



Year 9 Badminton

- SMSC and British Values
- Understanding the need for rules and regulations.
 - Ensuring fair play at all times.



Key Skills	Description
Serve (Low, High, Flick)	A good serve is likely to get you points and may give you an advantage during the rally.
Overhead Clear (Forehand & Backhand)	The overhead clear is used to push the opponent deep to the rear of their court and expose the court space near the net for a follow up drop shot or net shot.
Underarm Clear (Forehand & Backhand)	Underarm clears are defensive shots. They are hit from the forecourt and usually performed when your opponent hits a Drop Shot.
Drop Shot (Forehand & Backhand)	Often disguised as an overhead clear but softer execution. The shuttle drops to the forecourt. Can be played forehand or backhand.
Smash	A badminton smash is an attacking shot played with power and speed in a downwards trajectory.
Net Play	A net shot is performed near the net to the front of your opponent's court.
Footwork (Split steps, side steps, lunges, crossovers)	Good footwork helps you cover more of the court without tiring yourself out in the process

Example of a Badminton Game



When watching the game look out for the following:

- How players use a variety of shots to their advantage.
- How the player's 'ready position' changes between attacking and defending.
- How players disguise their shots to outwit their opponent.

Components of fitness used in Badminton:

- Speed
- Agility
- Aerobic Fitness
- Power
- Coordination

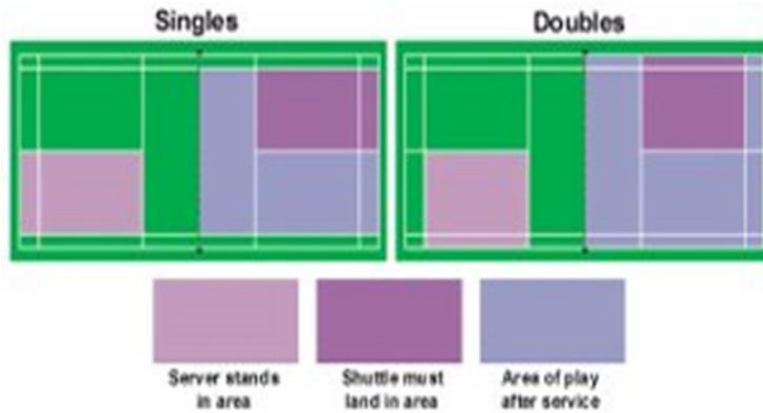
Transferable Skills

- Grip
- Serve
- Footwork
- Stance
- Timing
- Spatial awareness

Rules

- A competitive match must be played indoors utilising the official court dimensions.
- A point is scored when the shuttlecock lands inside the opponent's court or if a returned shuttlecock hits the net or lands outside of the court the player will lose the point.
- At the start of the rally, the server and receiver stand in diagonally opposite service courts.
- A legal serve must be hit diagonally over the net and across the court.
- A badminton serve must be hit underarm and below the server's waist height with the racquet shaft pointing downwards, the shuttlecock is not allowed to bounce. After a point is won, the players will move to the opposite serving stations for the next point.
- The rules do not allow second serves.
- During a point a player can return the shuttlecock from inside and outside of the court.
- A player is not able to touch the net with any part of their body or racket.
- A player must not deliberately distract their opponent.
- A player is not able to hit the shuttlecock twice.
- A 'let' may be called by the referee if an unforeseen or accidental issue arises.
- A game must include two rest periods. These are a 90-second rest after the first game and a 5-minute rest after the second game.

Badminton Court Markings



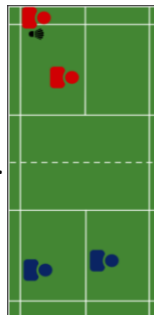
Badminton Scoring

In recent years, badminton has changed how players can score a point. In 2006, the rules were changed to a rally point system, and this now allows both players to score a point during a rally, regardless of who served.

