized the rules, made the game applicable to English ideas, and the basic regulations, drawn up in 1887, still guide the sport. In 1895, the Badminton Association (of England) was formed to take over the authority of the Bath Badminton Club, and the new group made rules, which now govern the game throughout the world.

Definitions:
- Player: Any person playing Badminton.
- Match: The basic contest in Badminton between opposing sides (singles or doubles). Determined by winning 2 out of 3 games.
- Singles: A match where there is one player on each of the opposing sides.
- Doubles: A match where there are two players on each of the opposing sides.
- Serving side: The side having the right to serve.
- Receiving side: The side opposing the serving side.
- Rally: A sequence of one or more strokes starting with the serve, until the shuttle ceases to be in play.
- Stroke: A stroke is composed of 4 sequential parts: Ready Position, Racket Preparation, Forward Swing, and Follow Through.
- Sideout: Serve goes over to the opponent.

Badminton Court:

<table>
<thead>
<tr>
<th>Sideline for Doubles</th>
<th>Sideline for Singles</th>
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<tbody>
<tr>
<td></td>
<td></td>
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<tr>
<td>Center Line</td>
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<tr>
<td>Short Service Line</td>
<td>Net (5 ft 1 inch at the poles)</td>
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<tr>
<td></td>
<td>Right Service Court (Doubles)</td>
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<tr>
<td></td>
<td>Left Service Court</td>
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<td></td>
<td>Doubles Long Service Line</td>
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<tr>
<td></td>
<td>Singles Long Service Line</td>
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<td>Back Boundary</td>
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Scoring System: (new as of 2006)
A match consists of the best of 3 games of 21 points.
Every time there is a serve—there is a point scored.
The side winning a rally adds a point to its score.
At 20–all, the side which gains a 2-point lead first wins that game.
At 29–all, the side scoring the 30th point wins that game.
The side winning a game serves first in the next game.
It is the responsibility of the server to call the score before each serve.

The toss:
At the beginning of a match, the winner of a toss may choose to serve, receive, or select the side.
The loser of the toss gets the choice of the remaining options.
For the second or third game in a match, the winner of the previous games serves first.
Players change ends:
   At the end of the first game
   Prior to the beginning of the third game (if any).
   In the third game, when the leading score reaches 11.

Serve:
Some part of both feet of the server and the receiver must be in contact with the floor in a stationary position until the serve is delivered.
The server’s racket must hit the shuttle while the entire shuttle is below the server’s waist.
When the shuttle is hit, the entire head of the racket must be below the server’s hand.

Where to stand during a serve:
The server and the receiver must stand in diagonally opposite courts.
Neither the receiver nor the server may have their feet on or past the boundary lines of the service court.
The receiver’s partner may stand anywhere, but must not hit the serve.
After the serve is returned, either player on a team may hit the shuttle and may be positioned anywhere.

Singles: If the server has an even number of points, the serve is from the right court. If the server has an odd number of points, the serve is from the left court.
**Doubles:** At the start of the game, when the score is 0-0, the serving pair chooses who serves for the first rally, and the receiving pair chooses who receives. The even/odd rule still holds. So if the server’s score is odd, he will serve from the left court (if even, from the right court). Just as for singles, the receiver will stand in the diagonally opposite service court.

**Doubles serving rotation:** Whenever the serving side wins a rally, the same person serves again but from the other service court (staying consistent with the even/odd service rules). The only time your team will switch service courts is when your team is serving and you win the rally. If the opposing team was serving and you win the rally thus gaining the serve, then you will initially stay in your current serving court. Depending on your current score is what determines which person gets to serve. If your score is odd the person in the left court will serve; if your score is even the person in the right court will serve. If you lose the serve you stay in your current service courts to receive the serve from the opposing team.

**Fault:** Results in loss of the point.

The rules of badminton consider the following as faults:
- If the shuttle lands outside the boundaries of the court, passes through or under the net, fails to pass the net, touches the ceiling or side walls, touches the person or dress of a player, or touches any other object or person.
- If the shuttle touches anything other than the net or the racket (i.e., a player or clothing).
- If 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.)
- If a player touches the net or its supports with racket, person or dress, invades an opponent's court over the net with racket or person except as permitted.
- If a player invades an opponent's court under the net with racket or person such that an opponent is obstructed or distracted or obstructs an opponent—that is, prevents an opponent from making a legal stroke where the shuttle is followed over the net.
- If a player deliberately distracts an opponent by any action such as shouting or making gestures.
- If the shuttle is caught and held on the racket and then slung during the execution of a stroke.
- If the shuttle is hit twice in one attempted swing.
- If the shuttle is hit twice in succession with two strokes.
- If the shuttle is hit by a player and the player's partner successively or touches a player's racket and continues towards the back of that player's court.
- If a player is guilty of flagrant, repeated or persistent offences under Law of Continuous Play, Misconduct, Penalties.
- If, on service, the shuttle is caught on the net and remains suspended on top, or, on service, after passing over the net is caught in the net.

* The above faults only apply if the shuttle is in play. It is in play until the shuttle hits the floor or sticks to the net.

**Let:** Results in the replaying of a point

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

A 'let' may be given for any unforeseen or accidental occurrence. The rules of badminton consider the following as 'lets':
- If a shuttle is caught in the net and remains suspended on top or, after passing over the net, is caught in the net, it shall be a 'let' except on service.
- If, during service, the receiver and server are both faulted at the same time, it shall be a 'let.'
- If the server serves before the receiver is ready, it shall be a 'let.'
- If, during play, the shuttle disintegrates and the base completely separates from the rest of the shuttle, is shall be a 'let.'
- If a line judge is unsighted and the umpire is unable to make a decision, it shall be a 'let.'

A 'let' may occur following a service court error. When a 'let' occurs, the play since the last service shall not count and the player who served shall serve again, except in situations where the Law of Service Court Errors is applicable.
Strategy/Technique:
- Short Serve—Used primarily in doubles game
- Long Serve—Used primarily in singles game
- Clear—A shot hit high and deep
- Smash—A shot hit fast and deep
- Drop Shot—A shot hit low and slow
- Drive—A flat shot using a sidearm action

Player Etiquette:
It is generally considered poor sportsmanship to ask that points be replayed when shots are close to lines.
If the shot is too close to call, the preferred practice is to call it in.

Miscellaneous:
Net height
- Poles—5 feet 1 inch
- Center—5 feet
If the shuttle hits the top of the net, it does not matter. Play it.
If the shuttle hits a boundary line, it is considered to be in the court.
There is a 2-minute break between each game of a three-game match during which coaching is allowed.