

AirBadminton *The New Outdoor Game*



AirBadminton **Guidelines**

BWF



AirBadminton Guidelines

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Project Contributors

- Nanyang Technological University
- University of Alicante
- Universiti of Malaya
- Vizius Sports

More Information

Information on the AirBadminton project is available in different languages.

The AirBadminton Guidelines can be downloaded from www.airbadminton.sport





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Part 1 Overview

01. Introduction

In 2019 the Badminton World Federation (BWF) in collaboration with HSBC, its Global Development Partner, successfully launched the new outdoor game – AirBadminton – and the new outdoor shuttlecock – the AirShuttle – at a ceremony in Guangzhou, China.

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.

Given that most people first experience badminton in an outdoor environment, the BWF is now making it easier for everyone to access the sport through a new outdoor game and a new shuttlecock.

The vision is for it to be played on three dynamic surfaces; hard, grass and sand – with a mass participation project aimed at increasing access to the sport on any available surface, complimented by a competitive version on sand aimed at increasing its global appeal.

02. AirBadminton Guidelines

The AirBadminton Guidelines aim to provide a better understanding of the different elements involved in the new outdoor game, as well as to help the planning of AirBadminton activities to assist people in having fun and being physically active.



03. Benefits of the Sport

The AirBadminton game is designed to be inclusive to allow people from all ages, gender, abilities and disabilities to experience success and fun when playing the new outdoor game.

Furthermore, the universal popularity of badminton and its health benefits make it an ideal tool fostering the inclusion and wellbeing of people with physical and intellectual disabilities.

It offers a tremendous amount of benefits for participants, whether it's in singles, doubles or triples. AirBadminton is a fun and exciting game to pick up if you're looking for an activity to boost your physical, mental and social aspects of health.

It also has huge potential to enhance the BWF Shuttle Time schools programme, as the programme supports the principle that children should lead a healthy and active life, both in and out of school. BWF's vision is to make badminton a leading global sport accessible to all – giving every child a chance to play for life.

04. The Origins of Badminton

Although the exact origins of badminton are unclear, games based on a shuttlecock and a battledore were played in China, Japan, India, Siam and Greece over 2000 years ago.

Between 1856 and 1859 a game known as 'battledore and shuttlecock' started to evolve into the modern game of badminton at "Badminton House", the Duke of Beaufort's country estate in England.

Similar games were played in Poona India around this time and a badminton code of conduct was drawn up in 1877.

The aim of battledore and shuttlecock played at "Badminton House" was to keep the shuttlecock in the air for as long as possible by hitting the shuttle between two or more people. The reverse is true today. The aim now is to finish a rally as quickly as possible by scoring winning points against your opponent.

In 1893, the Badminton Association of England was formed to administer the game internationally from England.

05. Regulating Badminton Worldwide

The International Badminton Federation (IBF) was established in 1934 and consisted of nine founding members – badminton associations from Canada, Denmark, England, France, Ireland, Netherlands, New Zealand, Scotland and Wales.

In 2006 the IBF changed its name to the Badminton World Federation (BWF).

The BWF is the world governing body for badminton, recognised by the International Olympic Committee (IOC). In 2011 the Para-Badminton World Federation formally merged with the BWF, bringing both sports under the same umbrella of governance and emphasising the message of "one sport, one team". The BWF supports this philosophy through the incorporation of badminton and para-badminton in its competition and development activities.

BWF's members are, with a few exceptions, the national governing bodies for badminton. These are organised into five confederations under the IOC system, with each Continental Confederation representing one of the five Olympic rings – Africa, Asia, Europe, Oceania and Pan America.

Continental Confederations

- | | |
|---------------------|--|
| ▪ Badminton Africa | www.badmintonafrica.com |
| ▪ Badminton Asia | www.badmintonasia.org |
| ▪ Badminton Europe | www.badmintoneurope.com |
| ▪ Badminton Pan Am | www.badmintonpanam.org |
| ▪ Badminton Oceania | www.badmintonoceania.org |





06. Olympic & Paralympic Games

Since 1992, badminton has been a Summer Olympic Games sport. Altogether 15 medals are available in Olympic badminton – gold, silver and bronze for each of the five disciplines:

- men's singles
- women's singles
- men's doubles
- women's doubles
- mixed doubles

Badminton players from each region (Asia, Africa, Europe, Oceania and Pan America) compete at the Olympic Games.

Since 1992, players from China, Korea, Indonesia, Malaysia, Denmark, Great Britain, the Netherlands, Spain, India, Russia, and Japan have won medals at Olympic Games badminton events.

Beginning with the 2020 Games in Tokyo, Para badminton has also been included in the Paralympic sport programme.



07. Vision, Mission, Goals

BWF Vision Statement

Making badminton a leading global sport accessible to all – giving every child a chance to play for life.

AirBadminton Vision Statement

To inspire people of all ages and ability to play badminton anywhere and anytime around the world.

AirBadminton Mission Statement

Create a new concept of the game, designed to grow global participation and awareness of the sport, whilst creating a new highly attractive form of competitive badminton.

AirBadminton Goals

The BWF 2020 – 2024 Strategic Plan for AirBadminton includes the following elements as priorities:

1. Systematic implement of AirBadminton globally, focussing on the development of courts in public outdoor spaces to facilitate participation and raise awareness of our sport.
2. Develop national structures, including competition, to assist in promoting the game as a healthy outdoor activity.
3. Build partnerships and networks to assist the growth and implementation of projects.
4. Work with brands and retailers to ensure the AirShuttle and associated equipment is available globally at an affordable price.
5. Our Continental Confederations partners to have AirBadminton as an integral part of their development strategy.



How to Play AirBadminton

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Part 2 How to Play AirBadminton

AirBadminton is fundamentally similar to indoor badminton. However, there are several differences between the two games that affect players' strategies, gameplay and techniques.

08. Aim of the Game

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.

09. Playing Surfaces

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.

Synthetic flooring may also be used as an alternative to concrete and asphalt.



10. Court Dimensions

Following considerable testing, piloting and data collection, the proposed 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.

