



主编 赵小平

湘潭大学出版社

*Badminton:
A Course Book In English-Chinese*
羽毛球运动双语教程

A Series of Sport Books in English-Chinese
英汉对照体育双语丛书

总编 申伟华

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羽毛球运动双语教程

主 编 赵小平
副主编 吴金元 周龙慧 刘玉江
刘 锋 罗智波
参编者 王赤兵 蒋 毅 彭云志 王金亮
文世林 黄昌武 张 妮 唐宇均
李梦龙

湘潭大学出版社

图书在版编目(CIP)数据

羽毛球运动双语教程:英汉对照/赵小平主编. -湘潭:
湘潭大学出版社, 2007. 9
(英汉对照体育双语丛书/申伟华主编)
ISBN 978-7-81128-007-4

I. 羽… II. 赵… III. 羽毛球运动-双语教学-高等学校-教材-英、汉 IV. G847

中国版本图书馆 CIP 数据核字 (2007) 第 1411198 号

英汉对照体育双语丛书
羽毛球运动双语教程

丛书总编 申伟华 主编 赵小平

责任编辑: 宋美香

设计: 胡瑶

出版发行: 湘潭大学出版社

社址: 湖南省湘潭市 湘潭大学出版大楼

电话(传真): 0732-8298966 邮编: 411105

网 址: <http://web.xtu.edu.cn:8080/pub/>

印刷: 湖南新华印刷集团邵阳有限公司

经 销: 湖南省新华书店

开 本: 880×1230 1/16

印 张: 11

版 次: 2007年9月第1版 2007年9月第1次印刷

印 数: 1-4000

书 号: ISBN 978-7-81128-007-4

定 价: 22.00 元

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前 言

在当今世界经济文化日趋“全球化”的进程中,全世界各个国家交流与联系日趋紧密,这就使掌握和运用一门通用的“国际语言”变得更加必要。早在1928年国际教育局在卢森堡召开世界第一次双语教育会议上,双语教学还是大多数人反对的对象,可是到了二战以后特别是20世纪80年代中后期,受经济全球化趋势的影响,双语教学开始在许多国家越来越受到重视。双语教学作为现代人文教育的重要组成部分,一直受到联合国教科文组织的重视。如在国际教育局(IBE)中成立有专门负责研究双语教学的国际双语研究中心。国际语言的形成和普及将是人类文化精神日益丰富发展的一个必然趋势。随着我国加入WTO,各行各业与国际接轨的步伐逐步加快。教育和科技与世界接轨也愈来愈密切。为迎接“入世”的机遇与挑战,我国迫切需要掌握专业知识又懂专业外语的高素质复合新型人才。教育部于2001年印发《关于加强高等学校本科教学工作提高教学质量的若干意见》的4号文件,2005年又印发《关于进一步加强高等学校本科教学工作提高教学质量的若干意见》的1号文件,要求本科教育要创造条件,积极推动使用英语等外语进行公共课和专业课教学,力争二三年内,外语教学课程达到所开课程的5%~10%、以培养高素质复合新型人才,实现我国高等教育的可持续发展。可以预见“双语”教学必将成为我国高等教育各学科课程教学改革的一个热点和发展趋势。

我国高等学校双语教学起步较晚,且多是在个别学科上进行双语教学的实验后,再逐步向多学科推行。双语教学的理论研究也从无到有,从个别学科经验研究向综合性理论研究发展,已形成具有中国特色的双语教学初级阶段理论。这些成果对目前我国高等学校各学科开展双语教学实践,具有积极的指导意义。

目前,国内出版的体育双语书籍还不多见,这无疑是影响我国高等学校开展体育双语教学的因素之一。为了改变这种状况,我们组织部分体育教师编写了英汉对照体育双语丛书。本丛书以运动项目的技术教学为主,这一方面是因为体育技术的教学内容相对比较简单,也便于结合技术动作理解英文;另一方面是因为体育技术教学的开放式教学环境和直观性教学特点,不会因双语教学而造成学科知识的损伤。希望该丛书的出版能起到抛砖引玉的作用,为我国体育教学实施双语教学提供一定的帮助。

本丛书根据大量国外最新研究成果和相关教科书编写而成,英文部分依照原文,稍有改动。根据体育教学的现有实际情况,中文部分采用直译的方式进行,因此,其中文叙述方式与同类中文体育书籍稍有不同,这也是本丛书的特色之一。本丛书的排版采用双栏形式,实现英汉对照,以便读者在学习体育知识和技术时,能够同时学习体育英语。本丛书由申伟华任总主编。

