

## 2009-2010 Intramural Badminton Rules

Badminton is a game between two players or a team of doubles hitting a light, feathered shuttlecock with a racquet over a central net.

### **GENERAL INFORMATION**

1. All Intramural Badminton games are played in Gym 3 located in the ARC. All participants must have their University of Illinois Student Identification Card (I-card) with them at all times.
2. The participants are required to sign the scorecard at the end of each game. The participants are responsible for all information in the Intramural Policies and Procedures Manual.
3. Teams should complete the scorecard with first and last names of all players, and be warmed up and ready to play as soon as the previous game ends on their field.
4. A badminton match is played as the best-of-three games. The games will be rallying scoring where 15 points wins the game. There is no win by two. First to 15 wins.
5. A coin toss decides who is to serve first and which side of the net a player will initially defend.

### **Service**

- The shuttle must be hit below the server's waist with the racquet head below the server's hand, and the server must have part of both feet stationary in contact with the ground. The shuttle then must fall within the receiver's service court to be deemed legal.
- A shuttle on the line is "in". The server and receiver stand in the diagonally opposite service courts (always right hand at the start of the game) but therefore players may move anywhere on their side of the net. The server must obey laws designed to force underhand delivery of the serve, and the receiver must stand still until the service is struck.

### **General play**

- Once the shuttle is in play, the point continues with players attempting to hit the shuttle back and forth across the net. A side wins the rally by hitting the shuttle to the floor on the opponent's side of or if the opponent fails to keep the shuttle in play.
- The shuttle is declared out of play if it fails to cross the net, lands out of the court or hits the ceiling of the venue or any other obstruction in the gym.
- A rally is lost if the shuttle is hit into the net, or over the net but outside of the opponent's court. A rally is also lost if the shuttle touches the player's clothing or body, or if it is hit before it crosses over the net.

- Players change ends at the end of a game and when the leading score reaches 8 in a game of 15 points in the third game. A three minute interval is allowed prior to any third game.

**Note:**

- A shuttle that lands on a line is in bounds.
- A player may let his racquet cross over the net in his or her follow-through on a shot.
- A shuttle may hit the net on a serve as long as it then lands within the opponent's service court, otherwise it is a fault.
- If a shuttle should get caught on top of the net or in the net, having passed over the net during play, a let is called and the rally replayed, except on service when a fault is called.
- A fault is called if a player swings and misses while serving.
- Players are guilty of a fault if they deliberately distract an opponent by shouting or making gestures.