

## **BADMINTON Rules & Regulations**

**The University of Akron  
Student Recreation & Wellness Services  
Intramural Sports**

Participation in any and all activities within this facility and/or sponsored by The University of Akron is voluntary. All participants understand and agree that use of this facility and/or participation in an activity sponsored by the university is at their own risk and that the university is not responsible for any incidents, injuries or loss of property that may occur.

All team representatives, including players, substitutes, replaced players, coaches, trainers, spectators and/or other persons affiliated with the team are subject to the rules of the game and shall be governed by decisions of officials assigned to the game as well as the site supervisor.

Current USA Badminton rules shall apply, with the following clarifications and modifications in effect:

### **GENERAL INFORMATION:**

- All students, faculty or staff can participate provided they meet the eligibility requirements outlined in the Intramural Sports Participants Handbook. All participants must present a valid, physical copy, University of Akron ZipCard. **NO ID, NO PLAY!**
- All games will be played in the 3-court gymnasium of the Student Recreation & Wellness Center.
- A player may only play on one (1) team in any given league (i.e.: one single-gender team, and one co-rec team).
- This is a self-officiated event; any disputes can be brought to the attention of the Site Supervisor. If there is still no resolve, the serve shall be replayed.
- Each team shall designate to the Officials a player as the court captain. This person is the only player who may communicate with the Officials.

### **EQUIPMENT:**

- Racquets and shuttlecocks can be checked out from the SRWC Equipment Desk.

### **GAME FORMAT:**

- A coin toss, called by the Visiting Captain, at the beginning of the match will determine the choice of service or side. The winning Captain will have the following options:
  - Service in either the first or second match, OR
  - Side of court in either the first or second match
    - Teams will change sides of the court between the first and second match.
  - The opponent is allowed the alternate choice.
  - If a third match is needed, another coin toss will determine service.
- Players will continue to serve, alternating courts, until he or she commits an error.
- All matches will be played to best two (2) out of three (3) games.
  - Games will be played until one player reaches 11 points.
  - Points will be scored with rally scoring – a point is earned each rally, regardless of who was serving.

### **THE GAME:**

- A serve may not be delivered until the receiver is ready.
- Some part of both feet of the server and the receiver must remain in contact with the court, inside the boundary lines, until the shuttle leaves the racquet of the server.
- A serve which touches and passes over the net, and falls within the diagonal receiver court is a legal serve.

- A shot during a rally which touches and passes over the net and falls within the legal boundary lines is a legal serve.
- Lines are in, which means that Shuttles falling on any court lines are legal and count as a point.
- It is NOT a fault if the server completely misses hitting the shuttle on the serve, they may have a second attempt to serve.
- "Let" is called when the receiver is not ready for the serve and when, after passing over the net on the serve or rally, the shuttle is caught in or on the net.
- Singles will use the "narrow" boundary lines and Doubles will use the "wide" boundary lines.

#### **PLAY:**

- The first serve of the game is made from the right service court and received in the diagonal receiver court, as are all serves when the server's score is zero (0) or an even number.
- When the server's score is odd, the serve is made from the left service court and received in the diagonal receiver court.

#### **FAULTS:**

- Any fault will result in a point for the opposing player or team.
- It will be considered a fault if:
  - During the instant a shuttle is contacted on the serve, the shuttle is above the server's waist or the racquet head is above the hand.
  - During the serve, the shuttle does not fall within the boundaries of the diagonal receiver court or the feet of the server and/or receiver are not within the boundaries of their respective courts.
  - Before or during the serve, any player feints or balks (distracts) the opponent.
  - During the service or rally, the shuttle contacts the walls, ceiling, player or clothing; passes through or under the net; fails to pass the net; or does not fall within the boundaries of the court.
  - Any player reaches across the net to contact the shuttle, other than on a follow-through.
  - During play, any player's person, clothing, or racquet touches the net or its supports.
  - The shuttle is hit more than once in succession by a player or is hit in succession by partners or caught or slung when struck.
  - A player obstructs an opponent or invades an opponent's court.

#### **AWARDS:**

- The winning participant in each division will receive Intramural Sports Champion T-shirts.

*Updated 7/30/18*