

These Intramural Badminton rules are based on the rules elaborated by Badminton World Federation (BWF), with modifications deemed necessary by conditions of intramural competition.

All rules listed here are in conjunction with the Intramural Sports Participant Handbook. The Intramural Sports Participant Handbook outlines additional rules and policies not found in this rules supplement.

1. Court & Equipment

- 1.1 All players must wear athletic, non-floor marking shoes.
- 1.2 The court size for singles – 44 feet long X 14 feet wide; the net is 5 feet high.
- 1.3 Birdies will be provided by Intramural Sports. Players may bring their own birdies but both players must approve.
- 1.4 Players may use their own regulation size racquets. Racquets are available for rental at the Equipment Rental desk.

2. Starting the Game

- 2.1 If a player is not ready to play by 10 minutes after the scheduled game time, the player that is ready will win by forfeit.
- 2.2 A coin toss will take place before the game starts. The winner can choose between serving first or starting play at either end of the court. The opponent can then exercise the remaining choice.
- 2.3 Play begins with the players positioned behind their end line.

3. Game Rules

- 3.1 **Scoring:** A match consists of the best of 3 games. Each game will be scored using rally scoring meaning there will be points scored after each serve. The first side to score 15 points wins the game. If the score is tied at 14, the side which gains a 2 point lead first, wins that game with a cap of 21 points. The side winning a game serves first in the next game.
 - 3.1.1 Birdies hitting a boundary line are considered in.
 - 3.1.2 A birdie may hit the net and the rally can continue if it crosses into the opponent's side.
- 3.2 **Serving:** At the beginning of the game (0-0) and when the server's score is even, the server serves from the right side of the court. When the server's score is odd, the server serves from the left side of the court. If the server wins a rally, the server scores a point and then serves again from the alternate side of the court. If the receiver wins a rally, the receiver scores a point and becomes the new server. They serve from the appropriate side of the court – left if their score is odd, and right if it is even. The serve must travel diagonally (cross court) to be good.
 - 3.2.1 The racquet must make contact below the waist on a serve.
 - 3.2.2 A serve that touches the net and lands in the proper court is called a let serve. A re-serve is allowed but only one serve is permitted to each side until a side out occurs. A serve that is totally missed may be tried again.
- 3.3 **Changing of Ends:**

Players must change ends with their opponent after finishing the first game. If a third game is to be played, players will change ends when the leading score reaches eight (8).

4. Faults / Illegal Procedures

The procedures below will result in a fault.

- 4.1 If the birdie 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 person or dress of a player or touches any other object or person.
- 4.2 If the initial point of contact with the birdie is not on the striker's side of the net. (The striker may, however, follow the birdie over the net with the racquet in the course of a stroke.)
- 4.3 If a player touches the net or its supports with racquet, person or dress, or invades an opponent's court, over the net, with racquet or person except as permitted.
- 4.4 If a player invades an opponent's court under the net with racquet or person such that an opponent is obstructed or distracted or obstructs an opponent, that it prevents an opponent from making a legal stroke where the birdie is followed over the net.
- 4.5 If a player deliberately distracts an opponent by any action such as shouting or making gestures.
- 4.6 If the birdie is caught and held on the racquet and then slung during the execution of a stroke.
- 4.7 If the birdie is hit twice in succession by the same player with two strokes.
- 4.8 If a player is guilty of flagrant, repeated or persistent offences.
- 4.9 If, on service, the birdie is caught on the net and remains suspended on top, or, on service, after passing over the net is caught in the net.

5. Let

Let is called by the official, or by a player (if there is no official), to halt play.

- 5.1 If a birdie is caught in the net and remains suspended on top or, after passing over the net, is caught in the net, it shall be a 'let' except on service.
- 5.2 If, during service, the receiver and server are both faulted at the same time, it shall be a 'let'.
- 5.3 If the server serves before the receiver is ready, it shall be a 'let'.
- 5.4 If, during play, the birdie disintegrates and the base completely separates from the rest of the birdie, it shall be a 'let'.
- 5.5 If a decision cannot be agreed upon by the players, a 'let' shall be called.
- 5.6 A 'let' may occur following a service court error. When a 'let' occurs, the play since the last service shall not count and the player who served shall serve again.
- 5.7 If a birdie hits or lands on the basketball hoop then it will constitute a let.

6. Continuous play, misconduct, penalties

Play shall be continuous from the first service until the match is concluded, except as allowed in intervals not exceeding 90 seconds between the first and second games, and not exceeding 5 minutes between the second and third games.

7. Cancellations, Delays, and Defaults

- 7.1 For various reasons such as facility issues, inadequate light, or inclement weather, injuries intramural sports games may be canceled, delayed, or end in a default.
- 7.2 If time and space allows, canceled games will be rescheduled.
- 7.3 Games canceled during play will be rescheduled if the game has not yet reached an "official" game.

7.4 Games cancelled after the game is declared “official” will end with the score remaining final and no reschedule will be made.

7.4.1 The standards leading to the declaration of an “official” game are outlined in the rules of each sport.

7.5 A default is a game that is not played as a result of one of the teams not being able to field the minimum number of participants required to start the game. The game is recorded as a loss but is not considered a forfeit.

7.6 A default will NOT result in lower sportsmanship.

7.6.1 Teams that default will receive a sportsmanship score of five.

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