

## ACTIVITY RULEBOOK

**Badminton**

*Badminton is a non-contact activity, however contact and injuries are a possibility. The Intramural Sports program assumes no responsibility for injuries and all participants must electronically acknowledge/consent to the online waiver in IMLeagues prior to participating. By agreeing to the online waiver, each participant agrees to rules and policies outlined in this and all other documents provided by Intramural Sports.*

*All information in this rule book pertains to the facilitation of Badminton contests and its season administration. For questions or concerns, please contact [intramurals@uwlax.edu](mailto:intramurals@uwlax.edu).*

**REMINDER:** *all participants are encouraged to review the participant handbook and general rules overview prior to participating in each activity in which they are interested. View these documents by visiting the [“Rules” website](#).*

*UWL Intramural Sports welcomes all students and faculty/staff members meeting eligibility guidelines. Participants may compete in the gender league with which they identify. For any eligibility concerns, please contact [intramurals@uwlax.edu](mailto:intramurals@uwlax.edu).*

**Section 1: Starting the Contest****Start (Game) Time**

Game time is forfeit time. It is recommended teams arrive at the contest site 15 minutes prior to the scheduled start.

**Facility and Contest Set Up****a. Playing Location**

Badminton is played in the Mitchell Hall Gyms. It is recommended teams review their schedules prior to each contest. Intramural Sports WILL NOT contact teams to remind them of contest dates/times/locations.

**b. Courts**

Courts are set up by Intramural Sports staff only. All playing equipment is property of Rec Sports.

**c. Captains' Meeting**

It is recommended captains meet with one another to review contest rules, participant eligibility, legal equipment and to determine possession/team sides.

**Equipment**

Intramural Sports will provide contest equipment. If a team wishes to use equipment for warm-ups, they must check out the appropriate items from the supervisor on-duty. Participants may also use their own equipment if they so choose, but do so at their own risk.

**Participation**

Singles teams may have up to two (2) people on the roster and are permitted to use one (1) substitute player during the regular season, but the team captain must play in all postseason contests. Only one (1) shirt is distributed to singles teams winning a championship.

Doubles teams may have up to three (3) people on the roster. All participants on the doubles roster are eligible to receive a championship t-shirt as long as participation and sportsmanship requirements are met.

Doubles teams must compete with two (2) players at all times.

- Co-Rec teams must play with one (1) male and one (1) female at all times.

**Eligibility****a. Sport Club Athlete**

There are no eligibility restrictions on Sport Club athletes

**b. Intercollegiate Athlete (NCAA, NAIA, NJCAA, etc.)**

There are no eligibility restrictions on Intercollegiate athletes, although it is recommended athletes inform their coaches of their intent to participate in Intramural activities.

## Section 2: Playing the Contest

### Game Commencement and General Play

A racquet spin/rock-paper-scissors will determine who will start serving. The winner may pick if they would like to serve or receive first.

A serve may not be delivered until the receiver is ready.

No jump serves.

Let serves and rally shots coming in-contact with the net are allowed if they fall within legal boundary lines.

It is not a fault if the server completely misses the shuttle on the serve.

A rally is won when a shuttle is hit over the net and onto the floor of the opponent's court. A rally is lost if the shuttle is hit into the net or over the net but outside of the opponent's court. A rally is also lost if the shuttle touches the player's clothing or body, or if it is hit before it crosses over the net.

Returning a serve in the form of a smash is allowed.

### Scoring

Rally scoring format is used.

Games are played to 21 points under a "win by 2 points" rule. Games are capped at 30 points (i.e. a team could win a game with a score of 30-29).

The side winning a previous game will serve first in the next game.

A player continues to serve, alternating courts until they commit an error.

In the third game, players change ends when the leading score reaches 11 points.

### Serving – for more, please refer to the serving diagram on the last page of this rulebook

Players shall serve from the right service court when their score is 0 or an even number, and the left service court when their score is an odd number.

The service areas for Doubles and Singles are indicated below. The court dimensions remain the same during play.

In singles, you will serve on the right service court when your score is an even number while you will serve on the left service court when your score is an odd number. In doubles, if you serve and receive first on the right service court during a match, you will continue to serve there when the score of your side is an even number (reverse pattern for your partner).

### Singles Play

At the beginning of the game and when the server's score is even, the server serves from the right service court. When the server's score is odd, the server serves from the left service court.

If the server wins a rally, the server scores a point and then serves again from the alternate service court.

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.

The service court for singles is long and narrow (see diagram below). The court dimensions remain the same during play.

### Doubles Play

A side has only one 'service'.

At the beginning of the game and when the serving teams score is even, the server serves from the right service court. When the server's team score is odd, the server serves from the left court.

If the serving side wins a rally, it scores a point and the same server will serve from the alternate court.

If the receiving side wins a rally, the receiving side scores a point and becomes the new serving side.

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.

**Faults**

**Faults occur if:**

- During the instant the shuttle is contacted on the serve the shuttle is above the server’s waist.
- During the serve the shuttle does not fall within the boundaries of the diagonal service court.
- 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.
- During the service or rally the shuttle contacts 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.
- Any player reaches across the net to contact the shuttle, other than on a follow-through.
- During play any player’s body, clothing, or racket touches the net or supports.
- 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.
- A player obstructs an opponent or invades an opponent’s court.

