

Speedminton Study Guide

Types of “speeders” (3 varieties)

- A slower one for recreational games
- One that reaches 200 mph for match play
- One that lights up for night play

Field of Play

- Tennis court
- Sand
- Grass
- Anywhere where there's enough space for 2 squares

Play for Doubles

- Determine who gets to serve first
- The first server gets three (3) serves
- Then the opponent serves three (3) serves
- The first serve is always from the right side of the court, and is served in a diagonal direction to the opponent's left side.
- Once the serve is returned, all players can move around and freely play the speeder.
- Once all 4 servers have served, service returns to the first server.
- An underhand serve is used inside the court and an overhead serve is used behind the back line of your court.

Scoring

- If a server faults-steps into the court on a back-line serve and doesn't get the speeder across the center line-a point is awarded to his opponent.
- If a speeder hits the ground, the player who last hit it gets a point as long as the speeder landed inside his opponent's space.
- If a speeder lands outside the playing area, the opponent of the last player to hit it gets a point. However, if a speeder is going out of bounds but is returned by a player before it hits the ground, play continues.
- If a player hits a speeder more than once on a return, his opponent gains a point.
- If a speeder hits a player, his opponent gets a point.

Winning

- The first team/player to get 16 points wins, unless his opponent has 15 at the time. Then play continues, until one player has a 2 point advantage.
- If the score is tied 15/15, service alternates after each point.
- A match consists of three wins (best of five).
- In tournament play, the losing team always has the first serve to start the game.