



Lamar University Intramural Sports BADMINTON (SINGLES & DOUBLES) RULES

PLAYER ELIGIBILITY:

1. Participation is limited to currently-enrolled, Lamar University-Beaumont or LIT students, faculty and staff.
2. In order for participation in an intramural contest each player must present their validated LU-Beaumont or LIT- ID and print their name on the score sheet.
3. Players may not play if they are wearing jewelry of any type, including necklaces, earrings, bracelets etc.

Players not signed in by two minutes after match time will be a forfeit.

All Badminton tournaments shall be governed by the new rules (2008) adopted by the Badminton World Federation. The following rules are cited for your information and/or clarification.

NET: The height of the top of the net shall be 5 feet at the center.

TOSS: Before play begins, opponents toss a coin to decide order of service and choice of courts. The winner of the toss has the choice of service, choice of courts; and the loser has the remaining choice.

COURT: The singles court is the narrow inside lines. The doubles court is the wider outside lines. The back line is the wide outside line and is the same in singles and doubles game.

SCORING: * New Rules!!

1. A match consists of the best of 3 games of 21 points.
2. Every time there is a serve – there is a point scored.
3. The side winning a rally adds a point to its score.
4. At 20 all, the side which gains a 2 point lead first, wins that game.
5. At 29 all, the side scoring the 30th point, wins that game.
6. The side winning a game serves first in the next game.

INTERVALS AND CHANGE OF ENDS:

1. When the leading score reaches 11 points, players have a 60 second interval.
2. A 2 minute interval between each game is allowed.
3. In the third game, players change ends when the leading score reaches 11 points.

GENERAL:

1. The server may not serve unless his opponent is ready. HOWEVER, the opponent shall be deemed ready if a return of the service is attempted.
2. Partners may take up ANY position on the courts provided they do not obstruct an opponent in any manner.
3. If in service or rally a shuttle after passing over the net is caught or on the net, it is a LET.
4. A server, in attempting to serve, misses the shuttle, it is not a fault but if the racket touches the shuttle, a service is thereby delivered.

5. The shuttle is dead (out of play) as soon as it hits the net and remains suspended there, strikes the net and falls to the ground, or hits outside the boundary line. If an opponent then touches the net or shuttle with his racket or person, there is no penalty as the shuttle is not then in play.
6. During play a player may hold his racket to protect his face, but he cannot put his racket up near the net on the chance of the shuttle rebounding off it, thereby obstructing the smash of an opponent
7. If in the course of SERVICE or RALLY the shuttle touches and passes over the net, the stroke is NOT invalidated.
8. A service (or any other shot), which hits the top of the net and continues on into the proper court is a legal hit and must be played.
9. Participants should be aware that there is a risk of injury in participation of intramural sports due to the inherent nature of the activity. Individuals participate in intramural activities at their own risk!

SERVICE - SINGLES:

1. At the beginning of the game (0-0) 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.
2. If the server wins a rally, the server scores a point and then serves again from the alternate service court.
3. 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.

SERVICE- DOUBLES:

1. A side has only one 'set'.
 2. The service passes consecutively to the players as shown in the diagram.
 3. At the beginning of the game and when the score is even, the server serves from the right service court. When it is odd, the server serves from the left court.
 4. If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.
 5. If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.
 6. The players do not change their respective service courts until they win a point when their side is serving.
- If players commit an error in the service court, the error is corrected when the mistake is discovered.

FAULTS:

A fault made by the player of the side that is "in" puts the server out. If made by a player whose side is "out", it counts a point for the "in" side.

I. Service faults

- A. Racket head higher than server's hand.
- B. Shuttle contacted higher than server's waist.
- C. Shuttle falls outside service court (on the line is good).
- D. Some part of BOTH feet (server's receiver) must remain in contact with the ground until the

service is delivered.

E. Shuttle falls into wrong service court.

F. Shuttle falls short of the short service line.

G. Shuttle falls behind the long service line.

H. Server's feet not in the service court from which service is taken.

I. Receiver's feet not in the service court diagonally opposite server when service is delivered.

J. Before or during service a player makes a preliminary feint or otherwise balks his/her opponent.

II. Faults-It is a fault if:

A. Either in SERVICE or PLAY the shuttle falls outside the boundaries of the court or passes through or under the net or fails to pass the net or touches the roof or sidewalls or the person or dress of a player.

B. The shuttle in play being struck before it crosses to the striker's side of the net (follow through may be over the net).

C. When the shuttle is in play a PLAYER touches the net or it's supports with a racket, person, or dress.

D. More than one person hitting the shuttle before it crosses the net OR one person hitting it twice before it crosses the net.

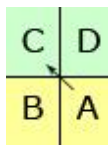
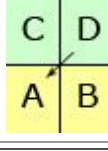
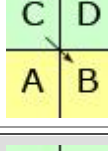
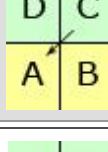
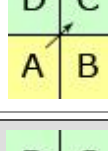
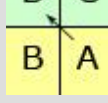
E. The shuttle is caught or slung.

F. A player strikes the shuttle (unless he thereby makes a good return) or is struck by it whether he is standing WITHIN or OUTSIDE the boundaries of the court.

G. If the shuttle is held on the racket (i.e., caught or slung) during the execution of a stroke.

DOUBLES SERVICE DIAGRAM:

In a doubles match between A & B against C & D. A & B won the toss and decided to serve. A to serve to C. A shall be the initial server while C shall be the initial receiver.

COURSE OF ACTION / EXPLANATION	SCORE	SERVICE FROM SERVICE COURT	SERVER & RECEIVER	WINNER OF THE RALLY
	Love All	Right Service Court. Being the score of the serving side is even.	A serves to C A and C are the initial server and receiver.	A & B 
A & B win a point. A & B will change service courts. A serves again from Left service court. C & D will stay in the same service courts.	1-0	Left Service Court. Being the score of the serving side is odd	A serves to D	C & D 
C & D win a point and also right to serve. Nobody will change their respective service courts.	1-1	Left Service Court. Being the score of the serving side is odd.	D serves to A.	A & B 
A & B win a point and also right to serve. Nobody will change their respective service courts.	2-1	Right Service Court. Being the score of the serving side is even.	B serves to C	C & D 
C & D win a point and also right to serve. Nobody will change their respective service courts.	2-2	Right Service Court. Being the score of the serving side is even.	C serves to B	C & D 
C & D win a point. C & D will change service courts. C serves from Left service court. A & B will stay in the same service courts.	3-2	Left Service Court. Being the score of the serving side is odd.	C serves to A	A & B 
A & B win a point and also right to serve. Nobody will change their respective service courts.	3-3	Left Service Court. Being the score of the serving side is odd.	A serves to C	A & B 
A & B win a point. A & B will change service courts. A serves again from Right service court. C & D will stay in the same service courts.	4-3	Right Service Court. Being the score of the serving side is even.	A serves to D	C & D 

Note that this means:

The order of server depends on the score odd or even same as in singles.

- The service courts are changed by the servicing side only when a point is scored. In all other cases, the players continue to stay in their respective service court from where they played previous rally. This shall guarantee alternate server.