《羽毛球运动双语教程》由赵小平任主编,吴金元、周龙慧、刘玉江、刘锋、罗智波任副主编,其他编写人员有王赤兵、蒋毅、彭云志、王金亮、文世林、黄昌武、张妮、唐宇均、李梦龙等。全书最后由申伟华负责编纂定稿。在此要特别感谢湘潭大学出版社对本书出版的大力支持和关心,还要感谢湖南师范大学羽毛球队周琦等为本书技术动作的部分图片所进行的示范。

由于我们水平有限,在编写过程中既要遵从体育专业理论和专业技术的严密性和准确性,同时又要考虑到英语学习的现实要求,虽然力求兼顾到两方面的需要,但难免存在不足之处,甚至错误之处,希望得到专家和广大读者的批评指正。

编 者

2007年9月12日

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CHAPTER 1 INTRODUCTION

第 1 章 绪 论

1.1 Nature and Purpose of Badminton

Badminton is one of the most popular sports in the world. It appeals to all age groups at various skill levels, and men and women may play it indoors or outdoors for recreation as well as competition.

Badminton has steadily gained world-wide acceptance as a fast-paced, highly skilled, competitive game. This is substantiated by the fact that badminton has now been included as a fullfledged medal sport in the Olympic Games. Badminton is also rapidly growing in popularity in the world.

At the beginning level it is usually possible to keep the shuttle in play, which makes the game enjoyable and rewarding for most age groups. Singles, doubles or mixed doubles may be played; thus badminton is an excellent coeducational activity.

The shuttlecock does not bounce and must be played in the air, thus making a fast game requiring quick reflexes and some degree of fitness. The badminton participant may also learn and appreciate the benefits of playing badminton socially, recreationally, and psychologically.

Badminton is a sport played over a net using rackets and shuttles with stroking techniques that vary from relatively slow to quick and deceptive movements. Indeed, shots during a rally may vary from extremes of 0.5 meter per second on a drop shot to over 90 m per second on a smash.

When played by experts, it is considered to be the fastest court game in the world. In a recent United States Open men's doubles final match, one rally consisted of 89 shots, but lasted only one minute. A shot passed over the net every half second! However, both singles' and doubles' play may be

1.1 羽毛球的性质与目的

羽毛球是世界上最普及的运动项目之一。它不分男女,老少皆宜,不论在室内还是在室外,既可以作为娱乐活动,也可以作为竞技比赛。

羽毛球作为一种高速度、高技巧和高竞技的比赛,已经在全世界范围逐渐获得认可。羽毛球现已成为奥运会奖牌项目,这一事实就是证明。在世界各地,羽毛球也在公众中得到迅速推广。

在初级水平,通常是将羽毛球打去打去,这使得比赛具有娱乐性,适合于所有年龄的人参加。羽毛球比赛可以进行单打和双打或混合双打,因此它是一种最好的男女混合性活动。

羽毛球不能反弹,必须在空中击打,因此,它比赛速度快,需要快速反应能力和一定的身体素质。羽毛球还是一种社交活动,参与者可通过羽毛球活动了解社会、获取信息、调节生活和娱乐身心。

羽毛球是隔网运动,参与者使用球拍,利用快慢结合和真真假假的击球技术击球过网。的确,在一个回合比赛中,球速变化很大,吊球的球速仅有 0.5 m/s,而扣球的球速为 90 m/s。

优秀队员之间的羽毛球比赛,被认为是世界上速度最快的场地比赛。在最近进行的美国公开赛男子双打决赛中,一个持续仅 1 min 的回合击球 89 次,几乎 0.5 s 就击球过球网一次。但是,根据

controlled to meet individual needs and abilities for physical activity throughout your life.

1.2 History of Badminton

The game of badminton has been around for a number of years. As to the origination of badminton, there are a lot of stories. One saying that it started in Japan, the other says that it started from India. Historians believe that a very similar game (called *battledore*) was played in China over 2000 years ago. Apparently several games were forerunners of modern badminton, but its exact origin is unknown.

Records describe a game with wooden paddles and a shuttlecock being played in ancient China, on the royal court of England in the twelfth century, in Poland in the early eighteenth century, and in India later in the nineteenth century. A game called "battledore and shuttlecock" involved hitting a shuttlecock with a wooden paddle known as a bat or "batedor" and was played in Europe between the eleventh and fourteenth centuries. The participants were required to keep the shuttle in play as long as possible.

