



**University of Wisconsin – La Crosse  
Recreational Sports  
Badminton  
Thursday, September 10<sup>th</sup> 2009**

**Team Captains Meeting**

Attendance at team captains meeting is MANDATORY. Any participant not represented at this meeting will not be included in the league unless joining after the start of the league.

**Entry Fee**

The entry fee must be paid by cash or check and will be accepted at the captain's meeting ONLY!!! (unless joining after start of league). Please make checks payable to UW-L Rec Sports.

**Schedules**

Scheduling for league play will be posted at <http://www.uwlax.edu/recsports/imtrack/leagues.html>

**Home Facility**

The home facility for badminton is Mitchell Hall. Please contact home facility when forfeiting.

**Questions**

Please feel free to contact Recreational Sports with any questions or concerns.

Patrick Marcoe	Graduate Assistant	785.5219
Jim Baker	Coordinator	785.5221
Rec Sports Office, 118 Mitchell Hall		785.8696

**League Play**

League will consist of 5 weeks of play. You will play once a week at your scheduled time. Please report your scores to the supervisor after your game.

**General Procedures**

1. Doubles teams may add one player to their roster. Player additions may be made at any time during the regular season. Doubles teams must have two players on the court at all times. Co-Rec doubles must have one female and one male on the court.
2. All players must check in and present their current, valid ID card to the supervisor on duty to participate.
3. Players are expected to notify the home facility if they are going to forfeit a game. Players/teams that forfeit without notice must pay a \$1.00 re-entry fee by 6:00pm the following day to continue league play. This should be turned into the Information Counter at the Recreational Eagle Center.
4. Any player/team that forfeits twice will be eliminated for the remainder of the season (including playoffs).
5. Any player that is bleeding must leave the game/match immediately. The bleeding must be stopped and the wound securely covered with a bandage before the player can continue. If there is blood on any clothing, it must be changed before the player resumes play.
6. All participants must wear non-marking shoes and a shirt.
7. It is encouraged to remove all jewelry for intramural competitions. All necklaces, rings, watches, barrettes and bracelets must be removed. Any player wishing to wear piercings may do so at their own risk, however these must be taped if visible.
8. Players are responsible for knowing all rules on the rule sheet and in the Intramural Sports Handbook and relaying that information to all players on their team (if doubles).

**Rules**

**General**

1. An ID flip will take place before the game. The winner of the ID flip has a choice of serving first, receiving first or choosing court.
2. A serve may not be delivered until the receiver is ready.
3. Some part of both feet of the server and the receiver must remain in contact with the court, inside the boundary lines, until the shuttle leaves the racket of the server.
4. A serve which touches and passes over the net and falls within the diagonal service court and a shot during a rally which touches and passes over the net and falls within the legal boundary lines are both good.
5. Shuttles falling on the lines are in bounds.
6. It is not a fault if the server completely misses the shuttle on the serve.

## Scoring

1. A match consists of the best two out of three games. Games are to 15 points. Must win by 2 points.
2. Points may be scored only by the player or the side which is serving.
3. A player continues to serve, alternating courts until they commit an error.  
Singles: On an error by the server, no points are scored and the receiver becomes the server.  
Doubles: When an error is committed by the serving side when the first server is serving, no point is scored, and the partner of the first server becomes the server. When an error is committed by the serving side when the second server is serving, no point is scored and the opposing side becomes the serving side.

## Doubles Play

1. The side serving first in the first game has only one term of service.
2. Throughout the following points each partner on each side has a turn at service.
3. Whenever a side becomes the serving side, the partner in the right hand service court serves first. The partners rotate courts only after winning a point. A player who began the game serving from the right service court should be in this court whenever the score for their side is zero or even.
4. The service court for doubles is short and wide (see diagram below). After the serve has been delivered, the court dimensions change to long and wide.

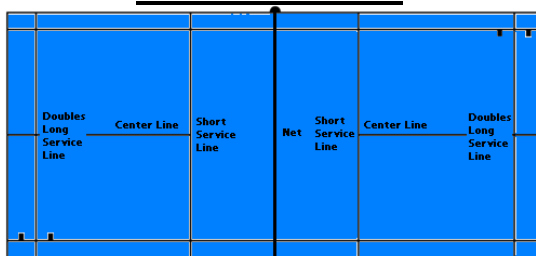
## Singles Play

1. The first serve of the 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.
2. When the server's score is odd, the serve is made from the left service court and received in the diagonal left service court.
3. The service court for singles is long and narrow (see diagram below). The court dimensions remain the same during play.

## It is a fault if:

1. during the instant the shuttle is contacted on the serve the shuttle must be above the server's waist, or the racket head above the hand.
2. during the serve the shuttle does not fall within the boundaries of the diagonal service court.
3. during the serve the feet of the server and the receiver are not within the boundaries of their respective service courts. Feet on the boundary lines are considered out of bounds.
4. during the service or rally the shuttle contact the walls, the ceiling, the player, or clothing; passes through or under the net; fails to pass the net; or does not fall within the court boundaries
5. any player reaches across the net to contact the shuttle, other than on the follow-through.
6. during play any player's body, clothing, or racket touches the net or supports
7. the shuttle is hit more than once in succession by a player or is hit in succession by partners or caught or slung when struck.
8. a player obstructs an opponent or invades an opponent's court.
9. in play, a player standing in bounds or out of bounds contacts the shuttle with any part of their body or is struck on any part of their body by the shuttle.

## Doubles Court



## Singles Court