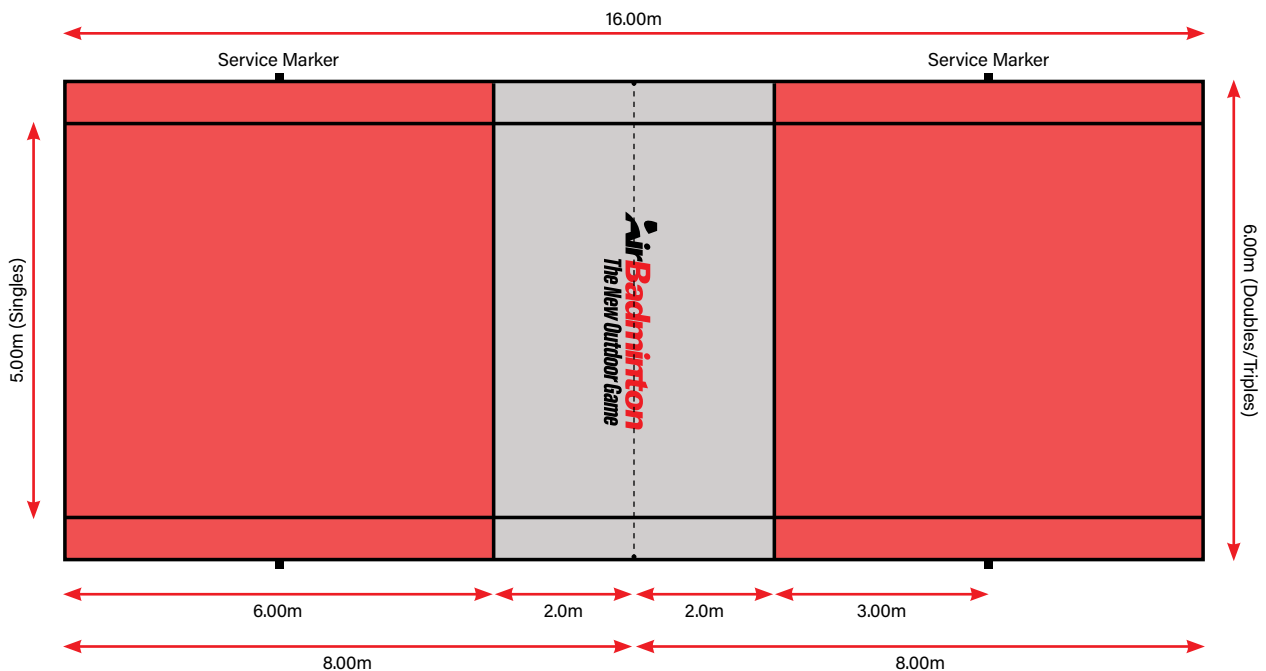
The length of the court is slightly longer than the 13.4m indoor badminton court, this is due to the fact that the AirBadminton court has a 2m dead zone at the front of the court in order to incentive rallies away from the net area, which will lead to better AirShuttle flight performance.

The new court's dimensions ensure that the AirShuttle will stay in play longer and rallies will be more entertaining.

The posts supporting the net shall be placed outside each side line, and shall be no further than a 1.0 metre from each side line.

- 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.

Research showed that by lowering the net to 1.45m, errors were reduced and rallies were extended.

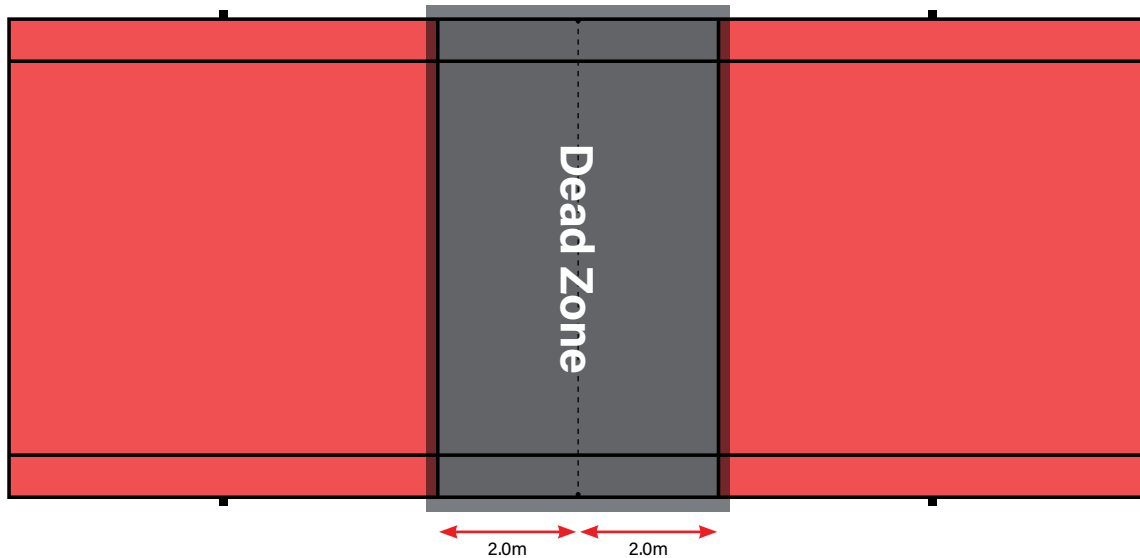


Due to the aerodynamics of the AirShuttle, where possible, courts should be set up laterally to the prevailing wind direction to allow for the best wind resistance.

11. Dead Zone

Tests showed that the characteristics of the AirShuttle made 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 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.



12. Participants

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

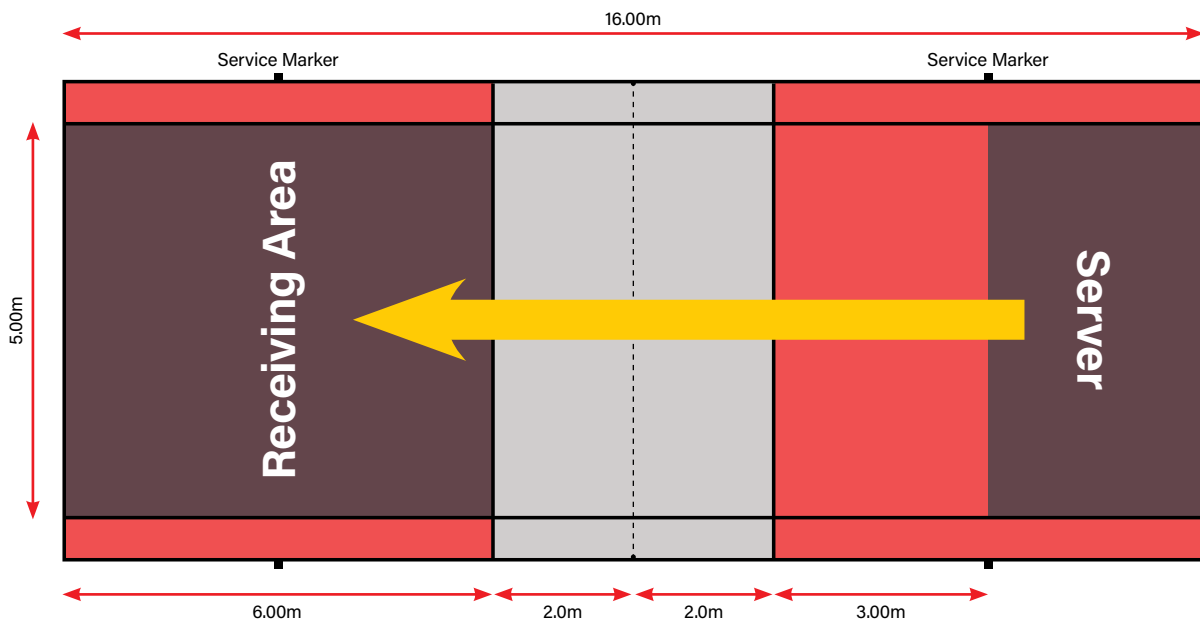
In Triples players are not allowed to hit two consecutive returns. The player must allow another member of the team to take the next return. This rule creates more movement and increases the strategic element of the game.



