

Current USA Badminton rules will apply with modifications or exceptions as indicated in this document. The rulebook can be accessed online at <http://www.internationalbadminton.org/statues.asp>.

Rule 1: Rules as Guidelines

- A. The playing rules presented here are the official rules, should there be any disagreement between players. However, since games are self-officiated, changes to the playing rules are legal provided all competitors agree.

Rule 2: Location of Courts and Equipment

- A. Badminton courts are located inside Carmichael Gym
- B. Badminton racquets and shuttlecocks are available for checkout from the Carmichael Gym equipment room.
- C. Participants are allowed to use their own equipment.

Rule 3: The Game

- A. Scoring
 - 1. All games shall be played to 21 points, excepting that a player/team must win by two points. A hard cap of 30 points will be used for all games.
 - 2. Similar to rally scoring in volleyball, a point shall be scored on every serve.
- B. Starting the Game and Changing Ends
 - 1. To start a game, players will either spin a racquet or toss a coin. The winner chooses either to serve or receive, or which end of the court to start on. The losing side will choose the remaining option.
 - 2. Player will change ends:
 - a. At the end of each game, and
 - b. After the first side scored 11 points in the third game.

Rule 4: Serving Guidelines

- A. Correct Service
 - 1. The server and receiver will stand within diagonally opposite service courts without touching the boundary lines.
 - 2. The server and receiver must remain in contact with the ground in a stationary position until the service is delivered.
 - 3. The server's racquet must contact the shuttle while the whole of the shuttle is below the server's waist.
 - 4. When contact is made with the shuttle on the service, the whole of the head of the racquet must be entirely below the entirety of the hand holding the racquet.
- B. Singles
 - 1. Players will serve from and receive in their respective right- (left-) hand service courts when the server has scored either no points or an even (odd) number of points in that game.

2. If the server faults, the server loses the right to continue serving, and the receiver scores a point.
3. If the receiver faults, the server scores a point.
4. The player that wins a game always serves first in the next game.
- C. Doubles
 1. The service court of the server depends on the serving side's score, odd or even, just as in the singles game.
 2. The players change service courts only when a point is scored while their side is serving. In all other cases, the players continue to stay in the same service court. This shall guarantee that the serve alternates between the players.
 3. Example: If player A1 begins serving and scores a point, A1 and his/her partner, A2, will switch service courts. A1 will continue to serve. A1 and A2 will continue to alternate service courts, with A1 always serving, until they lose a point. When A1 & A2 regain the right to serve, it will be A2's turn to serve. A2 will serve from his/her current service court, rotating again if A1 and A2 score a point.

Rule 5: Return of Service

- A. For singles play, the service is long and narrow. The boundaries for play are also long and narrow.
- B. For doubles play, the service area is short and wide. The boundaries for play are long and wide (entire court).
- C. A shot falling on a boundary line is considered inside the boundary.

Rule 6: Faults

- A. During the service:
 1. Incorrect service
 2. Server misses the shuttle
 3. The shuttle is caught in or on the net
- B. During play, the shuttle:
 1. Lands outside the boundaries of the court
 2. Passes through or under the net
 3. Fails to pass over the net
 4. Touches the ceiling or side walls
 5. Touches the person or dress of a player
- C. When the shuttle is in play, a player:
 1. Touches the net or its supports
 2. Makes initial contact with the shuttle on the opponent's side of the net (a follow-through is allowed as long as no contact with the net occurs)

Rule 7: Conduct of Players and Others

- A. All participants are expected to know and abide by the regulation and policies set forth by the Code of Student Conduct, and are subject to disciplinary action by the University for any violation of this code. University Recreation reserves the right to refer any incidents involving substandard student conduct to the Office of Student Conduct.
- B. Individuals/teams must maintain a 3.0 sportsmanship average during the regular season to be eligible for the playoffs.

Rule 8: Protests

- A. Judgment calls are not subject to protest.

- B. The protest of a rule interpretation must be made on the court prior to the ball next becoming live after the time of occurrence. The intramural supervisor on-site handles all protests, and his/her rulings are considered final.