**Section 3: Co-Rec Specifications**

There are no specific Co-Rec rules outside of the required male-to-female ratio outlined in the “Participation” section of this rulebook.

**Section 4: Winning Specifications**

**Game**

Matches are played in sets (“games”) similar to Tennis. Games are played to 21 points under a “win by 2 points” rule. Games are capped at 30 points (i.e. a team could win a game with a score of 30-29).

**Contest**

A match is won once a team wins two (2) games. Matches follow a best-of-three format.

**Playoffs**

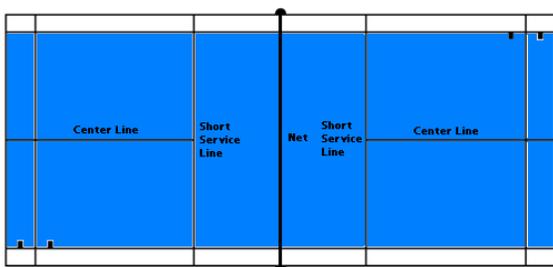
Teams must win one (1) regular season contest and maintain the required sportsmanship average in addition to following forfeit policies. In most cases, all Badminton teams remaining eligible following regular season play (i.e. no forfeiting out of play) will be permitted to compete in playoffs as long as the facility schedule and academic calendar allow (this policy enforcement is at the discretion of Intramural Sports administration).

**Protests**

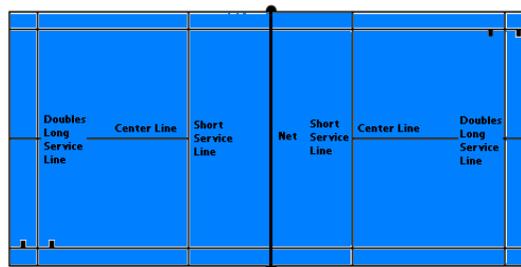
Protesting is permitted. If a team wishes to protest eligibility, rule implementation/interpretation or a perceived scoring error in-game, they shall notify a staff member right away. To file a post-game protest, email the program at intramurals@uwlax.edu or visit the [Online Protest Form](#). Teams may not protest officials’ judgment calls (i.e. incomplete vs. complete pass, foul vs. no foul, violation vs. no violation, inbounds vs. out-of-bounds, etc.).

**The Playing Surface**

**Singles Court**

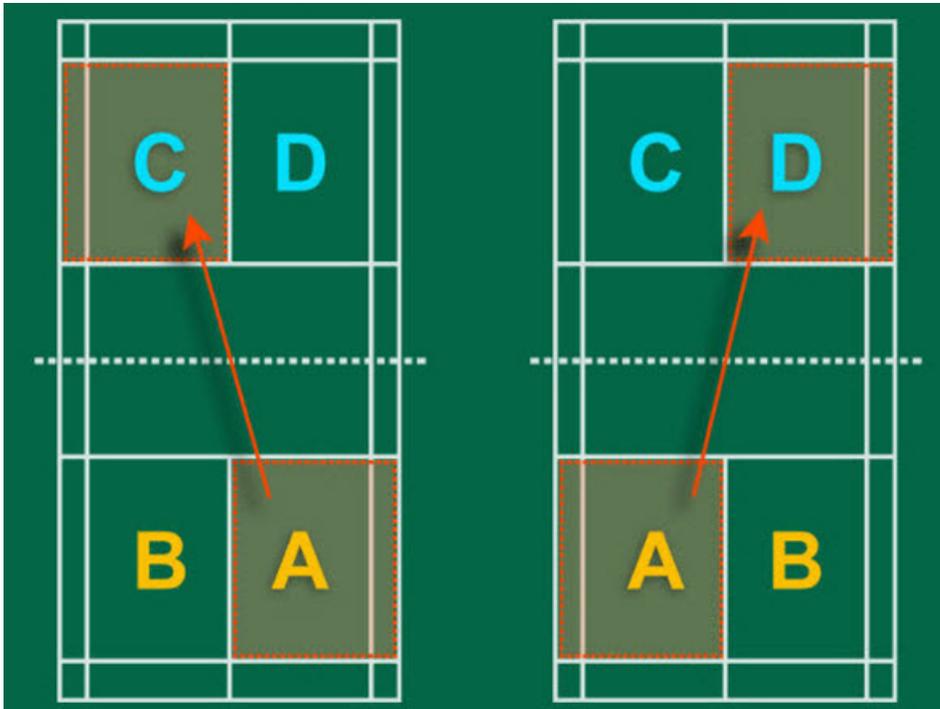


**Doubles Court**



## The Playing Surface

### Serving Diagram and Additional Service Rules



The server must stand inside a service court. The receiver must stand inside the diagonally opposite service court. The serve must travel into the diagonally opposite service court.

When a score is “0” or even, players must follow the “A to C” service diagram.

When a score is odd, players must follow the “A to D” service diagram.

In badminton, the serve must be hit in an upwards direction, with an underarm hitting action. You are not allowed to play a tennis style serve. Rule courtesy of the [Badminton Bible](#).

The main rule here is that when you hit the shuttle, it must be below your waist. To be exact, the rules define this to be a height level with the lowest part of your ribcage. In other words, you can serve from a bit higher than the top of your shorts, but not much. Rule courtesy of the [Badminton Bible](#).

*Other than the specifications listed in this rulebook, official [World of Badminton](#) rules will be followed and used to settle any on-court disputes.*