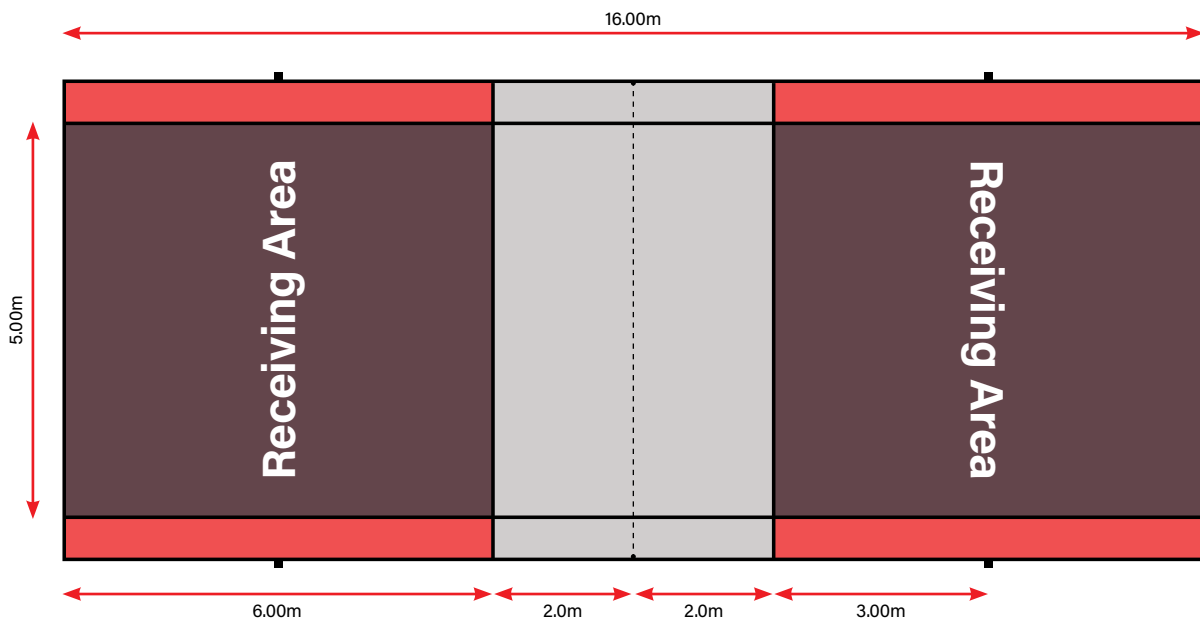
13. Serving

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, no centre line divides the court into equal left and right service courts.

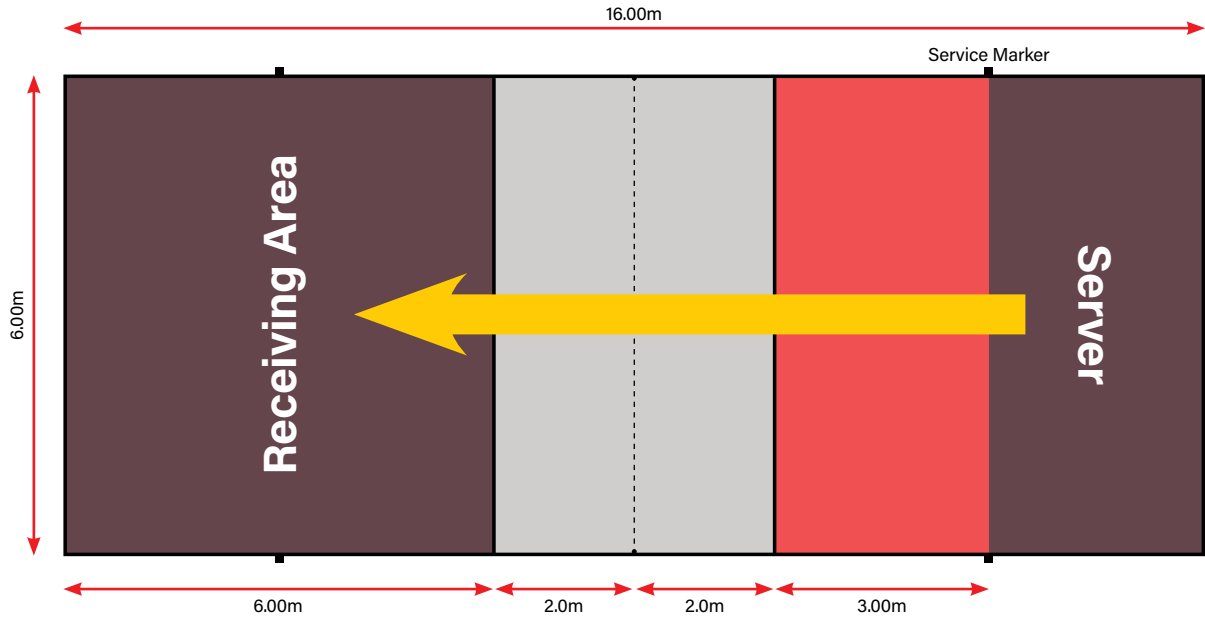
The whole AirShuttle should be below the net height at the point of impact. Subsequently, the flight of the AirShuttle is upwards from the server's racket.



