



# UC MERCED INTRAMURAL SPORTS

## BADMINTON RULES

### I. INTRAMURAL POLICIES AND PROCEDURES

#### A. ELIGIBILITY

1. **Checking ID's:** Each player must show the appropriate identification card prior to each contest (Cat card).

#### B. FORFEITS:

1. A team not ready to play (or failing to appear) at the designated day, time, and location of the scheduled contest will forfeit that contest.
2. A team may waive the right to forfeit and wait for the opposing team to arrive.
  - If a team decides to wait the 10 minutes for the opposing team to show they **must wait the entire 10 minutes**.
  - If 10 minutes after the scheduled game time passes, and the minimum number of players required to play for the opposing team has not arrived, the team present **must accept** the forfeit.
  - Should the opposing team arrive before the 10-minute time limit, the contest shall be played. The time lost shall not be made up.
  - If a team waives their right to a win by forfeit, and the match begins, that team cannot rescind their decision and take the forfeit.
  - If at game time neither teams have the minimum number required to play the officials will wait 10 minutes to see if either or both teams acquire enough participants to play or accept the forfeit.

### II. SPORT RULES

#### A. MATCHES:

Each match (singles and doubles) is played to the best of three games. In Intramural badminton, a game cannot be set. A game is won by the first side to score 121points, win by 2 with a cap at 30 points

#### B. COMMENCING PLAY:

1. Before commencing play, the opposing sides shall spin the racket, and the side winning the pin shall have the option of:
  - a. To serve or receive first; or
  - b. To start play at one end of the court or the other.
  - c. The side losing the toss shall exercise the remaining choice.

#### C. SCORING:

1. The opposing sides shall play until one side wins two of three games.
2. Scoring is point per serve/ rally score
3. A game is won by the first side to score 21 points. A team must win by two

points to win a game. (capped at 30 points)

4. The side winning a game serves first in the next game.

#### **D. CHANGE OF ENDS:**

1. Players shall change ends:
  - a. at the end of the first game,
  - b. prior to the beginning of the third game, and
  - c. in the third game when the leading score reaches 11 points.
- d. If the players fail to change ends at 11 points during the third game, they shall do so immediately when the mistake is discovered, and the existing score shall stand.

#### **E. SERVICE:**

1. The server and the receiver shall stand within diagonally opposite courts without touching the boundary lines of these service courts. Some part of both feet of the server and the receiver must remain in contact with the surface of the court in a stationary position until the serve is delivered.
2. The server's racket shall initially hit the base of the shuttle while the whole of the shuttle is below the server's waist.
3. There are no overhand serves in badminton. The head of the racket must be discernibly below the server's hand holding the racket.
4. The movement of the server's racket must continue forwards after the start of the service until the service is delivered.
5. 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.
6. 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.
7. The service is delivered when, once started, the shuttle is hit by the server's racket of 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. DOUBLES SERVICE:**

1. At the start of the game, and each time a side gains the right to serve, the service shall be delivered from the right service court.
2. Only the receiver shall return the service. It is a fault if the shuttle touches or is hit by the receiver's partner.
3. Service Courts
  - a. The player who serves at the start of the game shall serve from, or receive in, the right service court when that player's side has not scored or has scored an even number of points in that game and the left service court otherwise.
  - b. The player who receives at the start of any game shall receive in, or serve from, the right service court when that player's side has not scored or has scored an even number of points in that game and the left service court otherwise.
  - c. The reverse pattern applies to partner.
4. The right to serve passes consecutively from the initial server in any game to the initial receiver in that game, and then consecutively from that player to that player's partner and then to one of the opponents and then the opponent's partner, and so on.

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

#### **H. SERVICE COURT ERRORS:**

1. A service court error has been made when a player:
  - a. has served out of turn,
  - b. has served from the wrong service court, or
  - c. standing in the wrong service court was prepared to receive the service and it has been delivered.
2. When a service court error has been made, then,
  - a. if the error is discovered before the next service is delivered, it is a “let” unless only one side was at fault and lost the rally, in which case the error shall not be corrected.
  - b. if the error is not discovered before the next service is delivered; the error shall not be corrected.
3. If there is a “let” because of a service court error, the rally is replayed with the error corrected.
4. If a service court error is not to be corrected, play in that game shall proceed without changing the players’ new service courts (nor, when relevant, the new serving order).

#### **I. FAULTS:** 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, in 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, or
  - 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 supports with racket, person, or dress, or
  - b. invades an opponent’s court under the net with racket or person such that an opponent is obstructed or distracted, or
6. if, in play, a player deliberately distracts an opponent by any action such as shouting or making gestures.
7. if, in play, the shuttle
  - a. be caught and held on the racket and slung during the execution of a stroke.
  - b. be hit twice in succession by the same player with two strokes. A double hit by one player with one stroke is *not* a fault.
  - c. be 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.

#### **J. LETS:** A ‘LET’ IS CALLED TO HALT PLAY.

1. A let may be given for any unforeseen or accidental occurrence.
2. If a shuttle, after passing over the net, is caught in or on the net, it is a let except during service.

3. If the server serves before the receiver is ready, it shall be a let.
4. When a let occurs, the play since the last service shall not count, and the player who served shall serve again.