

# **AirBadminton** *The New Outdoor Game*



(Source : BWF Badminton)

AirBadminton is an ambitious new development project designed to create opportunities for people of all ages and ability to play badminton on hard, grass and sand surfaces in parks, gardens, streets, playgrounds and beaches around the world.

Badminton as we know it is a popular, fun and inclusive sport with more than 300 million active players globally, encouraging participation and excitement with a plethora of health and social benefits.

It can improve physical qualities such as speed, endurance, strength and agility; prevent stress and reduce the risk of myopia in children; help eliminate the risk of health problems such as high blood pressure, diabetes and obesity; and help maintain a healthy weight in adults and children.

**So, join us in the AirBadminton evolution and pick up a racket today!**



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## Aim of air badminton

The aim of the game is to score points by:

- landing the AirShuttle in your opponent's court;
- forcing your opponent to hit the AirShuttle out of the playing area;
- forcing your opponent to hit the AirShuttle into the net;
- striking your opponent's body with the AirShuttle.

## playing SURFACE

AirBadminton is designed to be played on hard, grass and sand surfaces in parks, gardens, streets, playgrounds and beaches around the world.

It is important that all playing surfaces are levelled and uniform as possible, free of rocks, holes and anything else which can represent a risk to players.

## NUMBER OF PLAYERS

AirBadminton can be played in Singles (with one player per side), Doubles (with two players per side) and Triples (with three players per side).

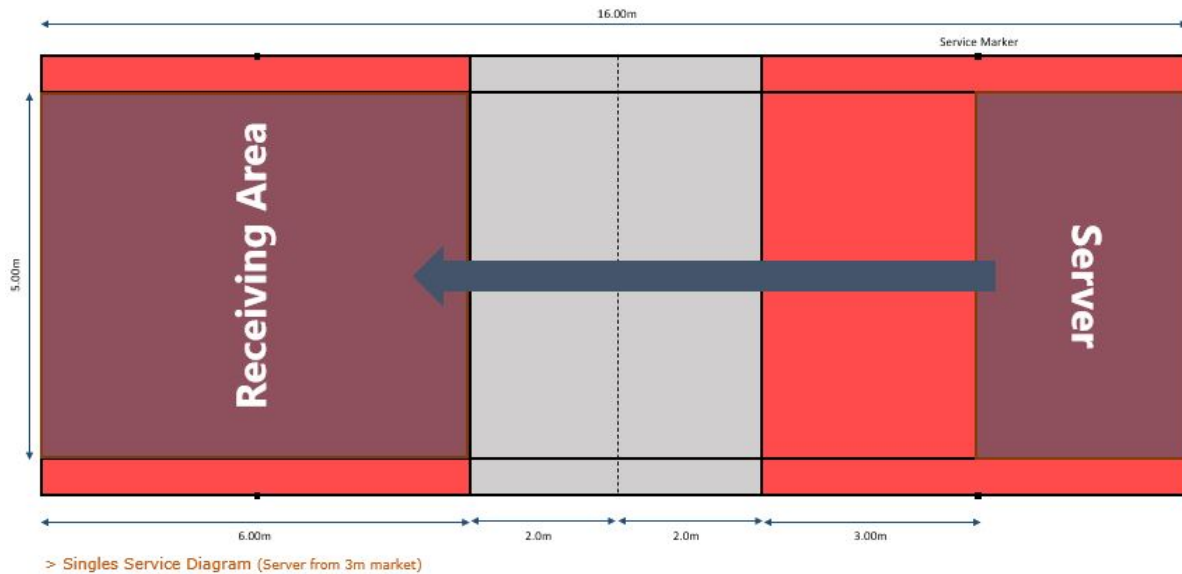
In Triples players are not allowed to hit two consecutive returns. The player must allow another member of the team to take the next return. This rule creates more movement and increases the strategic element of the game.

## SERVING

There is a 3m marker clearly visible on the side line. The player shall serve from anywhere behind this marker within the court, with both feet stationary. The server may direct the AirShuttle anywhere into the opposition's playing area beyond the 2m line.

Unlike traditional badminton, there is no centre line that divides the court into equal left and right service courts.

The whole AirShuttle should be below net height at the point of impact. Subsequently, the flight of the AirShuttle is upwards from the server's racket.



Singles involves directing the serve anywhere into the opponent's playing area beyond the 2m line.