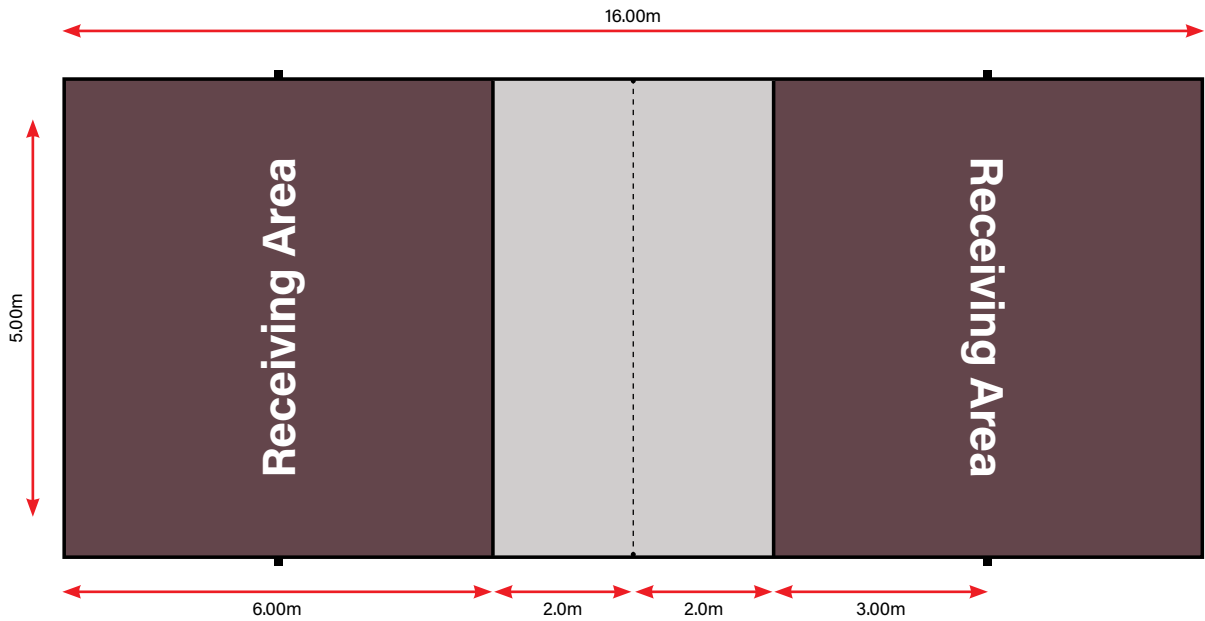
Singles involve directing the serve anywhere into the opponent's playing area beyond the 2m line.



The shaded part shows the area of play for singles. An AirShuttle that lands outside this area mean a point is won / lost.



Doubles and Triples involve directing the serve anywhere into a broader playing area 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.

14. Recommended Scoring System

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.



15. Court Orientation & Safety

Where possible, the courts should be set up laterally to the prevailing wind direction to allow for better shuttle performance.

It is recommended that courts are set up north-south in orientation in order to reduce glare from the sun, and in areas where the court is protected from strong winds.



Equipment



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Part 3 Equipment

16. The AirShuttle

The development of the AirShuttle has been a five-year project in collaboration with the Institute for Sports Research (ISR) at Nanyang Technological University in Singapore.

It all started with a vision to develop a new outdoor shuttlecock with increased resistance to wind, to allow people to have a more positive experience of badminton outdoors.

The main considerations were that it must be played with the same rackets and have good flight performance, spin response and durability.

In 2014, we signed a Memorandum of Understanding with ISR aimed at developing performance criteria and design parameters. Later that year, we signed a second MoU to commence development of the prototype shuttlecocks for testing.

Key Criteria

- The shuttlecocks must have a similar trajectory, acoustics and play feel to that of a traditional indoor shuttle.
- Similar flight properties with limited influence from humidity variations.
- Minimal impact from side and axial wind.
- Need to be able to be played in winds up to 12 kmph.
- The shuttlecocks to be durable and cost-effective.

During the period 2015 – 2018, over 30 prototypes were developed and subject to rigorous testing.

A preferred design was confirmed in early 2018 and prototypes were then tested in independent studies by the University of Alicante and the Universiti of Malaya as part of the pilot programme, using groups of players from beginner level through to Olympic-level athletes.

Results from this testing were analysed and patents posted for the key design elements.

In March 2020, BWF introduced the shuttlecock to the global market.



17. Net System

As the vision for AirBadminton is for it to be played by as many people, in as many places as possible, ease of set up is essential.

Posts

The posts supporting the net shall be placed outside each side line, and shall be no further than a 1.0 metre from each side line.

- 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.

Research showed that by lowering the net to 1.45m, errors were reduced and rallies were extended.

Net

The net shall be made of thick cord of dark colour and with a mesh of not less than 1.5cm and not more than 2.0cm.

- It should have between 80cm and 1m in depth and 6m wide minimum.
- It is recommended that the top and bottom of the net should be edged with a 5.0cm white tape doubled over a cord or cable running through the tape.
- At the ends of the net, the upper and bottom cables shall be fastened to the posts to keep its top and bottom taut.

Portable net systems are also very popular and can be purchased at most sporting goods stores.



18. Boundary Lines

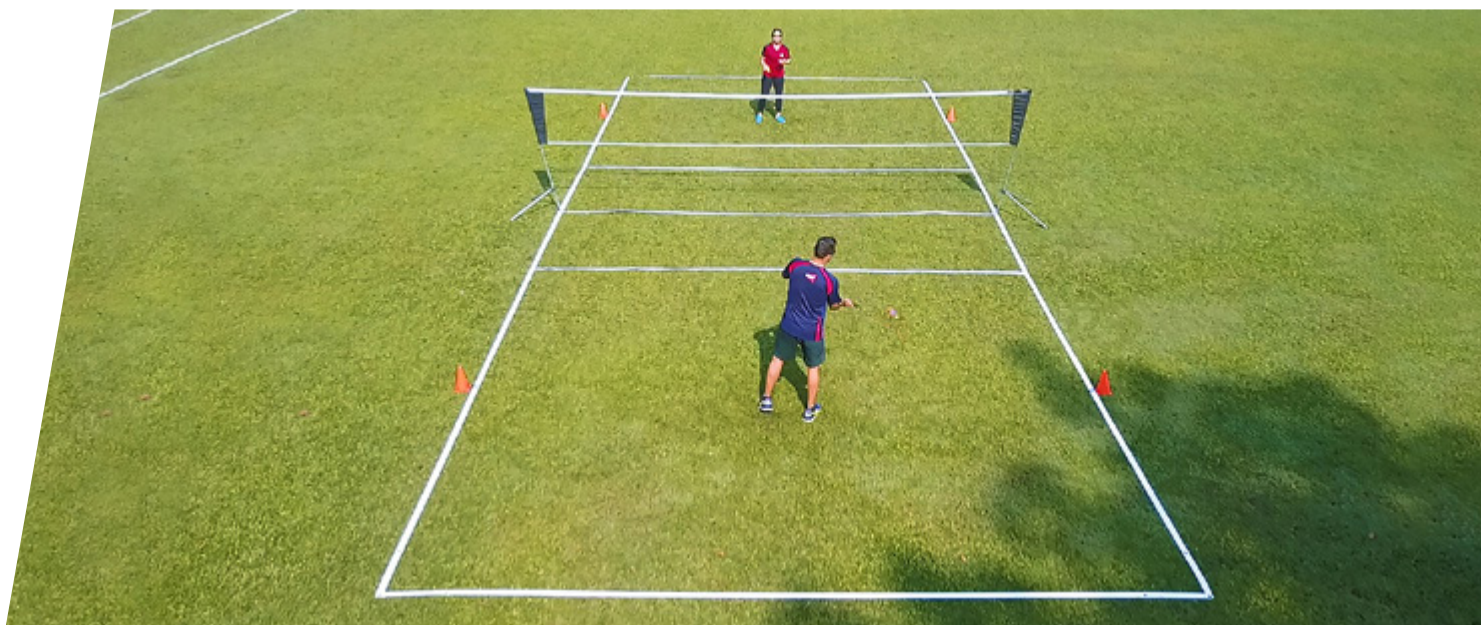
There are two side lines of 16m, two base lines of 6m and two dead zone lines of 6m. There is no centre line that divides the court into equal left and right service courts.

