



INTRAMURAL BADMINTON TOURNAMENT RULES

1. The Game
 - a. All participants are subject to the Eligibility Rules, listed in the ASI Intramural Sports Participant Handbook.
 - b. The Players
 - i. Each team shall consist of two team members. A minimum of two players must be present to start at game time.
 - c. Manager Meeting
 - i. Prior to the start of the match, a meeting between the two team managers and the officials will take place. They will discuss rules and regulations, which the manager must relay back to the team. Managers will play rock-paper-scissors to determine who gets first possession.
 - d. Team Spokesman
 - i. The team manager is the only person who may address the officials and is the spokesperson for the team
 - e. The Court
 - i. Games will take place in the Multi-Activity Center (MAC), located in the Recreation Center
2. Equipment/Dress Code
 - a. Uniform
 - i. Players must check their schedules to know which color shirt to wear. If there is any doubt, bring both colors.
 - ii. The home team wears white, and the away team wears dark
 - iii. No grey or yellow shirts may be worn. If these colors are worn, a technical foul will be given. However, if every member of a team has the same uniform they will be allowed to play at the discretion of the Intramural Sports Supervisor.
 - b. Jewelry
 - i. No jewelry is allowed. If a player has jewelry on during the game, it is a point for the other team.
 - c. Dress Code
 - i. Closed-toed shoes must be worn at all times during play.
 - ii. Athletic attire must be worn at all times during play.
3. Fouls and Penalties
 - a. Service Court Errors
 - i. A service court error has been made when a player:
 1. Has served out of turn
 2. Has served from the wrong service court
 3. Was prepared to receive the service and it was delivered while standing in the wrong service court

- ii. When a service court error has been made and the error is discovered before the next service is delivered, it is a “let.” However, if only one side was at fault and lost the rally, the error shall not be corrected
- iii. If a service court error is made and is not discovered before the next service is delivered, the error shall not be corrected
- iv. If there is a “let” because of a service court error, the rally is replayed with the error corrected
- v. If the service court error is not to be corrected, game play shall proceed without changing the players’ new service courts (nor, when relevant, the new serving order)

b. Faults

i. It is a fault:

- 1. If a service is not correct
- 2. If, after passing over the net on service, the shuttle is caught in or on the net
- 3. If, during play, the shuttle:
 - a) Lands outside the boundaries of the court
 - b) Passes through or under the net
 - c) Fails to pass the net
 - d) Touches the roof, ceiling, or side walls
 - e) Touches the person or dress of a player
- 4. If, when in play, the initial point of contact with the shuttle is not on the striker’s side of the net. The striker may, however, follow the shuttle over the net with the racket in the course of a stroke
- 5. If, when the shuttle is in play, a player:
 - a) Touches the net or its support with a racket, person or dress
 - b) Invades an opponent’s court under the net with racket or person such that an opponent is obstructed or distracted
 - c) Deliberately distracts an opponent by any action such as shouting or making gestures
- 6. If, during play, the shuttle is:
 - a) Caught, held on the racket, and slung during the execution of a stroke
 - b) Hit twice in succession by the same player with two strokes. A double hit by one with one stroke is not a fault.
 - c) Hit by a player and the player’s partner, successively
 - d) Touches a player’s racket and continues toward the back of that player’s court

c. Lets

- i. A “let” is called to halt play
- ii. A let may be given for any unforeseen or accidental occurrence
- iii. If a shuttle, after passing over the net, is caught in or on the net, it is a let except during service
- iv. If the server serves before the receiver is ready, it is a let
- v. When a let occurs, the play following the last service shall not count, and the player who served shall serve again

d. Zero Tolerance Policy

- i. There is **no** alcohol or drugs allowed at ASI Intramural Sports games. If a player or fan is caught under the influence, they will be ejected immediately and disciplinary action may follow. If an Intramural Sports Supervisor feels that there is a threat to participant safety or suspects that a team might be under the influence, they are required to stop the game immediately. If there is no proof of substance use, the game will be rescheduled for another time.

4. Badminton Rules

a. Game Length

- i. Each match in pool play is played one game to 11 points. In ASI Intramural Sports Badminton, a game may not end in a tie. A game is won by the first side to score 11 points.
- ii. In tournament play, matches will be best two out of three games. The first two games will play to 11 points. The third game will play to eight points.

b. Scoring

- i. Rally Scoring: Points may be scored while on serve or receive
- ii. Pool Party: A game is won when the first player scores 11 points
- iii. Tournament Play Scoring: A game is won when the first player scores 11 points or eight points in the third game

c. Tournament Team Selection

- i. Of the six pools, the winner from each pool will be selected to the tournament, as well as two wildcard teams. The wildcard teams will be the two teams with the best record that did not win their group.
- ii. In the case of two or more teams having tied records for winning their pool or for a wildcard spot, the tie breaker will be:
 1. Head-to-head
 2. Point differential
 3. Coin Toss

d. Commencing Play

- i. Before commencing play, the opposing players play rock-paper-scissors, and the winning player has the choice of service or picking a receiving side
- ii. The player losing rock-paper-scissors shall receive the remaining choice
- iii. Tournament Scoring: The loser of the opening rock-paper-scissors will have the choice of service or pick a side for the second set. The players will automatically switch sides.

e. Change of Ends

- i. Players shall change ends:
 1. At the end of each game
 2. In the third game when the leading player reaches four (4) points. If the players fail to change ends at four (4) points, they shall do so immediately when the mistake is discovered, and the existing score shall stand.

f. Service

- i. The server and the receiver shall stand diagonally without touching the boundary lines of the service court. Both feet of the server and the receiver must remain in contact with the ground in a stationary position until the serve is delivered.
- ii. The server's racket shall initially hit the base of the shuttle while the whole of the shuttle is below the server's waist. There are no overhand serves

allowed. The head of the racket must be discernibly below the server's hand holding the racket.

- iii. The movement of the server's racket must continue forward after the start of the service until the service is delivered
- iv. The flight of the shuttle shall be upwards from the server's racket to pass over the net, so that if not intercepted, it falls in the receiver's service court
- v. The server shall not serve before the receiver is ready, but the receiver shall be considered to have been ready if a return of service is attempted
- vi. The service is considered delivered if the shuttle is hit by the server's racket and the shuttle lands on the floor. Note: It is not a fault if the server, in attempting the serve, misses the shuttle. However, if the shuttle is touched by the racket, the service is considered to have been delivered.

g. Singles Service

- i. The players shall serve from, and receive in, the service court on the right when the server has scored an even number of points in that game or when the server has not scored at all
- ii. The players shall serve from, and receive in, the service court on the left when the server has scored an odd number of points in that game
- iii. The shuttle is hit alternately by server and receiver until a fault is made or the shuttle ceases to be in play