Badminton Rules SPRING 2016

SECTION 1: GENERAL OVERVIEW

Team Registration and Entry Fee
All team registrations are done online via IMLeagues. Registration periods are listed on the Intramural Sports website under the “List of Sports” section.

Instructions on how to register a team in IMLeagues can be found on our “Forms and Videos” page. Don’t forget about the pre-registration option!

The team entry fee for Badminton is $5 for Singles and $10 for Doubles and is to be paid online via PayPal at the time of registration. Captains will be able to pay with a credit/debit card or online check. In-person payment options are available if online payment is not feasible.

UW-L Rec Sports WILL NOT hold spots for teams or individuals during registration (including teams in the pre-registration waiting list).

Team Captain’s Quiz
All team captains are required to take an online rules and handbook quiz and score 100% in order to complete the registration process for a team. The quiz will contain general policy and sport-specific rules questions in multiple choice format.

Player Registration
Individual player registrations (i.e. roster additions) are also done via IMLeagues. Instructions can be found here.

All players are required to take a brief participant quiz and score 100% in order to be added to a team. Individuals will be prompted to take the quiz online in IMLeagues as part of the roster addition process.

No roster addition sheets are available on-site. Please make sure all roster additions are completed prior to the scheduled contest start time.

Team Schedules
All team schedules for regular season and playoff contests will be published in IMLeagues. Captains and participants will be contacted via IMLeagues when schedules are completed and ready to view.

Please do not ignore email or text messages from IMLeagues, as they will be sent from UW-L Intramural Staff

Forfeits and Defaults
If a team cannot participate in a contest, please notify the REC Information Counter (608-785-5225) at least three (3) hours prior to the scheduled contest to avoid a forfeit fee. Forfeit notifications will not be accepted via email.

SECTION 2: GENERAL PROCEDURES/REMINDERS

SECTION 3: ACTIVITY-SPECIFIC RULES

SECTION 4: REC*IT – INTRAMURAL SPORTS’ MOBILE APP

Contact Information

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General Procedures/Reminders

Please refer to the 2015-16 Intramural Sports Participant Handbook for all policies and procedures related to Intramural contests. Additional information can be found on the Intramural Sports website.

1. **No ID, No Play**
   Each participant must present a valid (current) UW-L student I.D. to the Intramural Supervisor or Scorekeeper at every contest. No exceptions will be made and no other form of identification will be accepted.

   If a participant forgets their UW-L-issued I.D., a forgotten I.D. pass may be obtained at the REC Info Counter or the Rec Sports Office in Mitchell Hall (when applicable). Supervisors, Scorekeepers, and Officials do not distribute these passes. A forgotten I.D. pass may only be used once per semester across all program areas within Rec Sports.

2. **Team Roster**
   All participants must be on the team roster in IMLeagues. Any member not on the roster may complete a roster addition online via IMLeagues. **No roster add sheets will be made available at the site of the contest.**

   No participant may play on two teams in the same league or a forfeit will be charged to the second team he/she participated on. **Roster additions are allowed up until postseason brackets are published.**

3. **Apparel**
   Each participant must wear appropriate apparel and non-marking athletic footwear.

4. **Injuries/First Aid**
   First aid treatment is typically, but not always, available during Intramural contests. Any bleeding must be stopped and cleaned up before participant can re-enter the contest.

5. **Jewelry**
   For your safety, all visible jewelry, watches, and bracelets must be removed or covered legally prior to participation. Medical bracelets may stay on.

6. **Sportsmanship/Participant Conduct**
   Sportsmanship is important before, during, and after Intramural contests. Teams will be scored on a scale of 1 (unsatisfactory) to 5 (excellent) based on their behavior and conduct after every game. Teams must average a 3.5 rating in order to qualify for playoffs. Teams or individuals failing to abide by these sportsmanship guidelines must meet with the Intramural Sports Coordinator and Graduate Assistant for reinstatement.

7. **Refunds**
   Team registration fee refunds are permissible based on certain circumstances. Please email intramurals@uwlax.edu to request a refund. Due to online processing fees, you may not receive a full refund of your team’s registration.

8. **Team Names**
   Team names must be appropriate. Captains of teams that reference anything deemed inappropriate or offensive in their name will be contacted by Intramural Sports to change the team name. Intramural Sports reserves the right to change names at any time and without notice (based on circumstance).

9. **Playoffs**
   Playoffs will commence following the regular season. Teams playing more than four (4) contests are required to win two (2) contests and meet all outlined sportsmanship requirements. Teams that play four (4) or fewer contests will automatically make playoffs as long as sportsmanship requirements are met.