To change the court width from doubles/triples to singles, players should move each side line in by 0.5 metres.

The lines should be 4-5cm in width and contrast sharply to the colour of the surface. For sand and natural grass surfaces, boundary lines should be ribbons made of resistant material.

- A bungee cord should be attached to each corner and connected to a buried anchor disk or long peg.
- The bungee will provide the tension necessary to keep the boundaries in place while giving them the flexibility to minimise the chance of injury should a player catch their foot under the line.

For concrete and asphalt surfaces, boundary lines should be a tape made of a resistant material that sticks firmly to the ground or they can be marked/painted directly on the surface.



19. Racket

As the AirBadminton game takes place in an outdoor environment, the presence of wind and gusts will impact the flight performance of the AirShuttle. Much of the power in a badminton shot comes from the string. Thus, it is important to know how string tension can affect the AirBadminton game.

AirBadminton has been designed to be played with the same traditional rackets. However, based on the outdoor elements involved during the game it is recommended that players use a lower tension (between 8-9kg / 17.5-20lbs) and more durable strings when playing AirBadminton.

AirBadminton Activities



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Part 4 AirBadminton Activities

20. BWF Shuttle Time

Shuttle Time is the BWF's Schools Badminton Programme currently being implemented in over 130 countries, across five continental regions. This programme aims to make badminton one of the world's most popular sports in schools, encouraging children to play badminton as part of a healthy and active lifestyle, both in and out of school.

Given that in many countries around the world Shuttle Time activities take place in an outdoor environment, the BWF is now making it easier for everyone to access the programme through AirBadminton and improve the outdoor experience by using the AirShuttle.

For more information about the Shuttle Time programme, please visit: www.bwfshuttletime.com



21. Demonstrations & Exhibitions

Exhibiting AirBadminton alongside badminton events, sports festivals, sports conventions, etc. is a unique opportunity to get AirBadminton directly in front of potential badminton participants, giving them a chance to tangibly experience what the new game has to offer.

AirBadminton exhibitions should aim to:

- Maximising participation of people.
- Ensuring activities are safe and inclusive.
- Ensuring people experience success and have fun.
- Providing people with a visual reference as to what a game of AirBadminton looks like.
- Providing people with information on further AirBadminton opportunities.

Key considerations when planning and delivering AirBadminton exhibitions should include:

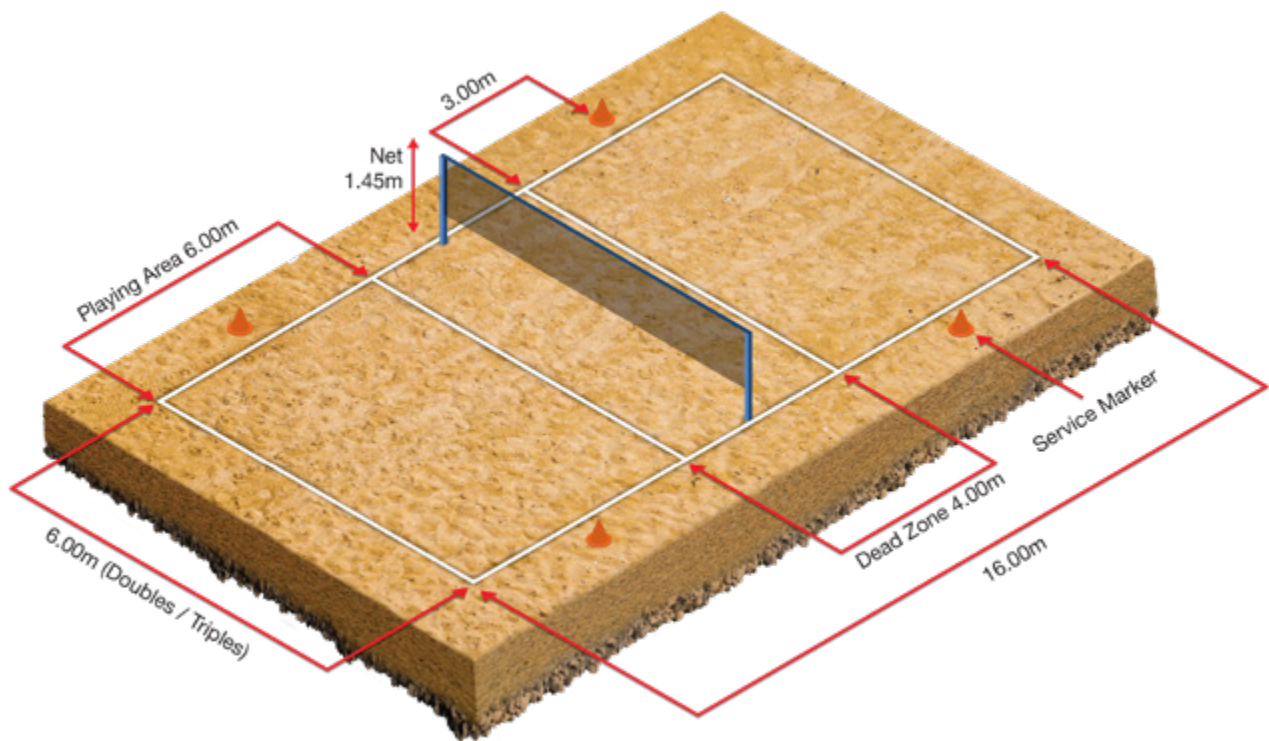
- Sufficient space around the outdoor area where the activity will take place. One AirBadminton court takes about 18m x 8m (including 1m run-off on each side).
- Selection of a sheltered location to better protect the court against strong winds, sun and other outdoor elements that may disturb the game.
- If sand or grass surfaces are being used, boundary lines should be ribbons made of resistant material.
- If concrete or asphalt surfaces are being used, boundary lines should be a tape made of resistant material that sticks firmly to the ground or they can be marked/painted directly on the surface.
- Synthetic flooring may also be used as an alternative to concrete and asphalt.
- Traditional badminton net systems can be used to set up the court.

22. AirBadminton Competitions

Playing in sand is a great workout which makes players use their entire body and perform all type of movements, providing most fun which does not feel like a workout when playing.

22.1 Sand Court Specifications

- The court shall be a 16m x 6m rectangle marked out with lines 5cm wide.
- The lines marking out the court shall be ribbons made of resistant material, easily distinguishable and preferably be coloured blue or white.
- All the lines shall form part of the area which they define.
- The top of the net from the surface of the court shall be 1.45 metres at the centre of the court and 1.46 metres over the side lines for doubles/triples.



