

Badminton Rules

GAMES WILL BE PLAYED ACCORDING TO THE BADMINTON WORLD FEDERATION RULE BOOK UNLESS OTHERWISE NOTED IN THE FOLLOWING RULES.

Changes from last year's rules are indicated by a gray highlight.

RULE 1 – COURT AND EQUIPMENT

SECTION 1 – THE COURT

Article 1. All matches will be played on the UREC Badminton courts located in the Sports Forums.

Article 2. The court shall be a rectangle marked out with lines no wider than 2 inches.

Article 3. The lines marking out the court shall be easily distinguishable and colored white.

Article 4. All the lines shall form part of the area which they define.

Article 5. The posts shall be approximately 5 feet in height from the surface of the court and shall remain vertical when the net is strained as provided in Rule 1, Article 10.

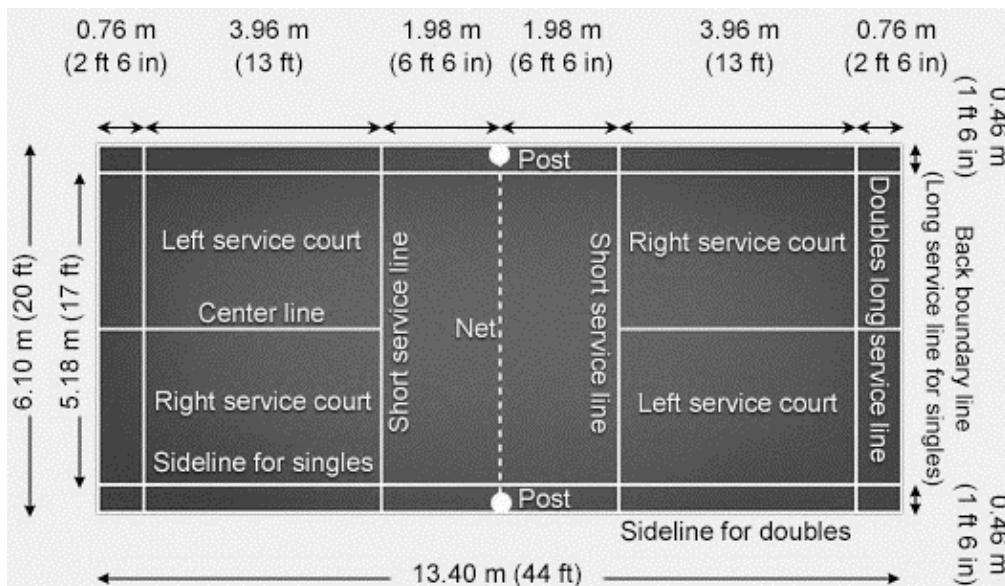
Article 6. The posts shall be placed on the doubles side lines (see diagram) irrespective of whether singles or doubles is being played. The posts or its supports shall not extend into the court beyond the side lines.

Article 7. The net shall be made of fine cord and even thickness with a mesh of not less than $\frac{1}{2}$ inch and not more than $\frac{3}{4}$ inch.

Article 8. The net shall be approximately 30 inches in depth and approximately 20 feet in length.

Article 9. The top of the net shall be edged with white tape doubled over a cord or cable running through the tape. This tape shall rest upon the cord or cable. The cord or cable shall be stretched firmly, flush with the top of the posts.

Article 10. The top of the net from the surface of the court shall be approximately 5 feet at both the center of the court and the side lines.



SECTION 2 – EQUIPMENT

Article 1. Provided Equipment

Shuttles and rackets will be provided by UREC. Participants are required to check out their equipment from the UREC Equipment Center prior to each match. The shuttles provided by UREC shall be used in every Intramural Badminton contest.

Article 2. Required Equipment

Participants are required to wear closed-toed, athletic shoes that do not mark or damage the court's playing surface.

Article 3. Prohibited Equipment

Participants are not permitted to wear any jewelry while participating in Intramural Sports activities. Medical alert bracelets/necklaces are permitted and must be taped to the body.