However, badminton as it is presently known is believed to have originated from a game called *poona* that was played by English army officers stationed in India during the 17th century.

Battledore and shuttlecock was played in a great hall called *Badminton House* in Gloucestershire, England during the 1860s, and the name badminton was soon substituted for *battledore* and shuttlecock. The playing area of the hall was an hourglass shape, narrower in the middle than at the two ends. A string was added across the middle of the hall to make a rudimentary net. This suggested the need for playing the shuttle at a minimum height to keep the rally going. This gourd-like field was changed to a square shape in 1901. In the year of 1870, a sort of ball made of feather and wood as well as a bat woven with strings were invented.

The original rules for badminton were standardized in 1887 and later revised in both 1895 and 1905. These rules still govern the sport today with only minor changes.

个人需要和身体能力,可控制单打和双打比赛的强度,使之成为终生体育活动。

1.2 羽毛球的历史

羽毛球比赛已有很多年的历史。就其起源有很多说法,一种认为起源于日本,另一种认为起源于印度。历史学家认为,一种非常类似的比赛(称为板羽球),在中国已有2000多年的历史。虽然有几种比赛游戏被认为是现代羽毛球运动的起源,但其确切的起源还不为人们所知。

记载表明,在古老的中国、12世纪的英国皇室、18世纪初叶的波兰、19世纪晚期的印度,人们都曾使用木制球拍和插有羽毛的球进行游戏。在11世纪和14世纪之间的欧洲,有一种称为“板羽球”的游戏,参与者使用木制球拍击打插有羽毛的球,使之保持尽可能长的时间。

但是,羽毛球作为一种现代运动,被认为起源于一种称为普那(*poona*)的游戏,这种游戏在17世纪驻扎在印度的英国军官中进行。

19世纪60年代,在英格兰格洛斯特郡一个叫做伯明顿(*Badminton*)建筑物的大厅里常进行板羽球活动,不久板羽球的名字就被羽毛球所取代。当时大厅的活动场地呈两头宽中间窄的葫芦形,在大厅中央拉一根绳子将活动场地隔成两半,因此使羽毛球活动受到很大的限制,这种活动场地直至1901年才改为长方形。1870年,发明了用羽毛、软木做的球和穿弦的球拍。

1887年,原始的羽毛球规则得到规范,并在随后的1895年和1905年进行了修订。这些规则至今仍在执行,少有改动。

1.3 Development of Badminton

In 1893, the first badminton committee was established, which was the British Badminton Association, then holding a championship competition in 1899 nation wide.

In 1934, an international badminton association was founded with its headquarter in London. The member countries are Canada, Denmark, Britain, France, Ireland, Holland, New Zealand, Scotland and Wales. By 1993, the I.B.F. has grown into a large international sport organization with as many as 120 member countries.

Ever since then, there have been more and more international badminton competitions. Now, Major I.B.F sanctioned events are the Men's World Team Badminton Championships for the Thomas Cup; the Ladies' World Team Championships for the Uber Cup, the World Individual Championships, the World Mixed Doubles Championship for the Sudirman Cup, and the World Grand Prix Finals.

The Thomas Cup for men and the Uber Cup for women are the most prestigious world badminton competitions and are held in conjunction with each other. Both are organized on a two-year cycle in the even years. Players compete for the World Individual Championships in the odd-numbered years and for the Thomas Cup and the Uber Cup Championships in the even-numbered years.

The World Mixed Doubles Championship or Sudirman Cup began in Jakarta, Indonesia in 1989, and it coincides with the World Individual Championships. The major tournaments of the world make up the World Grand Prix Series. Players win points by competing in each tournament, and those accumulating the most points are invited to compete in the World Grand Prix Finals at the end of the year.

Badminton has been relatively unknown and unappreciated in the United States. Following its introduction in New York in 1878, the sport developed slowly. The American Badminton Association (A.B.A.), the first national organization in the United States, was formed in 1936.

