



The University of Michigan
Department of Recreational Sports
Intramural Sports Program

BADMINTON RULES

I. INTRAMURAL POLICIES AND PROCEDURES

(NOTE: Listed below is a synopsis of important Intramural Policies and Procedures. For a more detailed explanation, please refer to the Intramural Sports Program Manager's Manual, which can be found on our website at www.recsports.umich.edu/intramurals.)

A. ROSTER AND ROSTER ADDITIONS

Tournaments: A team's roster is built over the course of the preliminary rounds of the tournament. As in team sports, the individuals listed on the scorecards constitute a team's roster. Managers are responsible for the completeness and accuracy of the scorecards. In tournament events, roster additions may be made through the quarter-final games.

B. ELIGIBILITY

1. **Checking ID's:** Before a contest, event, or activity, all members of a team shall present to the official their pictured Student ID. The official shall then verify the participant's identity and so note on the scorecard. Those players listed on the scorecard and verified by an official are considered to have participated in that contest. Should a participant arrive at the contest after it has started, the participant assumes the responsibility to have his/her identity verified by the official during a stoppage of play. Should a player not be verified by an official, that individual shall be considered an ineligible player.
2. **Forgotten ID Policy:** If a player forgets his or her ID, the following procedure will be followed:
 - a. The player must present a form of pictured ID (i.e. state driver's license, state identification, etc.) to the sport supervisor.
 - b. The sport supervisor shall complete an Intramural Forgotten ID Form and give that form to the participant.
 - c. The participant shall present the completed Intramural Forgotten ID Form along with his/her ID to the game official for verification.
 - d. The player must come in the next working day between 9:00am and 4:30pm with their valid student ID to verify that they are an eligible participant in the Intramural Sports Program. Failure to do so shall result in a forfeit against the violating team.

C. FORFEITS:

1. A team not ready to play (or failing to appear) at the designated day, date, time, and location of the scheduled contest will forfeit that contest.
2. In order to be credited for the forfeit "win," the team receiving the forfeit "win" for the contest must have the minimum number of required players to start a game.

NOTE: Both teams are recommended to list the players present at the game site in order to have those players considered as having "participated" in that game.

3. A team may waive the right to forfeit and wait for the opposing team to arrive.
 - If a team decides to wait the 10 minutes for the opposing team to show they **must wait the entire 10 minutes**.
 - If 10 minutes after the scheduled game time passes, and the minimum number of players required to play for the opposing team has not arrived, the team present **must accept** the forfeit.
 - Should the opposing team arrive before the 10-minute time limit, the contest shall be played. The time lost shall not be made up.
 - If a team waives their right to a win by forfeit, and the match begins, that team cannot rescind their decision and take the forfeit.
 - If at game time neither teams have the minimum number required to play the officials will wait 10 minutes to see if either or both teams acquire enough participants to play or accept the forfeit.

D. SPORTSMANSHIP RATINGS

1. Each team in each contest shall be rated by the Intramural Staff. A team begins an intramural game or event with a total of 10 sportsmanship points. During the course of the contest, teams may lose points if their behavior deteriorates.
2. Level 1 Sportsmanship Infraction: For each Sportsmanship infraction a team receives, one point will be deducted.
3. Level 2 Sportsmanship Penalty: For each Sportsmanship Penalty a team receives, three points will be deducted.
4. Level 3 Sportsmanship Ejection: For each Sportsmanship Ejection a team receives, seven points will be deducted.
5. Forfeits: Forfeiting a contest shall result in a seven point deduction.
6. In tournament play should a team's actions cause that team to receive a SRS rating of less than seven (7), the game will immediately be discontinued; the opposing team will be declared the winner of the game; and the declared winner will advance to the next round in the tournament. The declared winner must not have a SRS rating of less than seven.

Level 1: Sportsmanship Infraction (1 point deduction)	- Any verbal warning that addresses conduct
Level 2: Sportsmanship Penalty (3 point deduction)	- Alcohol use by spectators - Spectator interference
Level 3: Sportsmanship Ejection (7 point deduction)	- Alcohol use by player - Physical contact with an official - Fighting - Intentionally injuring or attempting to injure an opponent - Threatening/Verbal abuse of an official - Use of an ineligible player - Use of a suspended player - Forfeiting a game

II. SPORT RULES

A. MATCHES:

Each match (singles and doubles) is played to the best of three games. In Intramural badminton, a game cannot be set. A game is won by the first side to score 15 points. A side need not win by two points to win a game.

B. COMMENCING PLAY:

1. Before commencing play, the opposing sides shall spin the racket, and the side winning the spin shall have the option of:
 - a. To serve or receive first; or
 - b. To start play at one end of the court or the other.
 - c. The side losing the toss shall exercise the remaining choice.

