



CLUB ETIQUETTE

The following advice and suggestions are offered to help you get the most out of club nights so that you enjoy your badminton, and ensure that we all have a good time. Within this document, reference is made to the Laws of Badminton; if you'd like to see them you can view and/or download them from the [International Badminton Federation](http://www.badminton.org.uk/)

ADMINISTRATION - SPORTS HALL

The Kingswinford School Academy sports hall is available for use from 8pm until 10pm on Mondays (club night) 7pm until 9pm on Wednesdays (selected home match night) 8pm until 10pm on Thursdays (home match night). Entry to the hall is via the appropriate changing room, where it is suggested you change into appropriate playing attire, including indoor court shoes with non-marking soles. The lights are always on, if for some reason they're not, see centre staff in reception.

ADMINISTRATION - EQUIPMENT

Ashton uses the school posts, which are in the schools equipment cupboard at the end of the hall. The club equipment, nets (contained in a black gym bag) pegboard, and members pegs are all stored in the club box, along with a folder containing spare score sheets for matches. The club box is kept in the large storage cupboard (off the side of the hall by the curtain). Keys for the box are held by every captain and selected club members.

EQUIPMENT POSTS/NETS

The club is fortunate (or unfortunate) to follow the juniors on Mondays, so the posts are already on court. For Ashton senior club night to start the juniors' nets need to be replaced with our nets, juniors' nets are handed back to the juniors. Posts may need adjusting so that the upright post (not the base) is vertically on the doubles side lines.

The net is then secured between the posts either side of the court. Club members arriving early or promptly should assist in preparing courts as many hands make light work and play can commence sooner. The equipment on all four courts should be prepared and ready before play commences. Members arriving after these duties have been performed have the luxury of just turning up to play (see before you go home).

PEGBOARD

See separate pegboard rules, copy in club box for reference. In spare score sheets folder.

COURT BOUNDARIES

While waiting to play do not stand near (or on!) any of the courts in use as a player may hit you with his/her racquet or collide with you and incur injuries, or worse, lose the point.

Do not walk on courts that people are playing on. Walk behind the BLACK LINE that runs at the rear of all courts, and especially don't take a short cut over the corners! Also, please do not walk past a court while a rally is in progress as this can be distracting for the players; wait until the rally is finished, which is usually only a matter of a few seconds.

WARMING UP

Most club players will use a knock-up as their warm up. More serious players get their body warm by doing a few exercise first, in order to prepare your body for the activity to help injury



(pulled muscles). Simple warm up can be jogging around the court, skipping is another great way of getting your heart beat up (also helps footwork), followed by some stretching of the important muscles, legs, arms, waist etc. A quick warm up enables you to get yourself moving while minimising the risk of straining muscles when they are cold and stiff.

KNOCKING UP

A knock-up is used to get your eyes adjusted to the hall lighting, your feet moving in conjunction with the racquet, your hands practicing changing your grip quickly and the speed of the shuttle. It is called a knock-up so both players can practice hitting the shuttle cooperatively, not picking it up so as your partner can hit it back on the floor. So start by hitting the shuttle within their reach, building up to include a little more movement. It is not an opportunity to show your knock-up partner how good you are at trick shots . save those for the game itself!

Suggested shots/strokes for a knock up are, nets shots, drives, defensive blocks and net kills, lifts and drops, clears and finally smashes. There are several routines to help practice these shots along with movement. Most folks forget to practice the serve so make sure these are done prior to the game.

SHUTTLES

We are fortunate in having a decent supply of high quality feather shuttles to play with. Please treat them with respect and don't abuse them by kicking them or pushing them across the floor with your racquet against the tips of the feathers. The shuttle box has a clearly written guide affixed to the box lid! Use ~~used~~ used+shuttles for warming up. To remove a shuttle from a tube, gently shake the tube from below its mid-point; this will move the shuttles to the end of the tube from where you can extract the top one. If you extract two (they may become stuck together) **do not put the extra one back in the tube** as it will inevitably get stuck facing the others and be impossible to extract! Instead place it on the floor, with the cork base facing upwards. As a general rule of thumb, shuttles on their sides are used, while shuttles standing on their feathers are new. Try not to damage shuttles by mishitting them. If you find you frequently mishit your shots, have a word with one of the many coaches within the club who may be able to suggest ways to avoid mishitting.

TOSS FOR SERVE

When everyone is ready to begin, hit the shuttle vertically into the air . the winning side is the one the shuttle's cork base points towards on landing (you have to be in your pairs on opposite sides of the net for this to work!). If the toss isn't conclusive, repeat it until it is. The side winning the toss may elect either a) to serve or receive first, or b) to choose ends. The losing side may then exercise the remaining choice.

PLAY

Badminton is a fun game, so make sure you enjoy it, and please try to look as though you're enjoying it! Play with a good grace and respect your opponents (and your partner); they're probably doing their best. Please don't annihilate weaker opponents, no one will gain anything constructive from such play, stronger players could play these games conditionally, say no smashing, or only hit shuttles at 70% of usual power.

