



## INTRAMURAL BADMINTON LEAGUE RULES

1. The Game
  - a. All participants are subject to the Eligibility Rules, listed in the Intramural Sports Participant Handbook.
  - b. The Players
    - i. For singles, each team shall consist of one player.
    - ii. For doubles, each team shall consist of two players. 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 official 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 Spokesperson
    - i. The team manager is the only person who may address the official 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.
  - f. Player Restrictions
    - i. Participants may only play on one team per gender league (i.e.: one men's/women's league and one co-rec league). If a women's or men's respective gender league folds due to an insufficient amount of teams or is not offered, the participant will be allowed to play on two Co-Rec teams in separate divisions. This is the only time a player may play in multiple divisions within a sport (i.e.: Men's D2 and Men's D3, or Co-Rec D2 and Co-Rec D3).
    - ii. If an IFC Division is offered, men may play in either the IFC or Men's Division, but not both. If a PanHellenic league is offered, women may play in either the PanHellenic or Women's Division, but not both.
    - iii. Club sport players are only allowed to play in Division 1, unless the highest division offered is Division 2. There may only be two club players on the court at a time, but there is no limit to the number of club players on a team.
    - iv. Intercollegiate athletes may not participate in an ASI Intramural Sport similar to their Cal Poly sport until a minimum of three academic quarters (not including summer) after they have been on their Cal Poly sport's active roster. They are, however, eligible to play an ASI Intramural Sport other than the sport they play for Cal Poly.
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 Sport Supervisor.
  - b. Jewelry
    - i. No jewelry is allowed. If a player has jewelry on during the game it is a side out or 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. Co-Rec Rules
  - a. All Co-Rec games must abide by the N+1 rule. There may only be a difference of one between the number of men and women players on the field at a time.
- 4. 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 distracted 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. 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.

## 5. Badminton Rules

- a. Game Length
  - i. The match will continue until one team has won two of three games.
  - ii. Due to time constraints, all matches will be scheduled for no longer than their hour time block
  - iii. The winner of the game does not have to win by two points. Therefore, a game may end 15-14.
- b. Scoring
  - i. A game shall consist of 15 points. A match will consist of a best of three games. The winner is determined by winning two games in a match.
  - ii. A player must be serving to score points. If the server commits a fault, their turn of service is over. When the receiver commits a fault, the server is given a point.
- c. Substitutions
  - i. Substitutions may be made at the end of every game during the match.
  - ii. In Co-Rec, a male may not substitute for a female and vice versa.
- d. Serving
  - i. In singles play: a player continues to serve, alternating service courts, as long as the player scores points.
  - ii. In doubles play: Only one player does the serving before the service is awarded to the other side.

1. After the first service, both players on a side serve or both players have a serve in each inning.
  2. At the beginning of a game or beginning of an inning, the service is always taken first from the right hand service court.
- iii. If the server completely misses the shuttle on the serve, the server may serve again.
  - iv. A serve may not be delivered until the receiver/receiving side is ready. If the receiver attempts to return the serve, the receiver is to have been considered ready.
- e. Change of Ends
- i. Players will change sides after each game. In the third game, players will change sides when the leading score reaches eight.
- f. Rule Enforcement
- i. All matches will be supervised by an Intramural Sports Supervisor.
  - ii. Rules will be enforced primarily by the honor system. Players will be expected to rule whether or not a hit was legal or if they were legally eliminated from the point.
  - iii. The Intramural Sports Supervisor's responsibility will be to rule on any situation in which teams cannot agree. A team may appeal to the Intramural Sports Supervisor if they feel a player has violated any rule. The supervisor's decision is final.