1.3 羽毛球的发展

1893年,世界上最早的羽毛球协会—英国羽毛球协会成立,并于1899年举办了全英羽毛球锦标赛。

1934年,由加拿大、丹麦、英国、法国、爱尔兰、荷兰、新西兰、苏格兰和威尔士等国发起成立了国际羽毛球联合会,总部设在伦敦。截止于1993年,其会员国已超过120多个,成为一个大的国际体育运动组织。

从那时起,羽毛球国际比赛日渐增多。目前,国际羽毛球联合会批准的重要比赛有:世界男子羽毛球团体冠军赛(汤姆斯杯)和世界女子羽毛球团体冠军赛(尤伯杯),世界混合双打冠军赛(苏迪曼杯)和世界羽毛球大奖赛。

男子汤姆斯杯和女子尤伯杯是世界上最高水平的羽毛球比赛,两种比赛相互连接,每两年(偶数年)一个循环。在奇数年,男选手们争夺男子单打和双打世界冠军和汤姆斯杯,在偶数年,女选手们争夺女子单打和双打世界冠军和尤伯杯。

为了与男子和女子冠军赛相匹配,1989年在印度尼西亚雅加达首次进行了混合双打世界冠军赛(即苏迪曼杯)。这一系列世界重大比赛即构成了世界羽毛球大奖赛。选手们通过这些比赛赢得分数,累计得分最高的选手将被邀请参加年底举行世界羽毛球大奖赛总决赛。

相对而言,羽毛球在美国尚未得到人们的认识和赏识。1878年,羽毛球就被介绍到纽约,但是该项运动发展缓慢。美国的第一个国家羽毛球协会(A.B.A)成立于1936年。

The A.B.A. held the first U.S. National Championships in Chicago in 1937 and the first national junior tournament in 1947. The U.S. men's team played very well throughout the fifties, making the final round of the Thomas Cup several times. The U.S. women dominated Uber Cup competition from 1957 through to 1966. The first national intercollegiate championship was held in 1970. Interest and money in professional sports increased geometrically during the 1970s, but the general public still mistook badminton as a slow-paced, leisurely game.

In recent years, interest has increased substantially. In 1985, badminton was adopted as a full medal sport for the Olympic Games of 1992 held in Barcelona, Spain. Badminton was a demonstration sport in the 1988 Olympics in Seoul, Korea. The inclusion of badminton as an Olympic sport encourages optimism for its future popularity, recognition, and success. The U.S.B.A. is currently the National Governing Body (N.G.B.) representing badminton in the U.S. Olympic Committee (U.S.O.C.).

Currently, the best players in the world come from China, Europe, Korea, Malaysia, and Indonesia. Indonesian players won both men's and women's singles and men's doubles at the 1992 Olympics. Indonesia also won four of the five events at the 1994 World Championships. Badminton is presently the number one sport in Great Britain. The total number of registered badminton players in England is almost two million.

The I.B.F. will increase to a projected 150 member nations by the 1996 Olympics in Atlanta. Prize money for the World Grand Prix Series and Final was over 84 million in 1993 and 1994. The immediate future for both professional and amateur badminton appears to be very bright.

1.4 Court and Court Equipment

The court shall be a rectangle laid out with lines of 40mm wide, preferably in white or yellow color. The court dimensions are of 13.4m in length and 5.18m for singles and 6.1m for doubles in width. All lines form part of the

美国国家羽毛球协会(A.B.A)分别于1937年和1947年在芝加哥举办了首届国家羽毛球冠军赛和青少年锦标赛。在过去50年,美国男子羽毛球队数次打入汤姆斯杯决赛,女子羽毛球队在1957年至1966年间几乎统治了尤伯杯的比赛。1970年,美国首次举行校级间的国家羽毛球比赛。20世纪70年代,人们对职业体育的兴趣和投入成倍增长,但民众仍然把羽毛球运动误认为是一种速度缓慢的休闲活动。

近年来,人们对羽毛球的兴趣明显提高。1977年,美国羽毛球协会改组为美国国家羽毛球协会(U.S.A.B.A)。1985年,羽毛球被接受为1992年西班牙巴塞罗那奥运会奖牌项目。1988年,羽毛球被列为韩国首尔奥运会的表演项目。羽毛球成为奥运会项目,有利于促使人们对该项目的认可,使之能够得到普及和成功。目前,美国国家羽毛球协会是代表美国奥委会管理羽毛球运动的国家组织(N.G.B.)。

目前,世界上最好的羽毛球选手来自中国、欧洲、韩国、马来西亚和印度尼西亚。在1992年奥运会上,印度尼西亚选手获得了男子单打和女子单打以及男子双打冠军。印度尼西亚选手还在1994年度的世界冠军赛上赢得5个项目的4项冠军。羽毛球是英国最好的运动项目。在英格兰,羽毛球运动员注册总数近两百万。

在1996年亚特兰大奥运会时,国际羽毛球联合会计划将会员国数量增加到150。在1993年和1994年,世界羽毛球冠军系列赛和总决赛的奖金数额超过8.4千万。可见,在不远的将来,不论是职业还是业余羽毛球,都将展现出光明前景。

1.4 球场和球场设备

场地应是一个长方形,用40mm的线画出,线的颜色最好是白色、黄色或其他易辨别的颜色。场地长13.40m,单打场地宽5.18m,双打场地宽6.10m。所有线

area which they define (Figure 1-1).

