

# The PE Hub Glossary - Badminton

**Backhand** – Hitting a **shuttle** whilst the back of your hand is facing the shuttle. For example, a right-handed hit where the shuttle is on the left side of the body.

**Backcourt** – The back section of a badminton **court**. It is the furthest part of the court away from the net on either side of the court.

**Baseline** – The line at the very back of the **court** on both sides of the net.

**Boundaries** – A defined space where a badminton rally or game is played. The size can be changed depending on the area or numbers playing.

**Court** – The standardised area where a game of badminton is played. It is split into two equal sides, divided by a net in the middle.

**Cross-court** – A shot hit diagonally across the **court**, over the net.

**Doubles** – A game played 2 v 2

**Drop shot** – An attacking shot that is hit softly to land just after clearing the net in the **forecourt**.

**Fault** – When a player infringes any of the rules of badminton.

**Forecourt** – The part of the **court** closest to the net on either side. It is usually considered between the net and the service line.

**Forehand** – Hitting a **shuttle** whilst the palm of your hand is facing the shuttle. So, for example, a right-handed hit where the shuttle is on the right side of the body.

**Let** – The call an **umpire** makes when a point needs to be restarted. This could be because a server serves before their opponent is ready, a **shuttle** breaks or an outside distraction interrupts play.

**Lunging** – A quick movement to hit a **shuttle** that involves taking a wide step towards the shuttle and bending the knees to get low to hit a shuttle close to the ground.

**Mid-Court** – The middle part of the **court** on either side of the net.

**Net Play** – Playing a shot when in the **forecourt**.

**Net** – The dividing material between the two halves of the court

**Out of bounds** – Any area where a **shuttle** lands that would not win a point. Often, this would be outside the **court** markings.

**Overhead clear** – A defensive shot played above the head, hit high and to the **backcourt** of the opponent's side to give time for a player to recover their position.

**Racquet** – The equipment used in badminton to hit the shuttle

**Rally** – Hitting of shots between two or more players, where players take turns to hit the **shuttle**.

**Self-feed** – The throwing or dropping of a **shuttle** to be hit and commonly used for a **serve**.

**Serve** – The shot played to start a **rally** or a point. It must be an underarm hit that travels diagonally **cross-court**.

**Shuttlecock** - The object hit in a game of badminton. It is a cone shape, with one end being made of rubber. Feather-like 'tails' make it travel slower in the air.

**Singles** – When a game is played 1 v 1

**Smash shot** – An attacking shot that is hit downwards quickly with speed. It is a difficult shot to return and is often used to win a point.

**Umpire** – The name of the official of the match. They enforce the rules and make calls on any infractions that may take place during a game.