

Campus Recreation Intramural Sports Badminton Rules

NO ID, NO PLAY, NO EXCEPTIONS!

\* **All final decisions will be made at the discretion of the Intramural Sports Assistant\***

1. **Equipment:**

* Competitors are required to use the rackets and shuttlecocks provided by the Campus Recreation Intramural Sports Program.

1. **START OF PLAY**

* Before starting the game, the opponents toss a coin with the winner choosing:

-to serve first/to receive first, or the side

-In subsequent games, the winning side serves first.

1. **SCORING**

* A player must be serving to score points. When the server commits a fault his/her turn of service is over. When the receiver commits a fault the server is given a point.
* A game shall consist of 11 points. There is no need to win by 2points.
* A match consists of 2 out of 3 games (unless stated otherwise by Intramural Sports Staff prior to the start of the tournament).

-Players change sides after each game.

1. **SERVES**

* The first serve of the game is always made from the right side of the court.
* A player continues to serve (alternating service courts) as long as a player scores points.
* If the server completely misses the shuttle on the serve the server may re-serve.
* A serve may not be delivered until the receiver is ready. If the receiver attempts to return the serve, the receiver is to have been considered ready.
* During the serve, it is a fault if:

-The shuttle is contacted above the server’s waist or the racket head is above any part of the hand.

-The shuttle does not fall into the diagonally opposite service court.

-Some part of both feet of the server and receiver are not in contact with the appropriate court until the shuttle is contacted by the server.

1. **GENERAL PLAY**

* A shuttle falling on the line is good.
* A shuttle which touches and passes over the net is in play (including the serve).

1. **FAULTS**

* It is considered a fault if:

-The shuttle fails to pass over the net or lands outside the boundary line.

-The shuttle contacts the walls, ceiling, player or player’s clothes.

-The shuttle passes through or under the net.

-The player touches the net.

-The player reaches across the net to contact the shuttle (following through across the net is allowed).

- The shuttle is hit more than once or is momentarily caught and thrown.

-The player obstructs an opponent or invades the opponent’s court.

- A player is hit by the shuttle whether the player is standing inside or outside the court boundaries.