AirBadminton Competition Court

22.2 Relay Team Event

For AirBadminton Competitions the BWF recommends a Relay Team Event, competing in Men's Doubles, Women's Doubles, Mixed Doubles and Triples.

The size of the team must be at least two men and two women, to a maximum of four men and four women from each team.

Each tie will consist of five matches – one women's doubles; one men's doubles, one mixed doubles; two triples.

The first Triples match should consist of two male players and one female player; the second Triples match should consist of two female players and one male player.

22.3 Scoring System

The winner of the tie will be the team reaching 100 points first.

- The first match will play until one of the teams reach 20 points (change of ends when the leading score reaches 10 points).
- The second match will start at the score of the first match and continue from that score, however, in a way where the losing team of the first match will have achieved a minimum of 10 points or the actual number of points reached, whatever is more.
- The second match will play until one of the teams reach 40 points (change of ends when the leading score reaches 30 points).
- The third match will start at the score of the second match and continue from that score, however, in a way where the losing team of the second match will have achieved a minimum of 20 points or the actual number of points reached, whatever is more.
- The third match will play until one of the teams reach 60 points (change of ends when the leading score reaches 50 points).
- The fourth match will start at the score of the third match and continue from that score, however, in a way where the losing team of the third match will have achieved a minimum of 30 points or the actual number of points reached, whatever is more.
- The fourth match will play until one of the teams reach 80 points (change of ends when the leading score reaches 70 points).
- The fifth and final match will start at the score of the fourth match and continue from that score, however, in a way where the losing team of the fourth match will have achieved a minimum of 40 points or the actual number of points reached, whatever is more.
- The fifth match will play until one of the teams reach 100 points and thereby wins the tie (change of ends when the leading score reaches 90 points).

22.4 Triples Considerations

Triples is a fast-paced and exciting event where good strategy and communication is key between teammates.

In any game, the right to serve shall pass consecutively, from the initial server who started the game; to any player of the receiving side; to one of the partners of the initial server; to any of the other two players of the receiving side; to the third partner of the initial server; to the third player of the receiving side; to the initial server and so on.

After the service is returned, in a rally, the AirShuttle may be hit by any player of the serving side and either player of the receiving side alternately, until the AirShuttle ceases to be in play.

Players from both sides must not hit two consecutive returns.

22.5 Weather Conditions

The weather must not present any danger of injury to the players. Wind strength should be low enough to enable normal playing conditions.

The umpire should assess wind conditions using an anemometer – which shouldn't be higher than 12kph to enable play.

22.6 Clothing

Loose-fitting, athletic clothing such as tank tops, t-shirts, and shorts is recommended in order to let air circulate and help keep players cool.

23. Community Projects

BWF recognises that many local authorities face challenges to provide indoor sports facilities. With this, there is the need to find effective, economical and sustainable ways of delivering badminton opportunities.

AirBadminton facilities not only facilitate physical activity opportunities that can contribute to individual health and wellbeing, they also support broader positive community outcomes, including social connections, community belonging, and social gatherings.

AirBadminton permanent courts enable broad community use, events, and contribute to the overall economic sustainability of the communities in which they exist.

The AirBadminton Community Project approach aims to:

- Increase accessibility to AirBadminton by constructing public courts around cities.
- Transform under-utilised spaces to create opportunities for the general public to play AirBadminton.
- Partner with local government to install AirBadminton permanent courts in available public spaces.

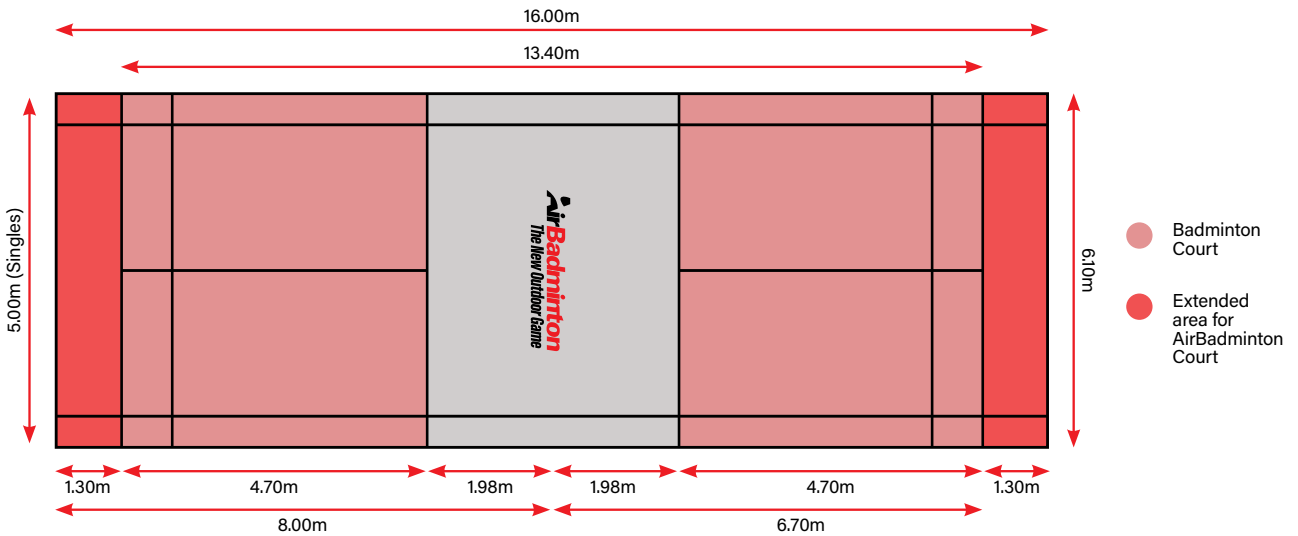
The recommended equipment for permanent courts is weather and vandal resistant, enabling courts to remain open all year round.

National Badminton Associations are encouraged to conduct appropriate research and planning to identify potential spaces to install AirBadminton permanent courts.



Combined Badminton Court

AirBadminton can be played on existing outdoor badminton courts by extending the length of the traditional court on both ends. This method of conversion will involve minimal construction work to use the court for both games.