Article 3. Optional Equipment

Participants may bring their own rackets given that they meet the following specifications:

1. The frame shall not exceed 27 inches in overall length and 10 inches in overall width.
2. The stringed area:
 - a. Shall be flat and consist of a pattern of crossed strings either alternately interlaced or bonded where they cross. The stringed pattern shall be generally uniform and, in particular, not less dense in the center than in any other area;
 - b. Shall not exceed 12 inches in overall length and 9 inches in overall width.
3. The racket shall be free of attached objects and protrusions, other than those used solely and specifically to limit or prevent wear and tear, or vibration, to distribute weight, or to secure the handle by cord to the player's hand, and which are reasonable in size and placement for such purposes.
4. The racket shall be free of any device that makes it possible for a player to change materially the shape of the racket.

NOTE: The Intramural Sports staff shall rule on any question of whether any racket or other player equipment complies with the specifications.

RULE 3 – TEAM COMPOSITION AND BEGINNING THE GAME

Article 1. Minimum Player Requirement

In doubles, a team will need at least one player on the roster and present at the scheduled match time in order to start a match. Each doubles team shall designate a captain to act as the team's representative.

Article 2. Rosters

All participants must be listed on the official team roster prior to their participation in any Intramural Sports activity. Roster provisions are outlined in the Intramural Sports Manual, which can be found on the UREC – Intramural Sports website.

Article 3. Captain's Choice

If, at game time, one team has not met the minimum player requirement and their opponents have, the Captain's Choice rule will go into effect. Captain's Choice provisions are outlined in the Intramural Sports Manual, which can be found on the UREC – Intramural Sports website.

Article 4. Coin Toss

Before play commences, a coin toss shall be conducted and the side winning the toss shall have the following choices:

1. Serve or receive first; OR
2. Start play at one end of the court or the other.

The side losing the coin toss will have the remaining choice.

RULE 4 – SCORING

Article 1. Match

A match shall consist of the best of three games.

Article 2. Game

A game shall be won by the side which first scores 21 points.

EXCEPTION: If the score becomes tied at 20 points, the side which first gains a two-point lead shall win that game.

EXCEPTION: If the score becomes tied at 26 points, the side to first score the 27th point shall win that game.

Article 3. Rally Scoring

The side winning a rally shall add a point to its score. A side shall win a rally if the opposing side commits a “fault” or the shuttle ceases to be in play because it touches the surface of the court inside the opponent’s court.

Article 4. Change of Ends

Players shall change ends:

1. At the end of the first game;
2. At the end of the second game (if there is to be a third game); and
3. In the third game when a side first scores 11 points.

The side winning a game shall serve first in the next game. If the ends are not changed as indicated here, players/teams shall change ends as soon as the mistake is discovered and when the shuttle is not in play. The existing score shall stand.

RULE 5 – TIMING

Article 1. Duration of a Match

Matches will be scheduled in 45-minute intervals, but there will be no time limit to the duration of matches.

Article 2. Time-Outs

There will be no team time-outs at any point during the match. Any player may call time-out for an object coming onto the playing surface, an injury, or any other extenuating circumstance. The Intramural Sports staff will be the final authority on whether or not a request for a time-out is granted.

RULE 5 – SERVICE

Article 1. In a correct service:

1. Neither side shall cause undue delay to the delivery of the service once the server and the receiver are ready for the service;
2. On completion of the backward movement of the server’s racket head, any delay in the start of the service shall be considered to be an undue delay;
3. The server and the receiver shall stand within diagonally opposite service courts without touching the boundary lines of these service courts;
4. Some part of both feet of the server and the 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;
5. The server’s racket shall initially hit the base of the shuttle;
6. The whole shuttle shall be below the server’s waist at the instant of being hit by the server’s racket. The waist shall be considered to be an imaginary line around the body, level with the lowest part of the server’s bottom rib;
7. The racket head and the racket shaft shall be pointing in a downward direction at the instant of hitting the shuttle;

8. The movement of the server's racket shall continue forward from the start of the service until the service is delivered;
9. The flight of the shuttle shall be upward from the server's racket to pass over the net so that, if not intercepted, it shall land in the receiver's service court (i.e., on or within boundary lines); and
10. In attempting to serve, the server shall not miss the shuttle.