SCORING

A club night game consists of a single game to 21 points (refer to the laws of badminton linked at the top of the page for full details, but see the [variations](#) section below). It is each player's



responsibility to keep the score, and it is helpful if someone calls the score out loud between points. Note that when the score reaches 20-all in the Rally Point System, the side which gains a 2-point advantage wins the game unless the score reaches 29-all, when the pair scoring the 30th point wins the game. The above setting rule may be waived if club night is well attended, say more than 24 members in attendance.

To determine which side players should be on, you need to remember which of your pair last served, which will indicate the side they should be standing. The nature of the new system ensures that players will always serve alternately.

LINE CALLS

The players on whose side the shuttle lands are responsible for calling shots **%in+** or **%out+** and their decision is final (however wrong it may be!). The whole of the line is considered part of the court (except for feet during the service, see the [service](#) section below). In the event of the caller being uncertain or unsighted the other players may be consulted. If the point remains uncertain, a **%let+** may be called and the point replayed. In the event of a call being disputed, the caller's decision is final.

SERVICE

The following are some points concerning the service:

- The server and receiver must not touch the lines of the service court
- Some part of both feet of the server and receiver must be in contact with the surface of the court in a stationary position until the service is delivered
- The server's racket must initially hit the cork base of the shuttle
- The whole shuttle must be below the server's waist at the instant of being hit. The waist is considered to be an imaginary line round the body level with the lowest part of the server's bottom rib
- The shaft of the server's racket at the instant of hitting the shuttle must be pointing in a downward direction (it is no longer necessary for the whole of the head of the racket to be discernibly below the whole of the server's hand holding the racket)
- Once the players are in position the first forward movement of the server's racket is the start of the service. There must also be no delay from the completion of any backward swing of the racket to the start of the service
- The movement of the server's racket must continue forwards from the start of the service until the service is delivered
- The flight of the shuttle must be upwards from the server's racket (so if your waist is more than 5 feet high you don't get an advantage!)
- The service is delivered when the shuttle is hit (or missed) by the server's racket

BAD SHOTS

Within the Laws of Badminton, it is a fault if the shuttle is either caught and held on the racket and then slung during the execution of a stroke, or hit twice in succession by the same player with two strokes. Any other shot, off the frame, shaft, handle or strings, is not a fault, even though the resulting shot may give rise to an unfair advantage. When a player makes a bad shot, it is that player's prerogative alone to call it as bad and concede the rally, or not. If a shot is badly deflected off the frame during execution of a stroke, the player may call it or not, as they see fit. In most games, in our experience, there are a number of such shots by all players, so any advantage accruing tends to be transitory.



CEILING AND BEAMS

Within the Laws of Badminton, if the shuttle hits the ceiling it is a fault. If the shuttle hits beams or anything else encroaching into the playing area, a ~~let~~ is called and the point replayed. If a shuttle (or player!) from an adjacent court encroaches into the playing area, a let may be called and the point replayed.

SHUTTLE IN THE NET

When the shuttle is played into the net, it is the responsibility of the player of that shot to give the shuttle to the next server. please don't storm off in a huff and expect someone else to pick it up. Obviously, if the shuttle lands in, or out, of the court on your side of the net, it's more convenient if the nearer of you or your partner picks up and gives the shuttle to the next server.

WHEN THE GAME IS OVER

When the final point has been won, thank your partner and opponents. Handshaking is mandatory! Leave your game shuttle stood on its feathers under the net, this signifies to the next people on court that this is the shuttle to be used for their game.

Take care to keep warm while waiting. a top and trousers are recommended if the evening is cool/cold. You may also take the opportunity to do some gentle stretches while waiting. Also remember to maintain your fluid intake to avoid becoming dehydrated. Please make sure that drinks containers are spill-proof to avoid accidents caused by people slipping on a wet floor.

BEFORE YOU GO HOME

If you're the last game on a court at the end of the night, when your game has finished, it would be very much appreciated if you can take the net down and store it carefully in the gym bag, pick up all the shuttles lying around your court and place them in the shuttle storage box. These will then be sorted and recycled. This careful management does help to reduce the amount we spend on shuttles!

VARIATIONS

Some club nights are busier than others and on exceptionally busy nights there may be long waits between games. On these occasions the committee may decree that games be played to a lesser number of points, in order that more games may be played during the evening. In these circumstances please do not take an excessive amount of time warming up.

On occasion, players may be segregated onto a number of different pegboards should the committee deem it necessary and/or advisable. This may become necessary, as we now have 40 members, with a wide range of playing abilities. When this occurs you will be advised of which [pegboard](#) and court(s) to use.

ON COURT CONDUCT, ATTIRE AND LANGUAGE

Whilst at club, or on court, you should always conduct yourself in a proper and respectful manner, ensuring you are dressed in appropriate, correctly fitting attire/indoor court shoes.

Whilst the occasional outburst of profane language could escape anyone on the odd occasion, repeated loud outbursts will not be tolerated, as this could be especially off putting toward new and/or younger visitors/members. It is up to each member to enforce this. Usually a quiet word is all that is required to draw someone's attention to their repeated transgression, and that should be the end of the matter.

Ashton BC committee.