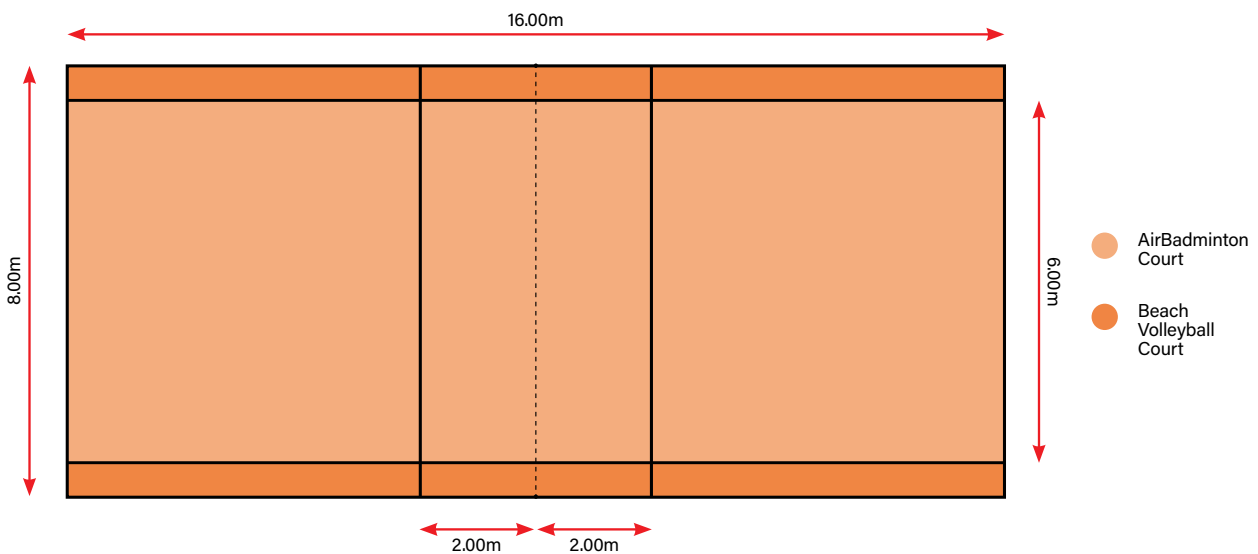


Conversion of Beach Volleyball Courts to AirBadminton Courts

Many beaches and public parks have beach volleyball courts that are underused and represent an investment that is not achieving the objective of increasing active participation by the public.

These courts represent a real opportunity to provide a new alternative recreational activity that is affordable and sustainable. Sand AirBadminton courts can become a new and exciting additional activity for beaches and public parks.

The traditional beach volleyball court dimension is 16m x 8m; therefore, an AirBadminton court can easily be set up by reducing the width of the court by 1m on each side and attaching two lines at the front of the court to mark the 2m dead zone.



Implementation Process



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Part 5 Implementation Process

24. AirBadminton Themes

Our four proposed strategic supporting themes are connected to the BWF vision to inspire people of all ages and ability to play badminton anywhere and anytime around the world. Each theme is supported by a number of proposed initiatives.

AirBadminton 2020 – 2024 themes:

Participation	Promotion	Equipment & Infrastructure	Competitions
Support and encourage the development of AirBadminton as a <i>sport for all</i> .	Promote AirBadminton as an appealing global new badminton game.	Ensure AirShuttle availability and increase accessibility to AirBadminton through public courts.	Build a competitive version on sand aimed at increasing the game's global appeal.



25. Strategic Initiatives

BWF will strengthen the four themes by focusing on key strategic initiatives.

Theme One: Participation

Support and encourage the development of AirBadminton as a *sport for all*.

Strategic Initiatives

- Work in collaboration with CCs and MAs to explore new opportunities to deliver targeted AirBadminton activities, and raise awareness and participation of the game.
- Develop and implement the 'AirBadminton Movement' campaign.
- Use the AirShuttle to further develop the Shuttle Time programme.
- Further research into the specific health benefits of badminton and AirBadminton.

Theme Two: Promotion

Promote AirBadminton as an appealing global new badminton game.

Strategic Initiatives

- Increase global awareness and media exposure of AirBadminton.
- Creation, development and implementation of the AirBadminton brand and culture.
- Promote badminton and AirBadminton as health and inclusive activities for people of all ages.
- Assist MAs on their efforts to introduce and promote the AirBadminton in their countries.

Theme Three: Equipment & Infrastructure

Ensure AirShuttle and associated equipment is available globally and increase accessibility to AirBadminton through public courts.

Strategic Initiatives

- Maximise the usage of public areas to practice the sport – parks, beaches, streets.
- Design creative solutions to construct permanent AirBadminton courts in public spaces.
- Ensure sustainability and legacy programmes associated to AirBadminton activities.
- Confirm global distribution and availability of the AirShuttle.

Theme Four: Competitions

Build a competitive version on sand aimed at increasing the game's global appeal.

Strategic Initiatives

- Develop and launch a new outdoor competition structure.
- Create a new badminton experience for participants and spectators when taking part of AirBadminton competitions.
- Build strategic partnerships with relevant sports associations.
- Become part of the sport programme in multi-sport and beach games.





26. National Implementation

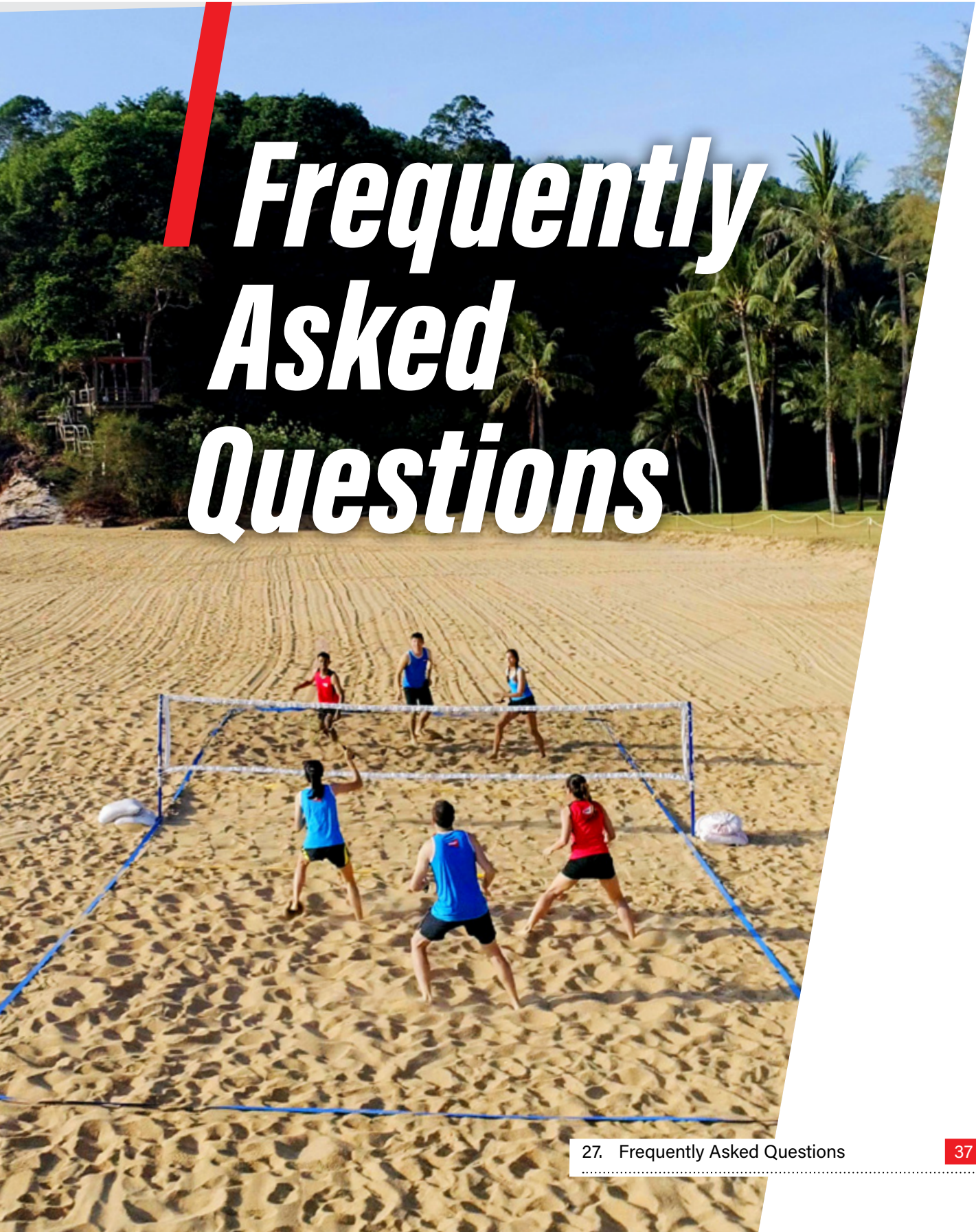
The national implementation of the AirBadminton project will require countries to identify strategic opportunities where the new outdoor game can be implemented. Actions should be selected according to the country context and tailored to meet the needs of different regions within the country.