Article 2. Once the players are ready for the service, the first forward movement of the server's racket head shall be the start of the service.

Article 3. Once started, the service is delivered when the shuttle is hit by the server's racket or, in attempting to serve, the server misses the shuttle.

Article 4. The server shall not serve before the receiver is ready. However, the receiver shall be considered to have been ready if a return of the service is attempted.

Article 5. In doubles, during the delivery of service, the partners may take up any positions within their respective courts which do not block the sight of the opposing server or receiver.

RULE 6 – SINGLES

SECTION 1 – SERVING AND RECEIVING

Article 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.

Article 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.

SECTION 2 – ORDER OF PLAY AND POSITION ON COURT

Article 1. In a rally, the shuttle may be hit by the server and the receiver alternately, from any position on that player's side of the net, until the shuttle ceases to be in play.

SECTION 3 – SCORING AND SERVING

Article 1. If the server wins a rally, the server shall score a point. The server shall then serve again from the alternate service court.

Article 2. If the receiver wins a rally, the receiver shall score a point. The receiver shall then become the new server.

RULE 7 – DOUBLES

SECTION 1 – SERVING AND RECEIVING COURTS

Article 1. A player of the serving side shall serve from the right service court when the serving side has not scored or has scored an even number of points in that game.

Article 2. A player of the serving side shall serve from the left service court when the serving side has scored an odd number of points in that game.

Article 3. The player of the receiving side who served last shall stay in the same service court from where he/she served last. The reverse pattern shall apply to the receiver's partner.

Article 4. The player of the receiving side standing in the diagonally opposite service court to the server shall be the receiver.

Article 5. The players shall not change their respective service courts until they win a point when their side is serving.

Article 6. Service in any turn of serving shall be delivered from the service court corresponding to the serving side's score, except as provided in Rule 8.

SECTION 2 – ORDER OF PLAY AND POSITION ON COURT

Article 1. After the service is returned, in a rally, the shuttle may be hit by either player of the serving side and either player of the receiving side alternately, from any position on that player's side of the net, until the shuttle ceases to be in play.

SECTION 3 – SCORING AND SERVING

Article 1. If the serving side wins a rally, the serving side shall score a point. The server shall then serve again from the alternate service court.

Article 2. If the receiving side wins a rally, the receiving side shall score a point. The receiving side shall then become the new serving side.

SECTION 4 – SEQUENCE OF SERVING

Article 1. In any game, the right to serve shall pass consecutively:

1. From the initial server who started the game from the right service court,
2. To the partner of the initial receiver,
3. To the partner of the initial server,
4. To the initial receiver,
5. To the initial server and so on.

Article 2. No player shall serve or receive out of turn or receive two consecutive services in the same game except as provided in Rule 8.

Article 3. Either player of the winning side may serve first in the next game, and either player of the losing side may receive first in the next game.

RULE 8 – SERVICE COURT ERRORS

Article 1. A service court error has been made when a player:

1. Has served or received out of turn; or
2. Has served or received from the wrong service court.

If a service court error is discovered, the error shall be corrected and the score shall stand.