都是它所确定区域的组成部分 (图 1-1)。

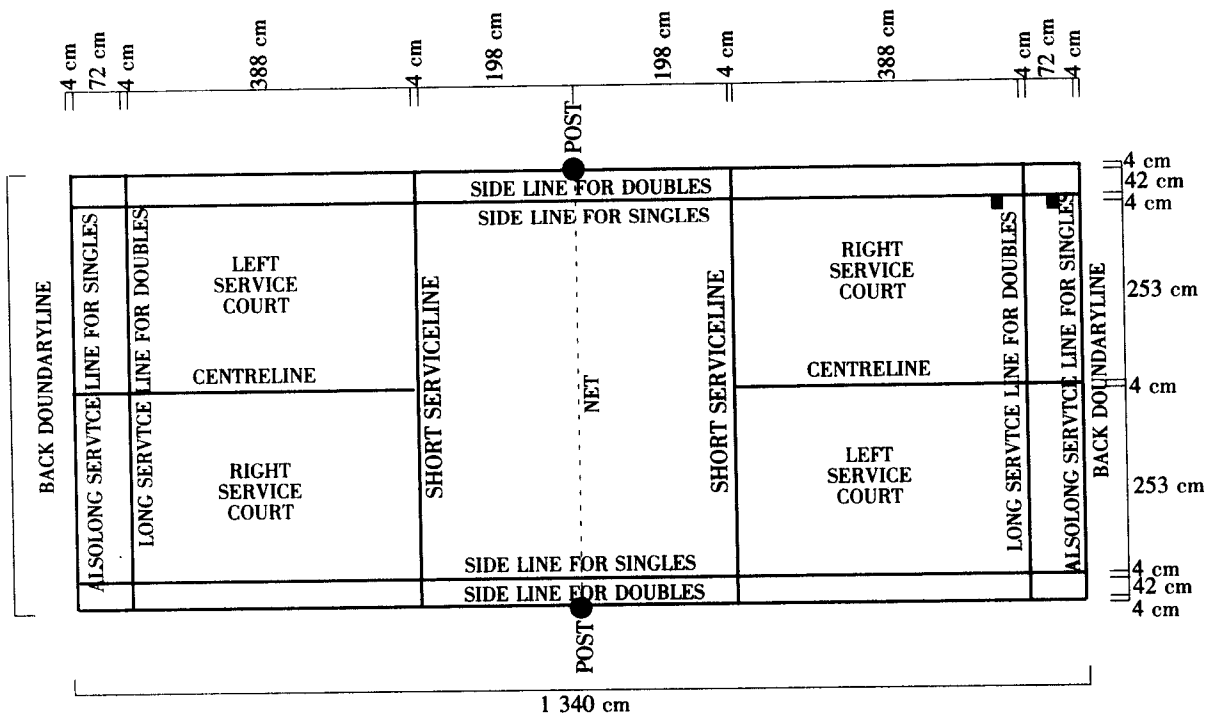


Figure 1-1 The court dimensions 球场规格

The post shall be 1.55 m in height from the surface of the court and shall remain vertical when the net is strained. The net shall be made of fine cord of dark color and even thickness with a mesh of no less than 15mm and no more than 20 mm. The net shall be 760 mm in depth and at least 6.1 m wide.

The top of the net shall be edged with a 75 mm white cloth. The top of the net from the surface of the court shall be 1.524 m at the centre of the court and 1.55 m over the side lines for doubles. There shall be no gaps between the ends of the net and the posts. If necessary, the full depth of the net should be tied at the ends.

1.5 Rules for Badminton

Knowing the Rules of Badminton is important if you really want to advance in Badminton and enjoy this game. So make a point that you understand the Basic Badminton Rules before stepping into the Badminton Court.

从球场地面起,网柱高 1.55 m。当球网被拉紧时,网柱应与地面保持垂直。球网应由深色、优质的细绳织成。网孔方形,各边长均在 15~20 mm 之间。球网全长至少 6.1 m,上下宽 760 mm。

球网的顶端用 75 mm 的白布对折而成。从球场地面起,球网中央顶部应高 1.524 m,双打边线处应高 1.55 m。球网两端与网柱之间不应有空隙。必要时,球网两端应与网柱系紧。

1.5 羽毛球竞赛规则

如果想提高羽毛球技术和欣赏羽毛球比赛,了解羽毛球竞赛规则是很重要的。因此,在步入羽毛球场地之前,一定要注意了解基本的羽毛球竞赛规则。



1.5.1 Toss

Before play commences, a toss shall be conducted and the side winning the toss shall exercise the choice between serving first or to start play at either end of the court. The side losing the toss shall then exercise the remaining choice.