Double and Triples involve directing the serve anywhere into a wider playing area (including the side tram lines) of the opponent. Any player from the receiving side can return the serve.

After the serve, doubles rallies are played on the whole playing area.

## SCORING

For AirBadminton recreational activities the BWF recommended scoring system is the best of five games to eleven points. However, other systems may be used to suit local considerations.

Key considerations:

- If the score is tied at 10-all, the side which gains a two-point lead first will win the game.
- If the score becomes 12-all, the side scoring the 13th point shall win the game. The winning side will serve first in the next game.
- Players shall change ends during every game when the leading score reaches 6 points, as well as at the end of each game.
- Intervals should be up to 120 seconds between games; and up to 60 seconds during every game when the leading score reaches 6 points.

## COURT DIMENSIONS

The playing court is a rectangle measuring 16m x 6m metres for doubles and triples, and 16m x 5m for singles; surrounded by a free zone, which is a minimum of 1m on all sides.

The length of the court is slightly longer than the 13.4m indoor badminton court, this is due to the fact that the AirBadminton court has a 2m dead zone at the front of the court in order to incentive rallies away from net area, which will lead to a better AirShuttle flight performance.

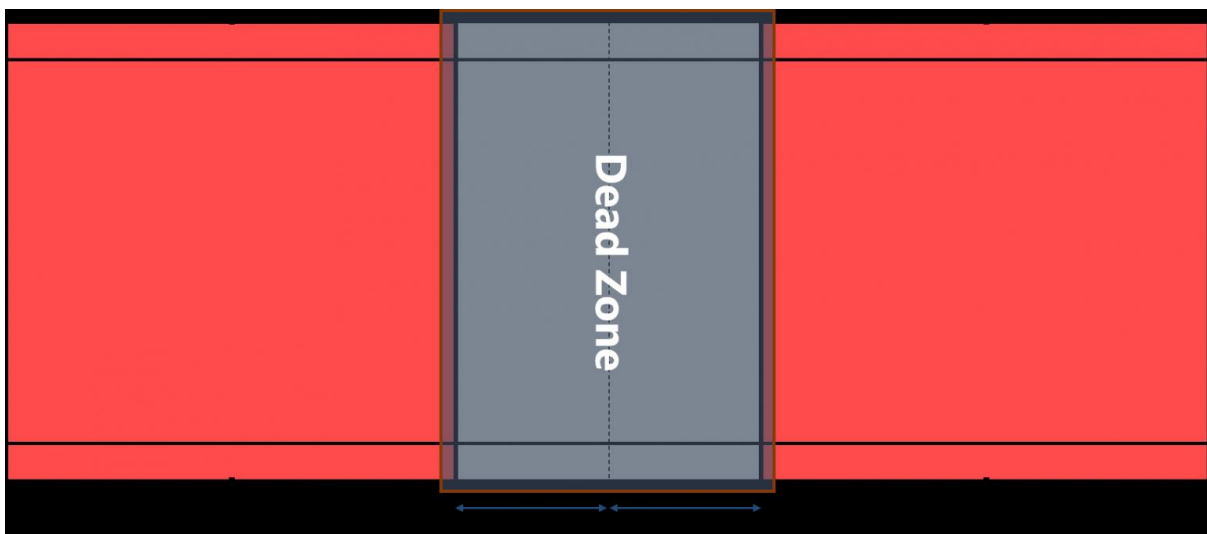
The posts shall be placed on the doubles & triples side lines irrespective of whether singles, doubles or triples is being played.

- When playing on grass and hard surfaces courts, posts shall be 1.55m in height from the surface of the court.
- For sand surface, the posts shall be 1.5m in height and the top of the net from the surface should be 1.45m at the centre of the court.

### Dead Zone

Tests showed that the characteristics of the AirShuttle make net shots very difficult to control, therefore, the net area has been taken out by marking a 2m dead zone, this will encourage strokes away from the net and to facilitate rally situations.

The player must not step inside the dead zone to hit the AirShuttle; after the hit, the player can step or land inside the dead zone.





## EQUIPMENT



(Source : BWF Badminton)

AirBadminton is played with standard sized rackets

BWF is excited to announce that VICTOR Sports has come on board for the launch of the AirShuttle.



(Source : BWF Badminton)

**Have fun and enjoy AirBadminton with us here at Badminton Wales!**