Given that the global rollout of the new game is beyond the scope of any single organisation, implementation demands partnerships. By working together with key partners and supporters, and a long term sustainable approach, this project will be successful.

Ultimately a National Badminton Association is responsible for implementing AirBadminton in their country; however, Continental Confederation and the BWF can provide assistance.

Badminton World Federation	Continental Confederations	National Badminton Associations
<ul style="list-style-type: none"> ■ Develop guidelines for the implementation of AirBadminton. ■ Make the guidelines available in a number of languages on the BWF website. ■ Market and promote the concept, product and benefits of the project. ■ Assist in sourcing AirBadminton associated equipment, sponsors and partners. ■ Organise workshops and forums on the implementation of AirBadminton. ■ Assist in running pilot projects. ■ Create an international competition structure. ■ Monitor and evaluate the implementation of the programme globally. 	<ul style="list-style-type: none"> ■ Promote the product to National Badminton Associations. ■ Assess needs of national associations and identify those who require support to implement. ■ Determine a continental / regional implementation plan. ■ Assist in delivering AirBadminton activities in the region. ■ Assist in sourcing AirBadminton associated equipment, sponsors and partners. ■ Monitor and evaluate the implementation of the project in the region and provide information to the BWF on progress. 	<ul style="list-style-type: none"> ■ Identify and put in place an AirBadminton national contact. ■ Determine a national implementation strategy. ■ Engage key stakeholders – national sports funding bodies, ministries of sports, member clubs and associations – to work out an implementation plan and to secure the commitment for the project. ■ Make sure that National Badminton Association staff are clued up about all relevant AirBadminton components. ■ Set up agreements with equipment suppliers. ■ Create a national competition structure. ■ Monitor and evaluate the implementation of the programme in the country and provide information to the Continental Confederation on progress.

Frequently Asked Questions



27. Frequently Asked Questions

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Part 6 Frequently Asked Questions

27. Frequently Asked Questions

Where can I buy the AirShuttle?

A list of AirShuttle distributors can be found on www.airbadminton.sport

What are the main differences between AirBadminton and indoor badminton courts?

The main difference is the design and dimensions of the court. The AirBadminton court has a 2m dead zone at the front of the court. Should the AirShuttle land in that area, it is deemed a fault.

Why does the AirBadminton court have a dead zone?

The characteristics of the AirShuttle make net shots very difficult to control, therefore, the net area has been taken out to 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.

Where can I play AirBadminton?

AirBadminton can be played anywhere: in parks, gardens, streets, playgrounds and beaches around the world. AirBadminton can be played on any level, safe surface including on hard, grass and sand.

What is the equipment to set up an AirBadminton court?

Setting up an AirBadminton court is very simple. You will only need a net system and a set of boundary lines. You can find a court set up tutorial video on www.airbadminton.sport

Can I play AirBadminton on traditional badminton courts?

Absolutely! AirBadminton can also be played on existing outdoor badminton courts.

Can I play AirBadminton with traditional badminton rackets?

Yes. The AirShuttle has been specifically designed to be played with existing rackets. Based on the AirShuttle design and outdoor elements involved during the game, it is recommended that players use a lower tension (between 8-9kg / 17.5-20lbs) and thicker strings when playing AirBadminton.

Can I play AirBadminton with traditional badminton shuttlecocks?

It is possible to play AirBadminton with existing shuttlecocks, but the game and court have been specifically developed based on the characteristics of the AirShuttle. Therefore, we recommend playing with the AirShuttle wherever possible for maximum enjoyment.

Does AirBadminton deliver the same health benefits as traditional badminton?

The data we collected during the testing and game development phase of the project confirms that AirBadminton provides the same health benefits as badminton. In fact, the physical effort required to play competitively on sand is even higher than in badminton.

What are the service rules in AirBadminton?

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 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.

Why is the net height set at 1.45m on a sand surface?

Players sink into the sand when playing on a sand surface. Research showed that by lowering the net to 1.45m, errors were reduced and rallies were extended.

Which are the different Events that can be played in AirBadminton?

AirBadminton can be played using the traditional badminton Events. However, BWF recommended Events for AirBadminton are Men's Doubles, Women's Doubles, Mixed Doubles and Triples.

Who can play AirBadminton?

AirBadminton can be enjoyed by anyone, regardless of age, ability, gender and level of experience. It is an inclusive game that can also be enjoyed by people with disabilities.

How is the triples event played?

Triples is a new fast-paced and exciting play event where good strategy and communication is key between teammates. 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.

Why play AirBadminton?

It encourages participation and excitement

It's fun and inclusive

Just one hour of badminton can burn around 450 calories


It can prevent stress

It's great for speed, strength and agility

It can reduce the risk of myopia in children

You can play it anywhere, on hard, grass or sand surfaces

It can help maintain a healthy weight

The logo for Air Badminton features a stylized white silhouette of a person in a dynamic pose, as if swinging a racket. To the right of this icon, the word "Air" is written in white, "Badminton" is in red, and the tagline "The New Outdoor Game" is in white below it.

Air Badminton
The New Outdoor Game

Badminton World Federation

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