

Badminton Rules

Revised: August 2014



ASSUMPTION OF RISK STATEMENT

All Intramural Sports participants are responsible for their own medical expenses. Any participant unsure of his/her physical condition should check with their physician or the University Clinic before participating in an Intramural Sports contest.

Teams are responsible for keeping their spectators under control. Misconduct of participants, coaches or spectators can result in an unsportsmanlike penalty, ejection or forfeiture of the game. Team Captains will be held responsible for spectator, team and sideline misconduct. Two ejections from any contest will result in an automatic forfeiture.

RULE 1: ELIGIBILITY

- 1. PARTICIPATION:** Participation is limited to currently enrolled, fee-paying University of Southern Mississippi students and faculty/staff members with Recreational Sports Memberships.
- 2. SOUTHERN MISS ID CARD:** A current Southern Miss ID must be presented to the Supervisor to participate at each Intramural Sports activity.
- 3. NUMBER OF TEAMS:** Players can compete for only one single sex team and one Co-Rec team, regardless of league classification (example: participants cannot play for a men's recreational team and a men's fraternity team).
- 4. SIGNED IN:** Once a participant has signed in for a team, he/she may not transfer to another team.

RULE 2: TEAM COMPOSITION

- 1. TEAMS:** Depending on the type of league/tournament each team will consist of the number of players listed below:
 - a. Doubles – 2 players
 - b. Singles – 1 player
 - c. Teams must have the correct amount of players to play the game

RULE 3: DEFAULTS, FORFEITS AND PROTESTS

- 1. FORFEITS:** If a team fails to appear with the required minimum number of players, ready to play, at the scheduled location at the scheduled start of the game, a member of the Intramural Sports staff will declare the contest a forfeit. Teams that forfeit will receive a 'C' for sportsmanship and will be required to pay \$15 to the Recreational Sports Office. The captain of that team will be suspended from play until that payment has been made. Teams are only allowed one forfeit per sport per season. If a team forfeits twice, it will be removed from the league for the remainder of the season.
- 2. DEFAULTS:** If a team knows that they will be unable to play a scheduled game, the team captain must contact the Intramural Sports office by 12:00 p.m. the day of the contest to declare a default. The defaulting team will receive a loss and a 'B' for sportsmanship. However, they will not be charged the \$15 forfeit fee. Teams are allowed one default or forfeit per sport. Upon the second infraction that team will be dropped from the league.
- 3. PROTESTS:** Protests involving rule interpretations will be considered immediately following the incident in question. Play will be suspended until an Intramural Sports supervisor rules on the protest. If a team continues to play without calling the supervisor to the game site, then that team forfeits its right to a protest. Protests will not be honored after play has resumed. Judgment calls cannot be protested. If the protest is not approved, the protesting team is charged with a time out. If the protest is upheld, they delay shall count as an official's time out. Official's judgment calls cannot be protested.

RULE 4: PLAYING AREA AND EQUIPMENT

- 1. PLAYING AREA:** All matches will be played in the Payne Center gymnasium.
- 2. RACQUETS & SHUTTLES:** Badminton racquets and shuttles can be checked out at equipment issue. Players are permitted to use their own racquets and shuttles.
- 3. SHOES:** Athletic, close toed shoes are required.
- 4. ATTIRE:** Players must wear athletic attire.
- 5. JEWELRY:** No jewelry may be worn. Jewelry must be removed before participating in intramural sports. Medical alert bracelets are permitted but they must be taped down. Taping of all other jewelry is not permitted.

RULE 5: LENGTH OF THE GAME AND TIMING

1. **MATCH:** The first player to win 2 of 3 games will be declared the winner of the match.
2. **GAME:** A game is won when one player/team accumulates 21 points (win by 2 with cap of 30 points).
3. **RALLY SCORING:** A point will be scored on every service.

RULE 6: PLAYING THE GAME

1. **VOLLEY FOR SERVE:** Teams shall volley the shuttle back and forth to determine who shall serve first.
2. **SERVE:** Below are serving specifications:
 - a. The server and receiver must stand in diagonally opposite service courts within the playing boundaries.
 - b. When the server's score is 0 or even, service must take place from the right-hand service area.
 - c. When the server's score is odd, the service must take place from the left-hand service area.
 - d. The server's racket must make first contact with the base of the shuttle while it is entirely below the server's waist.
 - e. The racket face must be pointing down when the shuttle is contacted by the server (service must be underhanded).
 - f. The shuttle must land in the receiver's service court, unless it is intercepted prior to having the opportunity to land.
 - g. The server will lose serve when he or she makes a "fault" or the shuttle ceases to be in play because it touches the surface of the court on the server's side.
 - h. The returner must be in the service court area diagonal to the server.
 - i. Players/teams shall change ends at the start of each odd game (1,3,5, etc.).
3. **IT IS A FAULT WHEN:**
 - a. On the service, the shuttle at the instant of being struck is higher than the server's waist;
 - b. On the service, any part of the head of the racket at the instant of striking the shuttle is higher than any part of the server's hand holding the racket;
 - c. On the service, the shuttle falls into the wrong service court (i.e., into the one not diagonally opposite the server), falls short of the short service line, or goes outside the side and back boundary lines;
 - d. On the service, the server misses the shuttle;
 - e. Either player is not in the proper court area to serve or receive when the service is made;
 - f. The shuttle lands outside the boundaries of the court (a shuttle that falls on the line is considered inbounds);

- g. The shuttle fails to go over the net;
- h. A shuttle is struck before it crosses the net;
- i. A player touches the net or the supports;
- j. A player goes over or under the net;
- k. A player obstructs an opponent;
- l. A shuttle that touches the net during play is still in play if it goes into the proper court area.

RULE 7: SPORTSMANSHIP

- 1. RATING:** Each team will begin the contest with a 4 sportsmanship rating and shall be rated by the officials at the end of the contest. The authority of the officials' ratings exists prior to, during, and following all contests to which that official is assigned, and extends to all persons on, at, or near the playing site. Sportsmanship ratings shall be marked on the score sheet prior to captain signing off on the score and sportsmanship rating.
 - A. (4.0) – Excellent Sportsmanship:** Players cooperate fully with the intramural sports staff and opposing team members. If necessary, the captain converses calmly with officials about rule interpretations and calls.
 - B. (3.0) - Good Sportsmanship:** Team members verbally complain about some decisions made by the intramural sports staff and/or show minor dissent which may or may not merit a conduct warning (unsportsmanlike penalty / technical foul / yellow cards / etc.). Teams that receive one conduct warning will receive no higher than a "B" rating.
 - C. (2.0) - Mediocre Sportsmanship:** Team constantly comments to the intramural sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection or two conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive no higher than a "C" rating.
 - D. (1.0) - Below Average Sportsmanship:** Team constantly comments to the intramural sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection and one conduct warning or a combination of three conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive no higher than a "D" rating and the game will be forfeited.
 - F. (0) - Unacceptable Sportsmanship:** Team is completely uncooperative. Captain has no control over teammates and/or him/herself. Any team that receives two ejections or four conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive a "F" rating and the game and season will be forfeited.