

Badminton 21 Points

The Badminton 21 points scoring system started in 2006. The following article contains the 10 rules of badminton and other regulations that you familiarize yourself with to play the sport.

Badminton is played with two single or two teams of two players each. It is a racquet sport. The rectangular court is divided into two halves with a net in the centre. Unlike other racquet games like squash or tennis badminton does not use a ball. It is played with a feathered projectile, which is called a **shuttle**.

The game involves the two opponents hitting the shuttlecock over the net into the other person's side. The rally ends when the shuttlecock touches the ground. Only one stroke is allowed to pass it over the net. One badminton match is made up of three games, of 21 points each.

In a badminton match, the court size for a single's game is 44 feet long X 17 feet wide and for a doubles match it is 44 feet long X 20 feet wide. The height of the net is 5 feet.

The 10 rules of badminton are as follows:

1. A game starts with a coin toss.
- 2. A serve must carry cross court (diagonally) to be valid. If the server's score is even then he must serve from the right service court (from the left service court if his score is odd).**
3. During the serve, a player should not touch any of the lines of the court, until the server strikes the shuttle. During the serve the shuttlecock should always be hit from below the waist.
- 4. A player who wins a rally will serve the next.**
- 5. A point is added to a player's score as and when he wins a rally.**
- 6. A player wins a rally when he strikes the shuttle and it touches the floor of the opponent's side of the court or when the opponent commits a fault. The most common type of fault is when a player fails to hit the shuttle over the net or it lands outside the boundary of the court.**
7. The line is part of the court.
8. Each side can strike the shuttle only once before it passes over the net. Once hit, a player can't strike the shuttle in a new movement or shot.
9. At no time during the game should the player touch the net, with his racquet or his body.
- 10. The shuttle hitting the ceiling, is counted as a fault.**