SECTION 1. EVENT FORMAT

I. Event Overview
   A. The league will consist of a one (1) day single elimination tournament.
      i. The winner of each single elimination tournament will move on to a champions’
         tournament.
   B. Participants will be able to choose which day of the week and what time they play their
      tournament games via IMLeagues.

II. Playoff Format
   A. Once a winner is decided from each tournament, a “champions” tournament will be played to
      determine the overall intramural champion.
   B. Seeding will be based on the order in which participants complete the sign in process.

III. Location
   A. Games will be played in the Lower Net Gym in the CoRec.
   B. Once you arrive, please contact an Intramural Supervisor for your court assignment.

IV. Supervision
   A. No officials will be present.
      i. Players are responsible for making their own calls.
      ii. It is recommended that any disagreements should be determined by a replay of that point.
   B. An Intramural Supervisor will provide oversight and aid with operations of the sport.
      i. Please alert the Intramural Supervisor if assistance is needed.
      ii. ALL PARTICIPANTS MUST PRESENT THEIR ID IN ORDER TO PARTICIPATE.
      iii. GAME TIME IS FORFEIT TIME!
          a. All participants must be signed in and “ready to play” with the minimum number
             of players to avoid a forfeit.
          b. “Ready to play” includes having the proper game equipment and at the court
             ready to begin at the scheduled time.

V. Alcohol and Drugs
   A. The Division of Recreational Sports Facility Policy clearly states that:
      i. Alcohol, tobacco products, illegal drugs, firearms, and other weapons are strictly
         prohibited in DRS facilities.
      ii. Use of the facilities under the influence of alcohol or drugs is also prohibited.
   B. The Intramural Staff will strictly enforce these policies.

SECTION 2. THE GAME

I. Brief Overview
   A. Only the serving side may score a point.
      i. If the receiving side wins a given point, they win the serve but are not awarded any points.
B. Regulation racquets and shuttlecocks will be provided for play.
C. Each game will be played to 15 points, win by two.

II. The Court
A. Courts will be regulation size.
B. The badminton boundaries are marked out on the floor of the Net Gym.

![Badminton Court Diagram]

*Note: Court can be used for both singles and doubles play.*

Object II.1
Taken from www.rfans.com

III. Beginning Play
A. The Intramural Supervisor will assist teams with court assignments.
B. Captains’ Meeting
   i. Prior to the start of play, each player will be required to meet with the supervisor.
   ii. Follow the supervisor’s instructions and ask any desired rule clarifications at this meeting.
C. Determining Serve
   i. After the warm-up period, an even/odds game or rally for serve will determine the first choice.
   ii. The player winning the game shall choose one of the following options:
      a. Choose to serve or receive first.
      a. If this option is chosen, the remaining player will choose which side of the net they will begin play on.
      b. Choose which side of the net to begin play on.
         a. If this option is chosen, the remaining player will choose between serving or receiving first.
   iii. Upon completion of the even/odds game or rally point, each player will assume their respective sides and play will begin.
SECTION 3. EQUIPMENT

I. Equipment Provided
   A. Regulation racquets and shuttlecocks will need to be checked out at the equipment center.
   B. Players may use their own equipment as long as they meet the USA Badminton specifications.

II. Illegal and Required Equipment
   A. Attire
      i. Players must wear athletic shorts or pants and shirts.
      ii. Jeans are not permitted.
      iii. No jewelry, baseball hats, wristbands, watches, rings, or anything that would be considered potentially harmful may be worn.
      iv. No boots, street shoes or shoes with marking soles are permitted.

SECTION 4. PLAYERS

I. Team Composition
   A. An official team shall consist of one (1) player for singles badminton.
   B. Once the game has started, it may not be continued with fewer than the minimum number of eligible players on either team. If a team has fewer than the minimum number of eligible players due to any reason, including, but not limited to: a player being required to complete documentation due to misconduct, an injured player being attended to or no longer able to continue, the game shall be terminated and a default (result in a loss) shall be declared.

II. Substitutions
   A. Substitutions may be made up until the first round of the tournament.
   B. Once the tournament begins, substitutions may not be made.

SECTION 5. TIMING

I. Time Limit
   A. A 40 minute time limit will be enforced by the Intramural Supervisor.
   B. A five (5) minute warm-up will be given prior to the match’s official start.
   C. Should the time limit be called, points currently underway may be finished.

II. Timeouts
   A. Players will not receive any timeouts.
   B. Injury timeouts may be determined only by the Intramural Supervisor.

