

Name _____

Badminton Rules Unveiled: Serving Up Knowledge

Short Answer Key

1. The players can flip a coin or use any fair method to determine who serves first. The winner of this decision gets to serve first.
2. In badminton, you score points regardless of whether you serve or not. The first player or team to score 21 points and have a two-point lead wins the game. A match is typically played as a best-of-three-games, so the first player or team to win two games wins the match.
3. A fault in badminton is when a player violates the rules of the game. For example, if a player serves the shuttlecock above their waist, it is considered a fault. Other examples include stepping on the lines while serving, touching the net with your racket, body, or clothing during a rally, and not allowing the shuttlecock to cross the net during a serve.
4. Let calls are used in badminton to address unexpected situations or distractions during a rally. They allow the referee to call a "let," which is a do-over of the point, when something interferes with the normal flow of the game. For example, a let might be called if the shuttlecock gets stuck in the net or if a player is injured during play.
5. In badminton, winning a game means being the first to score 21 points with a two-point lead. A match, on the other hand, is typically played as a best-of-three-games. To win the match, a player or team must win two out of the three games. This means that even if you win one game, you need to win another to win the match.

