

BADMINTON IS A SPORT, AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

ALL RULE CHANGES ARE HIGHLIGHTED IN GRAY.

THE GAME WILL BE PLAYED ACCORDING TO THE BADMINTON WORLD FEDERATION RULES WITH THE FOLLOWING EXCEPTIONS AND CLARIFICATIONS:

OPEN, IFC FRATERNITY, AND WOMENS TEAMS

STARTING THE GAME

1. **START TIME:** Teams are to be at the court and signed in before the official game time. If a team is not at the court and ready to play at the scheduled game time, that game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring a current valid Photo I.D. to the playing area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with an Intramural Supervisor before entering the game.
3. **PLAY PASS:** All participants must have purchased a valid Intramural Sports Play Pass in order to be eligible to participate.
4. **SCORING:** Self officiating and scoring. There will be a best three (3) out of five (5) series played. The FIRST side to 15 points is declared the winner. The side that won the previous game will serve first. Rally scoring will apply meaning there will be a point awarded every play.
5. **TEAMS:** One (1) person makes up a team in singles. Two (2) people make up a team in doubles.
6. **GAME EQUIPMENT:** Towson University Intramural Sports will provide all equipment, participants may bring your own racquet.

PLAYING THE GAME

7. **GAME LENGTH:** There will be a best three (3) out of five (5) played with each game going to 15. Winner of three (3) games first is declared the winner.
8. **SCORING:** A point is awarded when a fault is committed by the opponent or the shuttle touches the ground and is no longer in play. It does not matter who is serving to receive a

point, which ever player commits a fault or has the shuttle touch their side the opposite is rewarded a point.

9. **SERVING:** You shall serve from, and receive in, the **right service court** when you or your opponent has scored an **even number** of points in that game. You shall serve from, and receive in, the **left service court** when you or your opponent has scored an **odd number** of points in that game. Winner of each point is awarded next serve. In doubles, serve is always done from the right service court and only the opponent standing diagonally opposite of you shall receive the service. Serve until point is lost, then your partner shall serve next when you earn the serve back.
10. **FAULT:** The rules of Badminton consider the following as faults:
 - a. If the shuttle lands outside the boundaries of the court, passes through or under the net, fail to pass the net, touches the ceiling or side walls, touches the person or dress of a player or touches any other object or person.
 - b. If 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.)
 - c. If a player touches the net or its supports with racket, person or dress, invades an opponent's court over the net with racket or person except as permitted.
 - d. If a player invades an opponent's court under the net with racket or person such that an opponent is obstructed or distracted or obstructs an opponent, that is prevents an opponent from making a legal stroke where the shuttle is followed over the net.
 - e. If a player deliberately distracts an opponent by any action such as shouting or making gestures.
 - f. If the shuttle is caught and held on the racket and then slung during the execution of a stroke.
 - g. If the shuttle is hit twice in succession by the same player with two strokes.
 - h. If the shuttle is hit by a player and the player's partner successively or touches a player's racket and continues towards the back of that player's court.
 - i. If a player is guilty of flagrant, repeated or persistent offences under Law of Continuous Play, Misconduct, Penalties.
 - j. If, on service, the shuttle is caught on the net and remains suspended on top, or, on service, after passing over the net is caught in the net.
11. **LET:** Lets are called by the player, as there will be no umpire in order to halt play.
 - a. If a shuttle is caught in the net and remains suspended on top or, after passing over the net, is caught in the net, it shall be a 'let' except on service.
 - b. If, during service, the receiver and server are both faulted at the same time, it shall be a 'let'.
 - c. If the server serves before the receiver is ready, it shall be a 'let'.
 - d. If, during play, the shuttle disintegrates and the base completely separates from the rest of the shuttle, it shall be a 'let'.
 - e. A 'let' may occur following a service court error. When a 'let' occurs, the play since the last service shall not count and the player who served shall serve again, except where in situations where the Law of Service Court Errors is applicable.

DOUBLES RULES

12. The service must go diagonally, from the server's right-hand side to the receiver's right-hand side. This stops you from getting the opposing pair tangled up before they've even hit a shuttle.
13. A doubles pair must strike the ball alternately.
14. At the change of service, the previous receiver becomes the new server and the partner of the previous server becomes the receiver. This makes sure everybody does everything.

SPORTSMANSHIP

15. **UNSPORTSMANLIKE CONDUCT:** Any unsportsmanlike conduct including, but not limited to, arguments with officials by any player, coach, manager, or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.
16. **BENCH CONDUCT:** All substitutes, coaches, and spectators must adhere to Intramural Sports and Burdick Field/Court rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.
17. **DRUG, ALCOHOL & TOBACCO POLICY:** Teams and fans are not permitted to bring alcohol, and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco products in Burdick Hall. Violators may be removed from the facilities with possible forfeiture of the game, at the discretion of the Supervisor.
18. **INTRAMURAL POLICIES:** Team captains are responsible for making sure that all members of their teams are aware of all Intramural Sports policies and rules. Captains are responsible for their teams' sportsmanship, and may be held accountable for the actions of individuals on their team.

CO-ED TEAMS

19. **TEAMS:** Teams are made up of one male and one female.
20. **RULES DIFFERENCES:** There are no other differences. The game will be played as described above.