1.5.2 Scoring system

The rules for badminton states that a badminton match shall consist of the best of 3 games.

Recently IBF have been testing a new scoring format of 21 points per game on all major Badminton competition and decided to replace the old format permanently.

(1) For Singles matches, the new rules are:

A match consists of best of 3 games.

The side that first scores 21 points shall win.

The side winning a rally shall add 1 point to its score.

If a score becomes 20-20, the side which scores 2 consecutive points shall win that game.

If the score becomes 29-29, the side that scores the 30th point shall win that game.

The side winning a game serves first in the next game.

When one side reaches 11 points, players on both sides get a 60 second break.

Both sides get a 2 minute break between first and second games, and another 2 minute break between the second and third game.

Other rules shall remain the same.

(2) For Doubles matches, the new rules are:

One service only.

1.5.3 Change of ends

The rules for badminton states that you have to change ends with your opponent after finishing the first game. If a third game was to be played, you shall change ends when the leading score reaches 11 in a game.

1.5.4 Service

In a correct service:

1.5.1 掷挑边器

比赛前,双方应执行掷挑边器。赢方将就选择先发球或先接发球以及选择一个场区或另一个场区作出决定。输方在余下的一项中作出选择。

1.5.2 计分方法

羽毛球竞赛规则规定,羽毛球比赛应以3局2胜定胜负。

最近,在重大羽毛球比赛中,国际羽毛球联合会使用一种新计分法,即每局21分制,并决定以此替代老的得分法。

(1) 单打的新规则是:

一场比赛以3局2胜定胜负。

首先获得21分的一方胜一局。

在回合中获胜的一方得1分。

如果比分为20/20时,连续得2分的一方赢得比赛。

如果比分为29/29时,获得30分的一方赢得比赛。

赢得一局比赛的一方,在下一局比赛开始时先发球。

一方获得11分时,比赛双方休息60 s。

在第一局和第二局之间,比赛双方休息2 min,在第二局和第三局之间,比赛双方再休息2 min。

其他规则不变。

(2) 双打比赛新规则是:

只有一次发球。

1.5.3 交换场区

羽毛球竞赛规则规定,第一局比赛结束后,比赛双方必须交换场区。如果需要进行第三局比赛,当一方获得11分时,比赛双方应交换场区。

1.5.4 发球

合法发球:



(1) neither side shall cause undue delay to the delivery of the service once server and receiver have taken their respective positions;

(2) the server and receiver shall stand within diagonally opposite service courts without touching the boundary lines of these service courts;

(3) some part of both feet of the server and receiver shall remain in contact with the surface of the court in a stationary position from the start of the service until the service is delivered;

(4) the server's racket shall initially hit the base of the shuttle;

(5) the whole shuttle shall be below the server's waist at the instant of being hit by the server's racket;

(6) the shaft of the server's racket at the instant of hitting the shuttle shall be pointing in a downward direction to such an extent that the whole of the head of the racket is discernibly below the whole of the server's hand holding the racket(Figure 1-2);

(1) 发球员和接发球员一旦就位,任何一方都不得无故延误发球;

(2) 发球员和接发球员应站在斜对角的发球区内,脚不触及发球区和接发球区的界线;

(3) 从发球开始直至球被发出之前,发球员和接发球员的两脚必须有一部分与球场接触,不得移动;

(4) 发球员的球拍应首先击中球托;

(5) 在球拍击球瞬间,整个球应低于发球员的腰部;

(6) 在击球瞬间,发球员的拍杆应指向下方,使整个拍头明显低于发球员的整个握拍手(图 1-2);

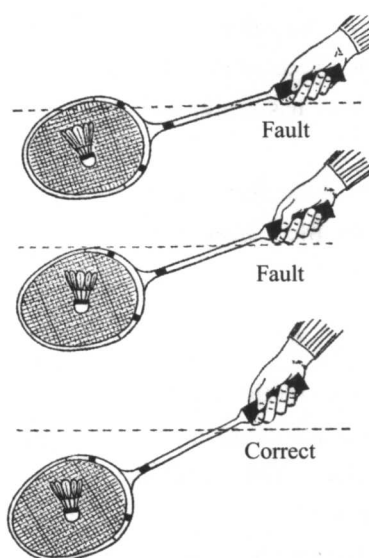


Figure 1-2 Positions of the racket and of the server's hand holding it at the instant of striking the shuttle
击球瞬间球拍和持拍手的位置

(7) the movement of the server's racket shall continue forwards from the start of the service until the service is delivered;

(7) 发球开始后,发球员必须连续向前挥拍,直至将球发出;

(8) the flight of the shuttle shall be upwards from the server's racket to pass over the net so that, if not intercepted, it lands in the receiver's service court (lie on or within the boundary lines).

