



Campus Recreation: Intramural Badminton Rules

Rule 1: The Game

- I. Badminton can be played in either the singles or doubles format. The side that has the serve is called the “in” side and the side receiving the serve or the opposition is the “out” side. The game begins with a toss or spin of the racquet. The side winning the option may serve first, receive, or choose court.
- II. The server shall start by serving from the right hand service court and the opponent standing in the right service area. Service is made from the right service area in singles play when the score of the server is zero or even and from the left side when the score is odd. Players, therefore, must change service area whenever a point is scored. A player who commits an infraction of the rules has made a fault. A fault on the part of the server results in a loss of the serve or a “hand out”. If the fault is by the receiving side, it is a point.

Rule 2: General

- I. A serve may not be delivered until the receiver is ready
- II. 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 racquet of the server.
- III. A serve which touches and passes over the net and falls within the diagonal service court or a shot during a rally which touches and passes over the net and falls within the legal boundary lines are both legal.
- IV. Shuttles falling on the lines are considered in.
- V. It is not a fault if the server completely misses the shuttle on the serve.
- VI. All games are played to fifteen (15) points. First player to 15 points (win by one point) wins the game. A match is best two out of three games.
- VII. Time limit – for all matches a 40-minute time limit will be in effect. If the match is not over after 40 minutes the player who is ahead wins that game. If the game is tied when the 40-minutes is over, continue play until one player has a one-point advantage. In the event that the 40-minute time limit runs out and as a result a match is even at one game apiece, the players shall play the deciding game to eleven (11) using a rally scoring method.

Rule 3: Scoring

- I. Points may be scored only by the player on the side serving.
- II. A player continues to serve, alternating courts, until he or she commits an error.

Rule 4: Doubles Play

- I. The first side serving in the first game has only one term of service in the first inning. If the first serving team commits a fault in the first inning, “service over” is called.
- II. Throughout the rest of the game, each partner on each side has a turn at service.
- III. 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.

Rule 5: Faults

It is a fault if:

- a. During the instant a shuttle is contacted on the serve, the shuttle is above the server's waist, or the racquet is above the hand.
- 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 or 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:
 - i. Contacts the walls, ceiling, player, or clothing
 - ii. Fails to pass over the net
 - iii. Does not fall within the boundaries of the court
- e. Any player reaches across the net to contact the shuttle, other than on a follow through.
- f. During play, any player's clothing or racquet touches the net or its 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
- i. 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 person by the shuttle