III. Overtime
   A. Should the overall match score and game score be tied at the time limit, a tie break is played first to five (5) points.
   B. The winning team must win by two (2) or be the first to reach eight (8) points.
   C. The player who last received will start the tiebreak with the serve.

IV. Official Game
   A. If at least one (1) game has been completed and inclement weather stops play, the game will be over and its score will be considered official.
   B. If no games have been completed and inclement weather stops play, the game will be considered cancelled.
      i. Cancelled games will not count toward playoff qualification.
      ii. Cancelled games will only be made up if time and space permits.
SECTION 6. SCORING

I. Winning the Game
   A. Matches will be best out of three (3) games.
      i. Each game will be played to 15 points.
      ii. Teams must win by two (2) points or be the first to score 20 points.

II. Points
   A. Rally scoring will be in effect.
      i. Every time there is a serve, a point is scored.
      ii. The side winning a rally adds a point to its score.
      iii. Whichever team wins the point will gain the serve.
   B. A point shall be awarded to the opposing team if
      i. The shuttle lands in the boundary lines on the player’s side of the court that an opponent’s legally struck.
      ii. Shuttles falling on the lines are considered in play and thus would result in a loss of serve.
      iii. The player unsuccessfully returns the shuttle over the net and into the proper boundaries.
      iv. A player’s body, clothing or racket touches the net while the shuttle is in play.
      v. A player reaches over the net to play a shuttle.
      vi. The shuttle is contacted twice while on their side of the court.
      vii. The shuttle contacts the ceiling.

III. Mercy Rule
   A. There will be no mercy rule scores.

IV. Forfeit Score
   A. In the event of a forfeit, a score of one (1) game to zero (0) will be given.

SECTION 7. SERVING

I. General Service Rules
   A. The first serve of each game is made from the right service court and received in the diagonal right service court – as are all serves when the server’s score is zero or an even number.
      i. If the server’s score is an odd number, the server serves from the left side of the court and to the diagonal left service court.
   B. Some part of both feet must remain in contact with the court, inside the boundary lines, until the shuttle leaves the racquet of the server.
      i. No “jump serves” are permitted.
   B. Serving Rotation
      i. If the server wins a rally, the server scores a point and then serves again from the alternate service court.
      ii. If the receiver wins a rally, the receiver scores a point and becomes the new server. They serve from the appropriate service court – left if their score is odd, and right if it is even.
   D. In singles play, servers receive only one (1) attempt to serve the shuttle. Failure you to properly do so results in a “service over” and the receiver now gains serve.
      i. It is not a fault if the server completely misses the shuttle on the serve.

II. Let Serves
   A. A serve may not be delivered until the receiver is ready. If this occurs, a let, or re-serve, is called.
B. Should a shuttle, or any other disturbance, from another court disrupt play, a let is called.

III. Illegal Serves (Faults)
   A. In singles, one (1) fault results in a “service over”.

   B. A fault occurs if:
      i. The racquet head is above hand or the shuttle is above the waist during the moment of contact on the serve.
         a. Thus, serves must be “dropped”.
      ii. The shuttle fails to pass over the net or does not land in the proper boundaries.
      iii. The server is not positioned properly within the boundaries of the service court.
         a. Feet on the boundary lines are considered faults.
      iv. Before or during the serve, any player feints or balks the opponent.
      v. The shuttle is contacted twice while on their side of the court.
      vi. The shuttle contacts the net or ceiling.

SECTION 8. SPORTSMANSHIP

I. Minimum Rating
   A. Teams must receive an average of 2.75 sportsmanship rating during league play to be eligible for the playoffs.
   B. Sportsmanship ratings will range between 0-4 with detailed explanations available in the Participant Handbook Article 9: Sportsmanship and Player Conduct.

II. Intramural Supervisor
   A. The game’s Intramural Supervisor will determine sportsmanship ratings for each of the game’s teams.

SECTION 9. PROTESTS

I. Eligibility Protests
   A. If a player is believed to be ineligible (please see our Policy and Procedure Manual Section I. Eligibility for more details), the game may be played under protest.
   B. Please contact the Intramural Supervisor to file a protest form.

II. Rule Interpretation Protests
   A. Rule interpretation questions must be declared immediately after the play in question.
   B. Rulings involving judgment MAY NOT be protested.
   C. Team captains must announce this protest to the Intramural Supervisor, and both captains will be required to fill out information on the protest form.