If a service is not correct by virtue of any of rules above, it shall be a 'fault' by the offending side.

It is a 'fault' if the server, in attempting to serve, misses the shuttle.

The server shall not serve before the receiver is ready, but the receiver shall be considered to have been ready if a return of service is attempted.

In doubles, the partners may take up any positions which do not unsight the opposing server or receiver.

1.5.5 Singles

1.5.5.1 Serving and receiving courts

(1) The players shall serve from, and receive in, their respective right service courts when the server has not scored or has scored an even number of points in that game.

(2) The players shall serve from, and receive in, their respective left service courts when the server has scored an odd number of points in that game.

(3) The shuttle is hit alternately by the server and the receiver until a 'fault' is made or the shuttle ceases to be in play.

1.5.5.2 Scoring and serving

(1) If the receiver makes a 'fault' or the shuttle ceases to be in play because it touches the surface of the court inside the receiver's court, the server scores a point. The server then serves again from the alternate service court.

(2) If the server makes a 'fault' or the shuttle ceases to be in play because it touches the surface of the court inside the server's court, the server loses the right to continue serving and the receiver then becomes the server, with a point scored by the receiver.

1.5.6 Doubles

(1) At the start of a game, and each time a side gains

(8) 发出的球应向上飞行过网,如果未被拦截,球应落在接发球员的发球区内(即落在线上或界内)。

根据上述规则的规定,如果发球不合法,应判“违例”。

发球员发球时未能击中球,应判“违例”。

发球员应在接发球员准备好后才能发球,如果接发球员已试图接发球则应被认为已做好准备。

双打比赛,发球员或接发球员的同伴站位均不限,但不得阻挡对方发球员或接发球员的视线。

1.5.5 单打

1.5.5.1 发球和接发球区

(1) 发球员的分数为 0 或双数时,双方队员均应在各自的右区发球或接发球。

(2) 发球员的分数为单数时,双方队员均应在各自的左发球区发球或接发球。

(3) 发球员和接发球员应交替对击直至“违例”或“死球”。

1.5.5.2 得分和发球

(1) 接发球员违例或因球触及接发球员场区内的地面而成死球,发球员得 1 分。随后,发球员再从另一发球区发球。

(2) 发球员违例或因球触及发球员场区内的地面而成死球,发球员失去该次发球权,接发球员得 1 分。随后接发球员成为发球员。

1.5.6 双打

(1) 一局比赛开始和每次获得发球

the right to serve, the service shall be delivered from the right service court.

(2) Only the receiver shall return the service. Should the shuttle touch or be hit by the receiver's partner, it shall be a 'fault' and the serving side scores a point.

(3) Order of play and position on court:

① After the service is returned, the shuttle may be hit by either player of the serving side and then by either player of the receiving side, and so on, until the shuttle ceases to be in play.

② After the service is returned, a player may hit the shuttle from any position on that player's side of the net.

(4) Serving and receiving courts

① The player who serves at the start of any game shall serve from, or receive in, the right service court when his/her side has not scored or has scored an even number of points in that game, and The player shall serve or receive in the left service court when his/her side has scored an odd number of points in that game.

② The player who receives at the start of any game shall receive in, or serve from, the right service court when his/her side has not scored or has scored an even number of points in that game, and the left service court when his/her side has scored an odd number of points in that game.

(5) Scoring and serving

① If the receiving side makes a 'fault' or the shuttle ceases to be in play because it touches the surface of the court inside the receiving side's court, the serving side scores a point and the server serves again.

② If the serving side makes a 'fault' or the shuttle ceases to be in play because it touches the surface of the court inside the serving side's court, the server loses the right to continue serving, with a point scored by the receiving side.

(6) In any game, the right to serve passes consecutively from the initial server to the initial receiver, then to that initial server's partner, then to the opponent who is due to serve from the right service court, and so on.

