

SALISBURY UNIVERSITY

OFFICIAL INTRAMURAL BADMINTON RULES

I. Eligibility

All participants must be either full time students, faculty or staff.

II. Scoring and Starting Play

- A. A match consists of best two out of three games.
- B. A game is played to 15 points, provided that when the score is 13 all, the side which first reached 13 has the option of "setting" the game to 5 points, and that when the score is 14 all, the side which first reached 14 has the option of "setting" the game to 3 points.
- C. Players shall change sides of the net at the start of the second and third games.
- D. Before starting the play, the opposing sides shall toss, with the winning side having the option of: 1) serving first, 2) not serving first, or 3) choosing sides of the net.
- E. The side winning a game shall always serve first in the next game. F. The time during which a player or team holds the serve is known as an "inning."

III. Doubles Play

- A. After it has been decided which side is to have the first serve, the player in the right hand service court of that side begins the game by serving to the player in the service court diagonally opposite.
- B. Only one player of the side beginning the game shall be entitled to serve in its first inning. In all subsequent innings each partner shall serve until each loses the serve.
- C. When their score is an even number, partners should be in the service courts in which they began the game.
- D. As long as a side remains serving, service is delivered alternately from each service court into the one diagonally opposite, the change being made by the serving side only, and only when a point is added to its score.
- E. The first serve of a side in each inning shall be made from the right hand service court.

IV. Singles Play

- A. Players shall serve from and receive in their respective right hand service courts only when the server's score is zero or an even number.
- B. Players shall service from and receive in their respective left hand service courts when the server's score is an odd number.
- C. Both players shall change service courts after each point has been scored.

V. Faults

- A. A fault committed by a player on the serving side puts the server out. A fault committed by a player on the receiving side scores a point for the serving side.
- B. It is a fault:
 - 1. If during service, the shuttle is contacted higher than the server's waist.
 - 2. If during service, the head of the server's racket be higher than the server's hand which is holding the racket when the shuttle is contacted.
 - 3. If during service, the shuttle does not land in the proper service court.
 - 4. If during service, the server's and receiver's feet are not in the proper service court.
 - 5. If before or during service, any player makes preliminary feints or otherwise fakes his/her opponents.
 - 6. If during service, players move their feet prior to the shuttle being contacted or stand so an opponent cannot see the serve.
 - 7. If during service or play, the shuttle contacts a player's person or clothing.
 - 8. If the shuttle is contacted before it crosses to the striker's side of the net. (May follow through over the net.
 - 9. If during play, a player touches the net or supports with racket, person or clothing.
 - 10. If the shuttle be held on the racket (caught or slung) during a stroke, or be hit twice in succession without an opponent contacting it.
 - 11. If a player obstructs an opponent.

VI. General

- A. A shuttle that falls on a line is considered a play.
- B. If the shuttle touches and passes over the net it is considered in play either during serve or rally.
- C. If a shuttle, after passing over the net, is caught in or on the net, it is a "let."
- D. If the server, in attempting to serve, misses the shuttle, it is not a fault.
- E. If a player has a chance of striking the shuttle in a downward direction when quite near the net, his/her opponent must not put up his/her racket near the net on the chance of the shuttle rebounding from it. A player may, however, hold up his/her racket to protect his/her face from being hit if he/she does not thereby balk his/her opponent.