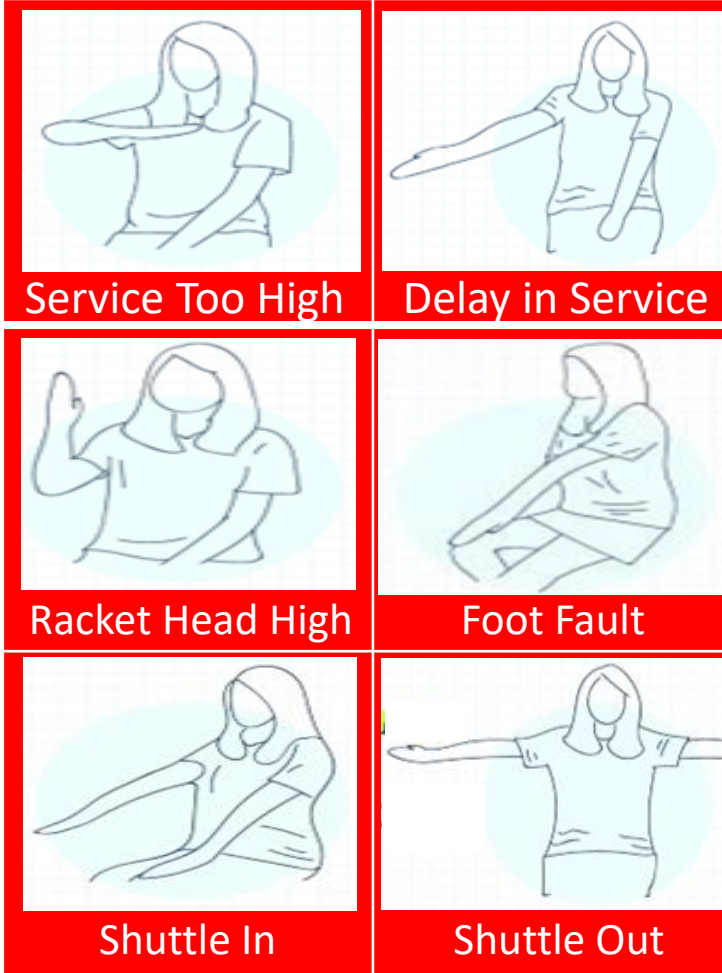
- Games are played to a best of three games.
- To win a game, a player must reach 21 points.
- However, if the game is tied at 20-20 (or 20-all) then you are required to win by two clear points.
- Unlike most sports, however, if the score becomes 29-29 (or 29-all), the player or team to score the 30th point will win the game.

Badminton Tactics

- Hitting into space – keep opponent moving.
- Shot selection – select right shot for the right situation.
- Target opponent's weaknesses.
- Disguise shots.
- **DOUBLES** – as above, plus Front / Back or Side to Side.



Officiating



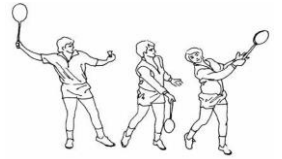
Wider Experiences & Opportunities

- All students will be encouraged to watch Olympic, Commonwealth and BWF World Championships.
- All pupils invited to attend Badminton Club.
- Students may be invited to represent the school.

Shots

Underarm Clear

(See high serve) This shot is played high to the back of the court.



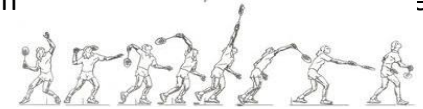
Overhead Clear

Using a FH grip. Wide side-ways stance (non-racket shoulder towards net). Racket up with L shaped. Racket head placed behind back. Weight on racket (rear) leg. Racket arm straightens, forearm rotates to contact shuttle at full height above shoulder. Racket arm follows through, racket leg steps forward.



Drop Shot

As overhead clear except as contact is made with the shuttle, slice or tap the shuttle, reducing the speed of the racket head.



Smash Shot

Use FH grip. Stand sideways with non-racket shoulder facing net. Weight on rear foot. Bend elbow and lock wrist preparing to swing forward. Raise non-racket hand- point at shuttle. Contact shuttle high and in front of body using a strong throwing action. Straighten elbow as contact shuttle. Snap down wrist at point of impact for power and downward angle. Follow through and transfer weight.



Net Play

Use FH / BH grip. Keep racket in front of body. Lunge forward aggressively with racket leg. Extend racket arm and keep racket high to ensure shuttle is hit early. Racket face parallel to floor and let shuttle bounce off racket face. Shuttle should tumble over net.