



Badminton

The department of University Recreation, Intramural Sports assumes no responsibility for injuries; however basic, first aid will be available.

Regulations published in the Intramural Sports Handbook will be the governing policies for all Intramural Sports. Participants are responsible for possessing a thorough understanding of these regulations and their implications.

A review of Badminton rules, along with the Intramural Sports modifications are as follows:

ELIGIBILITY AND GUIDELINES

All participants must meet the eligibility guidelines as outlined in the Intramural Sports Handbook.

PLAYERS AND ROSTERS

1. The game shall be played between two (2) teams of one (1) each for singles matches and two (2) teams of two (2) for doubles matches.
2. If, due to injuries, a team drops below the minimum number of players the game can be continued if the Supervisor believes the game is still competitive.
3. Players may play for one (1) gender singles and doubles team and one (1) co-rec doubles team.
4. Roster is limited to one (1) for singles and two (2) for doubles.

UNIFORMS AND EQUIPMENT

1. All teams are required to furnish their own jerseys.
 - a. All jerseys must be of the same color.
 - b. All jerseys must have numbers on the back.
 - i. Numbers 0-5 are preferred.
 - ii. No three digit numbers.
 - iii. Numbers may NOT be taped
 1. Numbers that are painted, sharpie, marker etc. are acceptable
2. If a participant is bleeding or has blood on their jersey they will be removed from the game until the bleeding is under control. Prior to any participants re-entering a game the bleeding must be stopped, cleaned and any cuts or lacerations must be covered. Participants will not be allowed to participate in any activity until the above conditions are met.



3. **Jewelry:** Jewelry or hard hair control devices will not be allowed. This includes but is not limited to necklaces, earrings, newly pierced earrings, facial piercing, rings, bracelets & watches. Individuals will not be allowed to tape over any jewelry item. If you cannot remove the item you cannot play.
 - a. The only type of permissible jewelry are medical alert bracelets. These bracelets must be taped down to the participant's wrist, with the important medical information showing.
4. **Shoes:** Only non-marking shoes will be allowed. Basketball style shoes are preferred.
5. **Supports, Braces, & Pads:** No casts/splints will be allowed under any circumstances. No pads or braces will be allowed above the waist. Players who wear a knee brace with exposed metal or metal hinges are required to cover it. Kneepads of a soft pliable nature will be allowed below the waist. Any player wearing illegal or dangerous equipment shall not be permitted to play. All equipment shall be subject to the approval of the Intramural Sports Staff and their decisions shall be final.
6. **Headwear:** Players may wear a one-piece elastic headband made of a soft pliable material. They may also wear knit stocking caps in cold weather. Rubber or elastic cloth bands may be used to control hair. No other headwear will be allowed. No baseball caps, bandannas (including "Do-rags") or helmets.

RULES- Singles Matches

1. The winner of a coin toss has the option of selecting one of the following: serving, receiving, or choosing the side of the table. The loser of the toss shall have a choice of the remaining alternatives.
2. Games will be decided by best two (2) out of three (3) games. A winner must score 21 points and win by two.
3. The service must touch the server's court first, then pass directly over the net, and touch the opponent's court. If the ball hits the net, passes over and lands into the opponent's court, there will be a re-serve.
4. The server will have service for five total points. The players will switch every five serves until a winner is decided. An exception is made when each player has 20 points. At this point, the serve will alternate until a player wins by two points.

RULES- Doubles Matches

1. The service shall be delivered so it touches first the server's right half court or the center line on his/her side of the net, and then, passing directly over the net, touching the receiver's right half court or center line on his/her side of the net.
2. The pair who has the right to serve shall decide which partner will serve first. The opposing pair will decide similarly and the order shall remain the same throughout the contest.
3. Each server shall serve for five (5) points. At the end of each term of service, the one who was receiving becomes the server, and the partner of the previous serve becomes the receiver.
4. The server must make a good service and the returner a good return. Then, the partner of the server shall make a good return and the order will continue to switch until a point is decided. **No player shall hit two consecutive shots in doubles play.**