

-Texas A&M University-
Department of Recreational Sports INTRAMURAL SPORTS
Badminton

Regulations published in the Texas A&M Rec Sports Handbook will be the governing policies for all intramural sports. Participants are responsible for possessing a thorough understanding of these regulations and their implications. Play will be governed by the following rules adopted by the International Badminton Association with some exceptions.

1. PARTICIPATION

- A. Proper identification must be presented. Proper identification is a government-issued photo ID.
- B. Roster: Each player's name must appear on the roster before he/she enters a game.
- C. Any player disqualified from a contest will be removed from that game and can still play in next contest.
- D. Any player ejected from a game is automatically suspended from all intramural activities pending a meeting with the appropriate intramural staff member.
- E. Intramural staff retains the authority to require an ejected player to leave the facility. Any player instructed to leave must do so immediately.
- F. **Protest Procedure:** Judgment calls may not be protested. If a team wants to protest a rule interpretation, the protest must be made immediately at the time of the questionable incident. Notify the official. The clock will stop while a protest is being filed.
- G. **Eligibility:** The eligibility of all players is the responsibility of team captains and the individual players. Refer to the intramural handbook for details.
- H. **Blood Rule:** Players who sustain an injury causing an open wound will be required to leave the game. A player may not re-enter the contest until the flow of bodily fluids is stopped and the wound covered.
- I. **Jewelry:** Participants are not permitted to wear any jewelry.
- J. **Medical Alert Bracelets** –Permitted, must be taped flush with the skin and may be visible.
- K. **Casts/splints:** Not allowed under any circumstances. Knee braces with exposed metal, hard plastic, or metal hinges must be covered with padding or foam at least ¼ inch thick.
- L. **Religious Headwear** – In the event, a participant may not expose his/her uncovered head, the
- M. intramural supervisor may approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way that it is highly unlikely to come off during play. This stipulation applies only to religious headwear to cover the head and does not apply to any necklaces/rings/ earrings/ bracelets or any other form of jewelry.
- N. Elastic headbands and hair control devices without metal, hard plastic, or bandanas without knots are permitted. Hard items, including, but not limited to, beads, barrettes, and bobby pins are prohibited. Other head decorations or headwear are not allowed.
- O. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of own glasses.
- P. Any slippery substance of a foreign nature on equipment, clothing, or an exposed part of the body is illegal.
- Q. Players may wear a knit or stocking cap (no caps with bills) and/or soft, pliable, non-abrasive gloves. Bandanas with a knot are not permitted.

- R. Footwear: Indoors – all players must wear athletic shoes with non-marking court soles. Hard soled shoes of any kind will not be permitted. Outdoors – all players must wear athletic shoes. Metal cleats, spikes, or toe cleats will not be permitted. Five finger shoes are not considered athletic shoes.
- S. Pants – Participants are encouraged to wear athletic style shorts or pants.
- T. All equipment decisions made by the intramural staff or Rec Sports medic on duty shall be final.
- U. All participants must meet eligibility standards as outlined in the Texas A&M Rec Sports Handbook.
- V. All participants must meet eligibility standards as outlined in the Rec Sports handbook.

2. The Court:

- A. The court for singles shall be "long and narrow", measuring 22' x 17' (each side).
- B. The court for doubles shall be "long and wide", measuring 22' x 20' (each side).

3. General Rules of Play:

- A. The server may not serve until his opponent is ready. If the opponent attempts a return at the service, they will be considered ready.
- B. The server and the player served to must stand within the limits of their respective service courts. A foot on or touching the line in the case of either shall be held to be outside his service court.
- C. If in the course of service or rally, the shuttlecock touches and passes over the net, the stroke is considered valid. It is a good return if the shuttlecock, having passed outside either post, drops on or within the boundary lines of the opposite court. A "let" may be awarded for an accidental or an unforeseen hindrance.
- D. When a "let" occurs, the play since the last service shall not count, and the player who served will serve again.
- E. If the server, in attempting to hit the shuttlecock, misses the shuttlecock, it is not considered a fault. However, if the shuttlecock is touched by the racquet, a service has been made.
- F. If when in play, the shuttlecock strikes the net and remains suspended there or strikes the net and falls toward the surface of the court on the striker's side of the net or hits the surface outside the court and an opponent then touches the net or shuttlecock with his racquet or person, there is no penalty as the shuttlecock is not then in play.
- G. If a player has a chance of striking the shuttlecock in a downward direction when near the net, his opponent must not put up his racquet near the net on the chance the shuttlecock may rebound from it. A player may, however, hold up his racquet to protect his face from being hit if he does not block his opponent.

4. Scoring:

- A. A player must be serving to score points. When the server commits a fault his/her turn of service is over. When the receiver commits a fault the server is given a point.
- B. A game shall consist of 15 points. There is no need to win by 2 points.
- C. The match will be the best of three games. Players shall change ends for the commencement of the second game and also the third. In the third game, the players shall change ends when the score reaches 8 points. If the players fail to change ends, as soon as the error is detected, the change should occur and the existing score shall stand.

5. Service:

- A. To determine serve, the opposing sides shall rally. The winner shall have the choice of
 - a. first serve,
 - b. receiving first or
 - c. choosing ends.
- B. The side losing the rally shall then have either alternative remaining.
- C. The first serve of the game is always made from the right side of the court. b.
- D. A player continues to serve (alternating service courts) as long as a player scores points. c.
- E. If the server completely misses the shuttle on the serve the server may re-serve. d.
- F. A serve may not be delivered until the receiver is ready. If the receiver attempts to return the serve, the receiver is to have been considered ready. e.
- G. During the serve, it is a fault if:
 - a. i. The shuttle is contacted above the server's waist or the racket head is above any part of the hand. ii.
 - b. The shuttle does not fall into the diagonally opposite service court. iii.
 - c. Some part of both feet of the server and receiver are not in contact with the appropriate court until the shuttle is contacted by the server.
- H. The first service of a side in each game shall be made from the right-hand service court. After the service is delivered, the server and the player served to may take up any positions they choose on their side of the net, irrespective of any boundary lines.
- I. The player served to alone may receive the service, but should the shuttlecock touch or strike his partner, the "In" side scores a point.
- J. The side winning a game shall always serve first and either of the losers may receive the serve. If a player serves out of turn or from the wrong service court and his side wins the game, it shall be a "Let." If a player on the "Out" side standing in the wrong service court is prepared to receive the service when it is delivered and his side wins the rally it shall also be a "Let." If in either case, the side at fault shall lose the point if they lose the rally. Should a player inadvertently change sides

when he should not do so, and the mistake is not discovered until after the next succeeding service has been delivered, the mistake shall stand and a "Let" cannot be claimed and the player's positions shall not be corrected.

6. Faults:

- A. It is considered a fault if:
 - a. The shuttle fails to pass over the net or lands outside the boundary line.
 - b. The shuttle contacts the walls, ceiling, player or player's clothes.
 - c. The shuttle passes through or under the net. iv. The player touches the net.
 - d. The player reaches across the net to contact the shuttle (following through across the net is allowed).
 - e. The shuttle is hit more than once or is momentarily caught and thrown.
 - f. The player obstructs an opponent or invades the opponent's court.
 - g. A player is hit by the shuttle whether the player is standing inside or outside the court boundaries.

7. Playoffs:

- A. Playoffs will be played when the regular season ends.
- B. The playoffs will be a single elimination tournament and all participants will qualify.
- C. The winners of their respective divisions will win a championship t-shirt.