

Badminton

ELIGIBILITY

All participants must have an active WRC membership, Intramural Sports Play Pass, and show their UNI or Government issued ID prior to each contest. Eligibility status is the responsibility of each individual participant and the Team Captain.

SERVICE

- 1.1 Choice of ends and service is decided by spinning the racket and calling if the logo is either facing up or down.
- 1.2 The server is allowed only one trial to put the shuttle into play.
- 1.3 The serve must be delivered into the diagonal service court and within its boundaries to be a legal serve.
- 1.4 One part of both feet of the server must be in stationary contact with the floor until the bird is contacted during the service. The feet of the server must also be within the boundaries of the service court.
- 1.5 The server may not serve until his/her opponent is ready. The opponent shall be deemed ready if a return of the service is attempted.
- 1.6 The shuttle at the instant of being struck cannot be higher than the server's waist and no part of the racquet head may be above the server's hand holding the racquet.
- 1.7 The receiver may not move his/her feet during the service until the server has contacted the bird.
- 1.8 The service is made from the right service court whenever the server's score is an even number (0,2,4 etc.). The service is made from the left service court whenever the server's score is an odd number (1,3,5 etc.).

SCORING

- 2.1 A match consists of winning two out of three games.
- 2.2 Games are played to 21 points with rally scoring. In a 21 point game, if the score becomes tied at 19-19, the player scoring 19 points first can elect to continue and finish the game to 21 points (no set), or he can elect to play 5 more points to finish the game (set). At 20 all, the first to reach 20 has the choice of finishing the game to 21, or "setting" the game at 3. A PLAYER DOES NOT HAVE TO WIN BY 2 POINTS.
- 2.3 Players must change sides of the court after each game. If a third game is required, players will switch courts again at what is considered the half-way point: immediately after a player reaches 8 points.

FAULTS

- 3.1 A fault (loss of service for the serving side or loss of point for the receiving side) results when: A. Service is illegal.
- 3.2 Service or played shot lands outside the specified court or passes through or under the net.
- 3.3 A server or receiver is standing outside of the proper court upon delivery of the service.
- 3.4 The server or receiver steps forward, lifts, or drags a foot during the delivery of the serve.
- 3.5 The server misses the shuttle in attempting to serve.
- 3.6 A player reaches over the net to contact a shuttle.
- 3.7 A player touches the net with the racquet or any part of the body while the shuttle is deemed to be in play.
- 3.8 A player touched the bird twice in one swing.
- 3.9 A player fails to return the shuttle to the opponent's proper court.
- 3.10 A player prevents an opponent from making a legal stroke where the shuttle is followed over the net.

COURT MANNERS

- 4.1 Before starting, the server makes sure the opponent(s) are ready.
- 4.2 Line decisions are made and called out by the receiving side.
- 4.3 It is up to the player who makes a faulty shot to immediately call a fault.

DOUBLES PLAY

- 5.1 The first serve is always started from the right court whenever a team acquires the service. The serve order follows a sequence of one partner serving until he/she loses the serve because of a fault. The team then exchanges with the receiving team. The server will alternate service courts each time a point is made or until the serve is lost.
- 5.2 Only the person that served may return the shuttle.
- 5.3 A fault is called when the server's partner insights the server.
- 5.4 A fault is called when the shuttle is hit by a player and the player's partner successively.

Questions or concerns regarding the rules and regulations should be directed to imsports@uni.edu