

INDIVIDUAL BADMINTON RULES

1. Raffle and changing side.

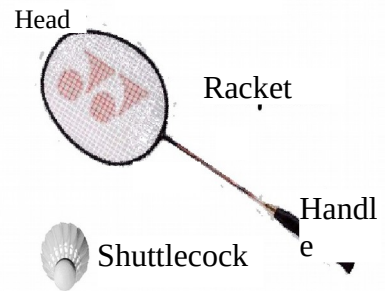
Before the start of the match, the opponents raffle between:

- to service first or to receive first
- the side of the court

The player who wins the raffle, can choose one of the two points before. Who loses the raffle, can choose the other point.

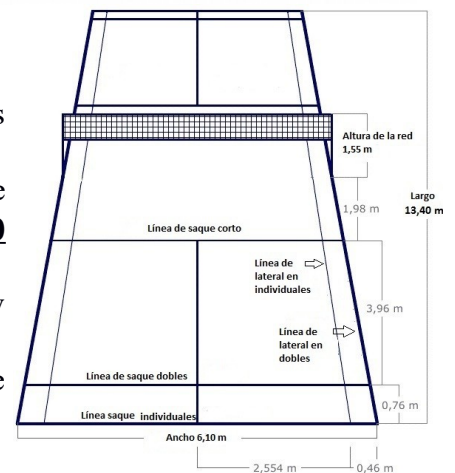
The players change the side:

- at the end of the first game
- at the end of the second game
- when the first player gets 11 points in the third game.



2. Scoreboard

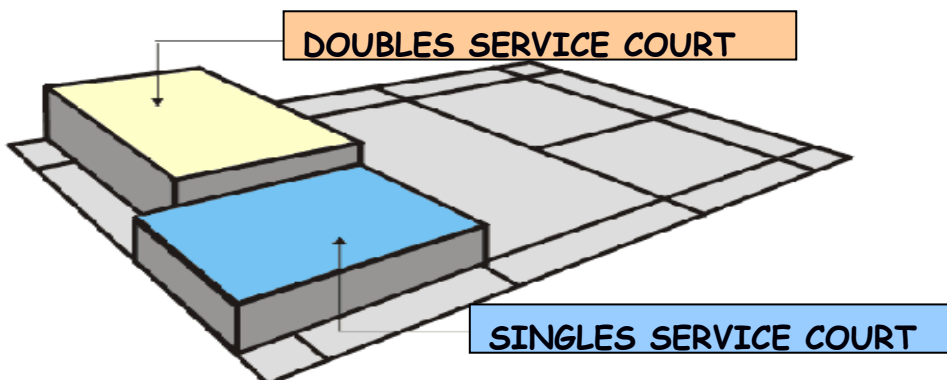
- A player wins a match when he/she wins 2 games.
- Who first wins 21 points with a margin of at least 2 points, wins a game.
- If the score reaches 20-20, then the game continues until one side gains a **two point lead** (such as 24-22), up to a **maximum of 30 points** (30-29 is a winning score).
- The player who won the last game will service first in the new game.
- We win a point when the opponent commits a fault or the shuttlecock touches in the court where our opponent plays.



3. Service.

A correct service is when:

- The server and the receiver stay in their service zone, with their feet touching the floor and no touching the lines.
- The server services with the head of the racket under the handle and he/she has to hit the shuttlecock under the waist.
- It is a fault if the server tries to hit the shuttlecock but he/she doesn't hit it.
- The shuttlecock has to pass over the net.
- The server can't service before the receiver is ready.



4. Match.

- You can look the service zone in the picture.
- The players have to service from the right side when their score is even. They have to service from the left side when their score is odd.
- The player who wins the point will service in the next point.
- The players have to hit the shuttlecock until someone fouls or the shuttlecock touches the floor.

5. Faults.

Es una falta:

- Si el saque no es correcto
- Si durante el servicio, el volante:
 - Queda atrapado en la red y se mantiene suspendido de ella.
 - Después de pasar por encima de la red, queda atrapado en ella.
 - Es golpeado por el compañero del receptor (en dobles).
- Si durante el juego, el volante:
 - Cae fuera de los límites de la pista (no sobre ni dentro de los límites).
 - Pasa por la red o por debajo de ésta.
 - No pasa la red.
 - Toca el techo o las paredes laterales.
 - Toca el cuerpo o ropa del jugador.
 - Toca cualquier otro objeto o persona fuera de los alrededores de la pista.
 - Queda retenido y se mantiene en la raqueta y a continuación se lanza durante la ejecución de un golpe.
 - Es golpeado dos veces seguidas por el mismo jugador en dos golpes.
 - Es golpeado por un jugador y su pareja sucesivamente.
- Si, mientras que el volante está en juego, un jugador:
 - Toca la red o sus soportes con la raqueta, el cuerpo o la ropa;
 - Invade la pista del oponente por encima de la red con la raqueta o cuerpo, excepto si el jugador sigue el volante con la raqueta por encima de la red en el transcurso del golpe.

TÉCNICA

