



Badminton Rules

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.

Badminton is a self-officiated sport. The Intramural Sports Supervisors will have the final decision on any and all discrepancies.

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 Participants 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 player or doubles partner can no longer participate, the injured player and team will forfeit the game. It is up to the Supervisor to make any final decisions, if need be.
3. Players may play for one (1) single-gender singles or doubles team and one (1) coed 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 piece are not allowed. This includes but is not limited to necklaces, earrings, facial piercings, rings, bracelets, and watches (including fitness trackers). Individuals will be allowed to tape over any piercings.
 - a. Medical Bracelets and religious medallions may be worn during intramural sports. The bracelet or medallion must be taped and flat to the body.
4. **Shoes:** Athletic style shoes are preferred. Cleats are permitted for Intramural Sports Flag Football. NO metal cleats are permitted.
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:** No hard-billed hats (except during softball), bandanas or anything with a knot or unyielding material will not be allowed to be worn on the head during competition. Players may wear a one-piece elastic headband made of a soft, pliable material (i.e., sleeve, sweatband). Knit stocking caps will be allowed during cold weather. Rubber or cloth bands may be used to control hair. No other headwear will be allowed with exceptions for religious materials.

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 court. 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 server must make a good service and the returner a good return until a point is decided
4. Each server shall serve as long as they are winning points.
5. 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 team shall serve as long as they are winning points.
 - a. Alternating sides after each point
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.**

PARTICIPANT CONDUCT POLICY

Intramural Sports prioritizes sportsmanship by all teams, spectators, and staff. The captain is responsible for the behavior of all its team members and representatives. Everyone is expected to conduct themselves in accordance with the The Code of Student Life, University conduct standards, and policies set forth by University Recreation. Actions by team members and representatives during intramural activities that extend beyond the realm of decency will not be tolerated. Individuals violating will be suspended until meeting with the Assistant Director and/or Coordinator of Club and Intramural Sports. We will be using a "2, 3, 4" method of determining eligibility for all leagues and major tournaments. The following will be in effect for the activity's season:

- a. The accumulation of TWO (2) unsporting conduct fouls in a game will result in the ejection of the individual from the game, and procedures outlined in the "Ejections" section.
- b. The accumulation of THREE (3) total unsporting conducts fouls during an activity's season will result in the dismissal of the individual from the activity for the remainder of its season. The accumulation of Three (3) unsporting conduct by a team will result in the forfeiture of the contest
- c. The accumulation of FOUR (4) total unsporting conduct fouls by the team's individual participants during an activity's season will result in the dismissal of the team from the activity for the remainder of the season.

*Unsporting totals rollover to playoffs

PARTICIPANT CONDUCT FACTS

1. Any flagrant attempt to cause physical harm to another participant and/or staff member will result in immediate ejection and suspension from all UREC facilities and programming.
2. Any Participant Conduct will be reviewed by the Intramural Sports professional staff.