C. SCORING:

1. The opposing sides shall play until one side wins two of three games.
2. Only the serving side can add point to its score.
3. A game is won by the first side to score 15 points. A team need not win by two points to win a game.
4. The side winning a game serves first in the next game.

D. CHANGE OF ENDS:

1. Players shall change ends:
 - a. at the end of the first game,
 - b. prior to the beginning of the third game, and
 - c. in the third game when the leading score reaches 8 points.
 - d. If the players fail to change ends at 8 points during the third game, they shall do so immediately when the mistake is discovered, and the existing score shall stand.

E. SERVICE:

1. The server and the receiver shall stand within diagonally opposite courts without touching the boundary lines of these service courts. Some part of both feet of the server and the receiver must remain in contact with the surface of the court in a stationary position until the serve is delivered.
2. The server's racket shall initially hit the base of the shuttle while the whole of the shuttle is below the server's waist.
3. There are no overhand serves in badminton. The head of the racket must be discernibly below the server's hand holding the racket.
4. The movement of the server's racket must continue forwards after the start of the service until the service is delivered.
5. The flight of the shuttle shall be upwards from the server's racket to pass over the net, so that if not intercepted, it falls in the receiver's service court.
6. The server shall not serve before the receiver is ready, but the receiver shall be considered to have been ready if a return of service is attempted.
7. The service is delivered when, once started, the shuttle is hit by the server's racket of the shuttle lands on the floor. *Note:* It is not a fault if the server, in attempting the serve, misses the shuttle. However, if the shuttle is touched by the racket, the service is considered to have been delivered.

F. SINGLES SERVICE:

1. The players shall serve from, and receive in, their respective right service courts when the server has not scored or has scored an even number of points in that game.
2. The players shall serve from, and receive in, their respective left service courts when the server has scored an odd number of points in that game.
3. The shuttle is hit alternately by the server and the receiver until a fault is made, or the shuttle ceases to be in play.

G. DOUBLES SERVICE:

1. At the start of the game, and each time a side gains the right to serve, the service shall be delivered from the right service court.

2. Only the receiver shall return the service. It is a fault if the shuttle touches or is hit by the receiver's partner.
3. Service Courts
 - a. The player who serves at the start of the game shall serve from, or receive in, the right service court when that player's side has not scored or has scored an even number of points in that game and the left service court otherwise.
 - b. The player who receives at the start of any game shall receive in, or serve from, the right service court when that player's side has not scored or has scored an even number of points in that game and the left service court otherwise.
 - c. The reverse pattern applies to partner.
4. The right to serve passes consecutively from the initial server in any game to the initial receiver in that game, and then consecutively from that player to that player's partner and then to one of the opponents and then the opponent's partner, and so on.
5. Either player of the winning side may serve first in the next game, and either player of the losing side may receive.

H. SERVICE COURT ERRORS:

1. A service court error has been made when a player:
 - a. has served out of turn,
 - b. has served from the wrong service court, or
 - c. standing in the wrong service court was prepared to receive the service and it has been delivered.
2. When a service court error has been made, then,
 - a. if the error is discovered before the next service is delivered, it is a "let" unless only one side was at fault and lost the rally, in which case the error shall not be corrected.
 - b. if the error is not discovered before the next service is delivered; the error shall not be corrected.
3. If there is a "let" because of a service court error, the rally is replayed with the error corrected.
4. If a service court error is not to be corrected, play in that game shall proceed without changing the players' new service courts (nor, when relevant, the new serving order).

I. FAULTS: It is a fault:

1. if a service is not correct.
2. if, after passing over the net on service, the shuttle is caught in or on the net.
3. if, in play, the shuttle
 - a. lands outside the boundaries of the court,
 - b. passes through or under the net,
 - c. fails to pass the net,
 - d. touches the roof, ceiling, or side walls, or
 - e. touches the person or dress of a player.
4. if, when in play, the initial point of contact with the shuttle is not on the striker's side of the net. The striker may, however, follow the shuttle over the net with the racket in the course of a stroke.
5. if, when the shuttle is in play, a player
 - a. touches the net or its supports with racket, person, or dress, or
 - b. invades an opponent's court under the net with racket or person such that an opponent is obstructed or distracted, or
6. if, in play, a player deliberately distracts an opponent by any action such as shouting or making gestures.

7. if, in play, the shuttle
 - a. be caught and held on the racket and slung during the execution of a stroke.
 - b. be hit twice in succession by the same player with two strokes. A double hit by one player with one stroke is *not* a fault.
 - c. be hit by a player and the player's partner successively.
 - d. touches a player's racket and continues toward the back of that player's court.

J. LETS: A 'LET' IS CALLED TO HALT PLAY.

1. A let may be given for any unforeseen or accidental occurrence.
2. If a shuttle, after passing over the net, is caught in or on the net, it is a let except during service.
3. If the server serves before the receiver is ready, it shall be a let.
4. When a let occurs, the play since the last service shall not count, and the player who served shall serve again.