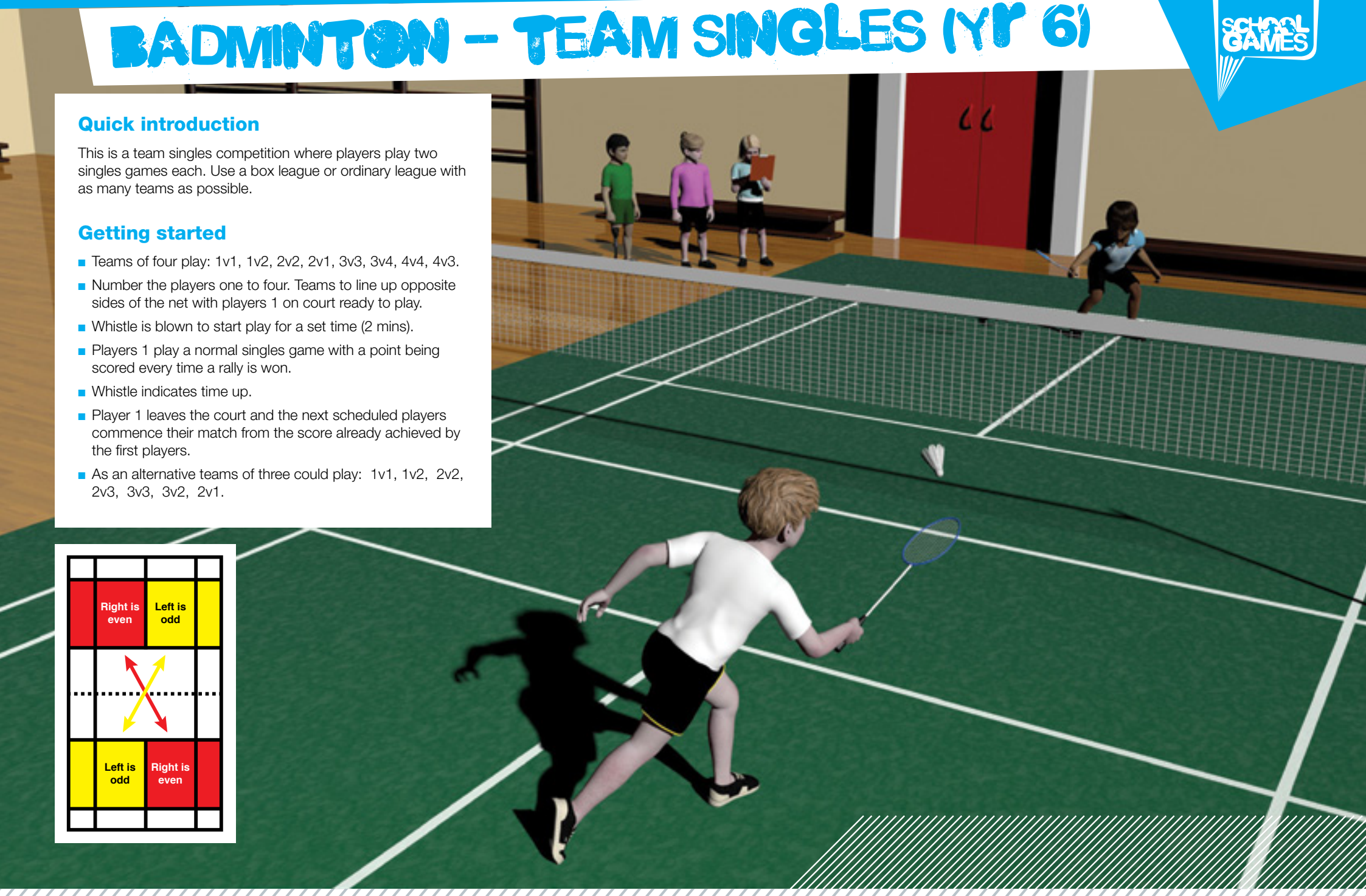
BADMINTON – TEAM SINGLES (YR 6)



Quick introduction

This is a team singles competition where players play two singles games each. Use a box league or ordinary league with as many teams as possible.

Getting started

- Teams of four play: 1v1, 1v2, 2v2, 2v1, 3v3, 3v4, 4v4, 4v3.
- Number the players one to four. Teams to line up opposite sides of the net with players 1 on court ready to play.
- Whistle is blown to start play for a set time (2 mins).
- Players 1 play a normal singles game with a point being scored every time a rally is won.
- Whistle indicates time up.
- Player 1 leaves the court and the next scheduled players commence their match from the score already achieved by the first players.
- As an alternative teams of three could play: 1v1, 1v2, 2v2, 2v3, 3v3, 3v2, 2v1.

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Hints and tips

- LORE of the SCORE = you serve from the Left if your score is Odd. You serve from the Right if your score is Even.
- When serving; at the point the shuttle is struck, the shuttle should be below the lowest rib.