   Intramural Sports administration will send messages out to all participants regarding playoff procedures as regular season action winds down.

10. **Communication Efforts**
    Throughout the season and playoffs, Intramural Sports may attempt to contact teams and/or individuals on multiple occasions. Please do not ignore messages from Intramural Sports or IMLeagues, and be sure to check your voicemail.
Activity-Specific Rules

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 sign the online waiver in IMLeagues prior to competing.

Starting the Game

1. **Game Time**
   - GAME TIME IS FORFEIT TIME. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start.

2. **Game Set Up**
   a. **Courts**
      - All courts are set up by Rec Sports Staff. Games will be played in the Mitchell Hall Gyms.
   b. **Officiating**
      - All contests are self-officiated. Players must act with honesty and in accordance to the rules at all times. Any disputes in game play will result in a replay of the point.

3. **Game Equipment**
   - A racquet and birdie will be provided for every participant, although you are permitted to bring your own equipment. All equipment provided is property of Rec Sports.

4. **Participation**
   a. Doubles teams may have up to 3 people on the roster.
   b. Doubles teams must compete with 2 players at all times.
      - Co-Rec teams must play with 1 male and 1 female at all times.
   c. Singles teams are permitted to use one (1) substitute player during the regular season, but the team captain must play in all postseason contests.

Playing the Game

5. **Game Commencement/General Game Play**
   a. 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.
   b. A serve may not be delivered until the receiver is ready.
   c. No jump serves.
   d. Let serves and shots taking place during a rally that come in contact with the net are good if they fall within the legal boundary lines.
   e. It is not a fault if the server completely misses the shuttle on the serve.
   f. Rallies: 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.

6. **Scoring**
   a. A match consists of the best two-out-of-three games to 21 points with rally scoring.
   b. All games are played under “win by two (2)” rules with a cap at 30.
   c. The side winning a game serves first in the next game.
   d. A player continues to serve, alternating courts until they commit an error.
   e. In the third game, players change ends when the leading score reaches 11 points.
7. Serving
   a. 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.
   b. The service areas for Doubles and Singles are indicated below. The court dimensions remain the same during play.
   c. 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 in an even number (reverse pattern for your partner).

8. Singles Play
   a. 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.
   b. If the server wins a rally, the server scores a point and then serves again from the alternate service court.
   c. 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. The service court for singles is long and narrow (see diagram below). The court dimensions remain the same during play.

9. Doubles Play
   a. A side has only one ‘service’.
   b. 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.
   c. If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.
   d. If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.
   e. 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.

10. Faults
    It is a fault if:
    a. During the instant the shuttle is contacted on the serve the shuttle is above the server’s waist.
    b. During the serve the shuttle does not fall within the boundaries of the diagonal service court.
    c. 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.
    d. 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.
    e. Any player reaches across the net to contact the shuttle, other than on a follow-through.
    f. During play any player’s body, clothing, or racket touches the net or supports.
    g. 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.
    h. A player obstructs an opponent or invades an opponent’s court.
The Playing Surface

**Singles Court**

**Doubles Court**

**Drink Policy**
Participants and fans are not permitted to bring/consume alcoholic beverages at any Rec Sports facility and event. Violators of this policy will be removed from the facility and a forfeiture of the Intramural contest/suspension from Intramural activity is possible.

Any participant and/or spectator suspected of possessing an alcoholic beverage must cooperate with Rec Sports Staff.

**Drug and Alcohol Policy**
All team members (including “coaches” and “fans”) coming to any Intramural activity under the influence of alcohol and/or drugs will be asked to leave to site of competition immediately if, in the opinion of the Rec Sports Staff, they pose a threat to the safety, welfare, fairness, and overall enjoyment of all players, officials, and spectators. Teams/players will also face likely disciplinary measures determined by Rec Sports administration.
REC*IT – Intramural Sports’ Mobile App
All participants are invited to download the official smartphone app of UW-L Intramural Sports and IMLeagues, REC*IT! REC*IT allows users to track their personal Intramural schedules and statistics, see content updates from the Rec Sports program, interact with other participants, and much more!

Download REC*IT for FREE from the Android or iPhone stores. To learn more about REC*IT, visit recitcollege.com.

Watch the REC*IT promo video here!

THANK YOU FOR YOUR PARTICIPATION!

BEST OF LUCK THIS SEASON!

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UW-L Intramural Sports (official)

Follow us on Twitter
@UWLRecSports

We’d love to hear from you!
Intramural Sports Rule Suggestion Form
Intramural Sports Activity Suggestion Form
Rec Sports Feedback Form
intramurals@uwlax.edu

Click the logo to return to the Intramural Sports website