(7) No player shall serve out of turn, receive out of turn, or receive two consecutive services in the same game, except as provided in "service court errors" and "lets".

权的一方,都应从右发球区发球。

(2) 只有接发球员才能接发球;如果其同伴去接球或被球触及,则为“违例”,发球方得1分。

(3) 击球次序和位置:

① 发球被回击后,由发球方的任何一人击球,然后由接发球方的任何一人击球,如此往返直至死球。

② 发球被回击以后,运动员可以在球网的各自一方任何位置击球。

(4) 发球和接发球区

① 每局首先发球的队员,在本方得分为0或双数时,都必须在右发球区发球或接发球;在本方得分为单数时,则应在左发球区发球或接发球。

② 每局首先接发球的运动员,在本方得分为0或双数时,都必须在右发球区接发球或发球;得分为单数时,则应在左发球区接发球或发球。

(5) 得分和发球

① 如果接发球方违例或因球触及接发球方场区内的地面而成死球,发球方得一分,原发球员继续发球。

② 如果发球方违例或因球触及发球方场区内的地面而成死球,原发球员即失去发球权,接发球方得1分。

(6) 在任何一局比赛中,首先发球的发球员失去发球权后,由该局首先接发球的接发球员发球,然后由首先发球员的同伴发球,接着由位于右发球区的对手发球,如此轮换发球权。

(7) 队员不得有发球和接发球顺序错误或同一局比赛中连续二次接发球,但有关“发球区错误”和“重发”的规定除外。

1.5.7 Service court errors

A service court error has been made when a player has served out of turn, has served from the wrong service court or stands on the wrong service court while getting ready to receive the service that has been delivered.

If a service court error is discovered after the next service has been delivered, the error shall not be corrected. If a service court error is discovered before the next service is delivered, the following rules apply:

If both sides have committed an error, it shall be a 'let'. If one side has committed the error and won the rally, it shall be a 'let'. If one side has committed the error and lost the rally, the error shall not be corrected.

If there is a 'let' because of a service court error, the rally is replayed with the error corrected. If a service court error is not to be corrected, play in that game shall proceed without changing the player's new service courts.

1.5.8 Faults

The rules of badminton consider the following circumstances as faults:

① If the shuttle lands outside the boundaries of the court, passes through or under the net, fails to pass the net, touches the ceiling or side walls, touches the body or dress of a player or touches any other object or person.

② If the initial point of contact with the shuttle is not on the striker's side of the net. (The striker may, however, follow the shuttle over the net with the racket in the course of a stroke.)

③ If a player touches the net or its supports with his/her racket, body or dress; If a player invades an opponent's court under the net with his/her racket or body so that an opponent is obstructed or distracted or obstructs; If a player prevents an opponent from making a legal stroke where the shuttle is followed over the net.

④ If a player deliberately distracts an opponent by any action such as shouting or making gestures.

⑤ If the shuttle is caught and held on the racket and then slung during the execution of a stroke.

⑥ If the shuttle is hit twice in succession by the same player with two strokes.

1.5.7 发球区错误

当发球员以错误的发球顺序或在错误的发球区将球发出时,或者接发球员在错误的接发球区准备接已发出的发球时,此时为发球区错误。

如果在下一次发球之后发现发球区错误,则不纠正该错误。如果在下一次发球之前发现发球区错误,则应适用以下规则:

如双方发球区错误,则该回合无效,应重发球。如一方发球区错误并赢得回合,则该回合无效,应重发球。如果一方发球区错误并输掉回合,则不纠正该错误。

如果因发球区错误而重发球,则应纠正错误,重新开始该回合。如果发球区错误未被纠正,比赛应继续进行,不改变运动员的新发球区和新发球顺序。

1.5.8 违例

羽毛球竞赛规则规定以下情况为违例:

① 球落在球场界线外,球从网孔或网下穿过,球不过网,球碰屋顶、天花板或四周墙壁,球触及运动员的身体或衣服,球触及场外其他人或物体。

② 球拍与球的最初接触点不在击球者网的这一方(但击球者击球后,球拍可以随球过网)。

③ 运动员球拍、身体或衣服触及网或网的支撑物;如果运动员的球拍或身体从网下侵入对方场区,妨碍对方或使对方分散注意力;运动员妨碍对方,如阻挡对方紧靠球网的合法击球。

④ 运动员故意分散对方注意力的任何举动,如喊叫、故作姿态等。

⑤ 击球时球夹在和停滞在拍上紧接着又被拖带。

⑥ 同一运动员两次挥拍连续击中球两次。