

Intramural Badminton Rules

The following set of rules addresses gameplay for Badminton. Additionally, the intramural handbook addresses intramural policies that apply to all sports and should be read prior to registering an intramural team.

Postings: Schedules, league updates, game results, and playoff brackets will be posted on IMLeagues as that information becomes available. Team captains should check the site regularly to check for changes.

Eligibility: All students are eligible to participate in the Intramural Sports Program, provided they are enrolled during that semester/block at St. Olaf.

All faculty, staff, and spouses are eligible provided they have a current Recreation Pass, have signed the necessary waivers, and paid the necessary pass fees.

All eligibility protests must be presented to the supervisor before the game or when the protested player first enters the game.

All players must have played in one regular season game to be eligible for the playoffs.

Pre-Game: All participants must present a valid Ole Card to participate in any intramural activity.

There will be no exceptions to this policy. If participants do not present valid identification, they will not be allowed to participate in the Intramural activity.

No ID, No Play!

Equipment: No jewelry may be worn.

Forfeits: To avoid a forfeit, teams must have the minimum number of players checked in by five (5) minutes past game time.

Game Format: A match consists of the best of three games with each game played to 11 points. After the 1st and 2nd game, teams will switch sides.

The match will begin with a rally for serve, and the team that wins the rally will be awarded the first serve.

Each match has a 30 minute time limit. At the end of 30 minutes, the team in the lead for that game will win the game and the score will stand.

Scoring: Rally scoring will be used. That is, each rally will result in a point for the one team unless a let is called.

Service: The server and receiver shall stand in diagonally opposite courts without touching the boundary lines of these service courts. Some part of both feet must remain in contact with the surface of the court in a stationary manner until the serve is delivered.

The server's racquet shall hit the base of the shuttle while the whole shuttle is below the server's waist. There are no overhand serves in badminton.

The service is delivered once the shuttle is hit by the server's racquet. If the server misses the shuttle, this does not count as a viable service attempt. In singles, the server and return shall begin in their right court if the server has an even number of points in the game. They shall begin in their left court if the server has an odd number of points in the game.

In doubles, the player who serves and receives at the start of the game shall serve from, or receive in the right service court when that player's side has an even score. That player's partner shall serve in the right court when that player's team has an odd score.

Serve passes from initial server to initial returner to initial server's partner to initial returner's partner, and so on.

Service Errors: The following service court errors result in let unless the offending team lost the rally point. In that case the play stands:

- Server serves out of turn
- Server is in the wrong service court
- Receiver is in the wrong receiving court

Faults: All faults result in a point for the opposing team. Additionally, the team that does not commit the fault will be awarded the next serve.

- A service is incorrect
- A player causes the shuttle to get caught in the net
- A player causes the shuttle to land outside the court boundaries
- A player causes the shuttle to pass through or under the net or the player fails to hit the shuttle over the net
- A player causes the shuttle to hit the net pole or wall
- A player contacts the shuttle with anything other than his or her racquet
- A player contacts the shuttle on the opposing team's side of the net
- A player touches the net or steps under the net into the opponent's court
- A player deliberately distracts an opponent by shouting or making unnecessary gestures
- A player catches and holds the shuttle on his or her racquet

- A player or team hits the shuttle twice in succession with two separate strokes

Lets:

When lets are called, the play ends and the point is replayed:

- Any unforeseen or accidental occurrence
- A shuttle, after passing over the net, is caught in the net, it is a let except during a service
- The server serves before the returner is ready
- The shuttle hits the ceiling or rafters