RULE 9 – FAULTS

Article 1. It shall be a "fault:"

1. If a service is not correct (Rule 5, Article 1);
2. If, in service, the shuttle:
 - a. Is caught on the net and remains suspended on its top;
 - b. After passing over the net, is caught in the net; or
 - c. Is hit by the receiver's partner.
3. If in play, the shuttle:
 - a. Lands outside the boundaries of the court (not on or within the boundary lines);
 - b. Fails to pass over the net;
 - c. Touches the ceiling or side walls;
 - d. Touches the person or dress of a player;
 - e. Touches any other object or person outside the court;
 - f. Is caught and held on the racket and then slung during the execution of a stroke;
 - g. Is hit twice in succession by the same player. However, a shuttle hitting the head and the stringed area of the racket in one stroke shall not be a "fault;"
 - h. Is hit by a player and the player's partner successively; or

- i. Touches a player's racket and does not travel toward the opponent's court.
4. If in play, a player:
 - a. Touches the net or its supports with a racket, person, or dress;
 - b. Invades an opponent's court over the net with racket or person except that the striker may follow the shuttle over the net with the racket in the course of a stroke after the initial point of contact with the shuttle is on the striker's side of the net;
 - c. Invades an opponent's court under the net with racket or person such that an opponent is obstructed or distracted;
 - d. Obstructs an opponent, i.e., prevents an opponent from making a legal stroke where the shuttle is followed over the net; or
 - e. Deliberately distracts an opponent by any action such as shouting or making gestures.
5. If a player is guilty of flagrant, repeated, or persistent offenses under Rule 12.

RULE 10 – LETS

Article 1. "Let" shall be called by a player to halt play when it occurs.

Article 2. It shall be a "let" if:

1. The server serves before the receiver is ready;
2. During service, the receiver and the server are both faulted;
3. After the service is returned, the shuttle is:
 - a. Caught on the net and remains suspended on its top, or
 - b. After passing over the net is caught in the net;
4. During play, the shuttle disintegrates and the base completely separates from the rest of the shuttle;
5. In the opinion of the Intramural Sports staff, play is disrupted or a player of the opposing side is distracted by team personnel;
6. Any unforeseen or accidental situation has occurred.

Article 3. When a "let" occurs, play since the last service shall not count and the player who served last shall serve again.

RULE 11 – SHUTTLE NOT IN PLAY

Article 1. A shuttle is not in play when:

1. It strikes the net or post and starts to fall toward the surface of the court on the striker's side of the net;
2. It hits the surface of the court; or
3. A "fault" or "let" has occurred.

RULE 12 – CONTINUOUS PLAY, MISCONDUCT, AND PENALTIES

SECTION 1 – CONTINUOUS PLAY

Article 1. Play shall be continuous from the first service until the match is concluded, except as allowed in Rule 12, Section 2 and Rule 12, Section 3.

SECTION 2 – INTERVALS

Article 1. Intervals between the end of a point and the next service shall not exceed 60 seconds.

Article 2. Intervals between games shall not exceed 2 minutes.

SECTION 3 – SUSPENSION OF PLAY

Article 1. When necessitated by circumstances not within the control of the players (inclement weather, building evacuation, etc.), the Intramural Sports staff may suspend play for such a period as he/she may consider necessary.

Article 2. Under special circumstances, the Intramural Sports staff may instruct players to suspend play.

Article 3. If play is suspended prior to the leader reaching 11 points in the second game of the match, the match will be cancelled and it will not be rescheduled.

Article 4. If play is suspended while the leader has reached 11 points or more in the second game of the match, the score will stand as it is and it will be considered final.

EXCEPTION: In the playoffs, if play is suspended and the result is that which is outlined in Rule 12, Section 3, Article 4, the existing score will stand the match shall be resumed from that point at a later date.

SECTION 4 – PLAYER CONDUCT

Article 1. A player shall not:

1. Deliberately cause delay in, or suspension of, play;
2. Deliberately modify or damage the shuttle in order to change its speed or its flight;
3. Behave in an offensive manner; or
4. Be guilty of misconduct not otherwise covered by these rules.

RULE 13 – OFFICIALS AND APPEALS

Article 1. All Intramural Badminton matches shall be self-officiated.

Article 2. The Intramural Sports staff member on duty shall mediate all disagreements between players and teams and his/her decisions on those matters shall be final.