Leadership and volunteering opportunities

- Managers can be appointed for each team, and they could arrange practices and also put notices for their team on a dedicated noticeboard.

Officiating

- Young Officials can:
  - be used to score the matches using either a score card or flip scoreboard
  - act as line judges where space around the court allows.

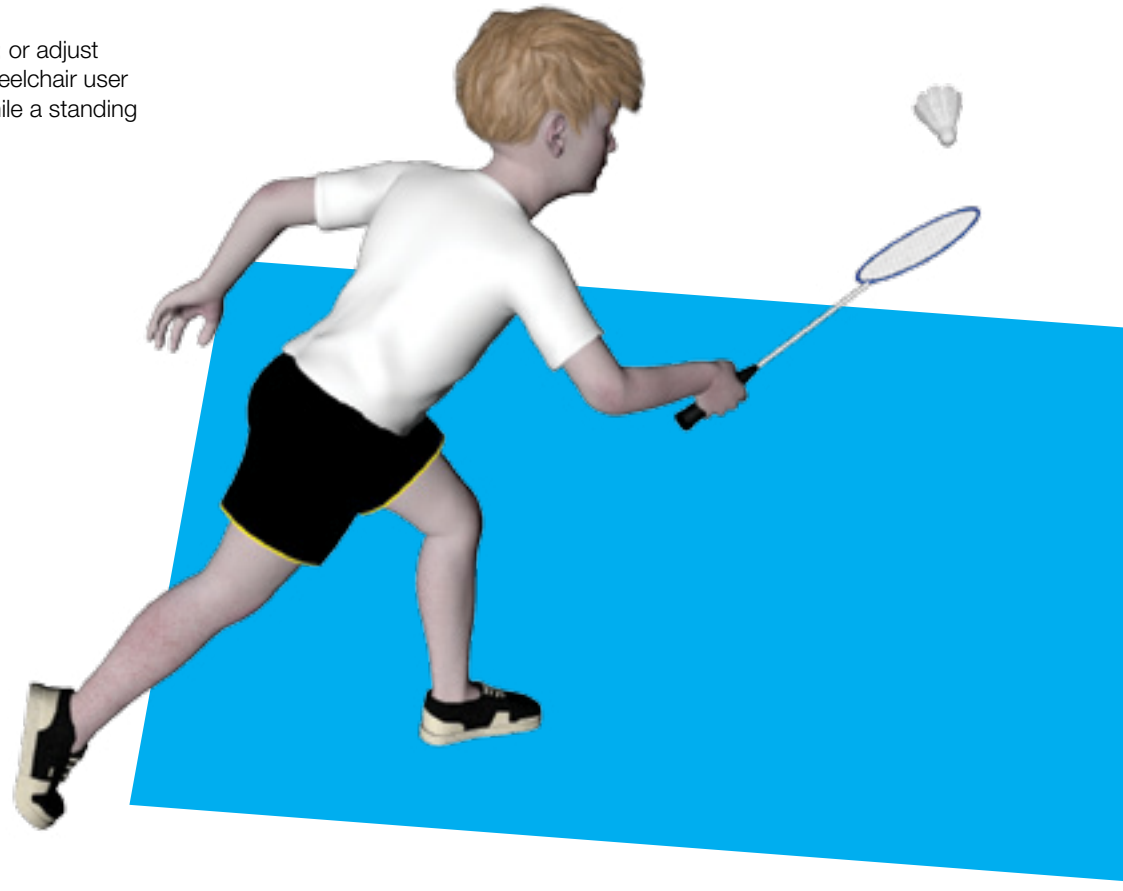
Think inclusively (STEP)

Space
- Reduce the size of the court for some players; for example, diagonal opposite sides only or half court.

Task
- Play as a co-operative game initially; each pair tries to play as many consecutive shots as possible.

Equipment
- Lower the net or play with no net; however, ensure players still have to lift the shuttle over the net by placing two lines of cones on the floor.

People
- Try to match abilities between teams; or adjust the playing space; for example, a wheelchair user defends only one half of the court while a standing opponent defends the whole court.



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SCHOOL GAMES

Quick rules

- The winner of the league is determined as follows:
  - The team that wins the most matches (or points if it is still a draw).
  - If it is a two-way tie, the winner is determined by the team that won when the tied teams played one another.
  - Most points for.
  - Least points against.

Equipment required

- Rackets and shuttles.
- Appropriately marked court.

Health and safety

- Ensure the players waiting to compete are standing a safe distance from the game in progress.

FOR YOUNG PEOPLE

Think tactics

As 1s and 2s play each other and then 3s and 4s, try to work out the best combination for your team

Spirit of the Games: Excellence through Competition

TEAMWORK

After each game give each other positive feedback, and try to think about how to improve next time.

BADMINTON ENGLAND
Play it. Love it. Live it.