Intramural Badminton Rules and Regulations

| Objective                                                                 | - Badminton is an individual sport. The objective is to score a point by either grounding the birdie in the opponent's half of the court with your racquet or by having them hit it out of bounds/into the net.  
- This league operates on a ladder system where players can challenge each other to matches.  
- Games are played on a sport floor surface. |
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<td>Game Length</td>
<td>- Games are 55 minutes in length with a 2.5 min breaks in between each game.</td>
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<td>Equipment</td>
<td>- Players will be given 1 racquet as they enter the facility</td>
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| Roster and Eligibility                                                    | - 1v1, open play (no gender rules)  
- no substitutes  
- A default for the match (all three sets) will occur if any player does not show up 5 minutes after the official start time (unless otherwise agreed by both captains). |
| Game Rules/Scoring                                                       | - Ladder Rules:  
  - Can not challenge more than 3 above  
  - If a player below wins, they move to the first place above defeated player  
  - If the player below loses, they stay same  
  - No rematches  
  - No back to back games if players are waiting  
  - All ladder games take precedent over “casual play”  
  - Offensive player calls shot, if they defer the defensive player has the final say (if birdie is in or out) |
- Spin or birdie for serve
- Rally point, first to 21 (win by 2)
- Standard Badminton rules apply
- If a player is not in attendance, they cannot be
  officially challenged and their name does not
  factor into counting for challenging (But if they
  are absent for multiple weeks they can be
  challenged and therefore will automatically lose)
- A player may only use their racquet to score a point
- A player may not make two consecutive hits of the
  birdie.
- Players are to call birdie ‘in’ or ‘out’ of bounds. If the
  birdie touches any part of a court line, it is ‘in’. The
  birdie must completely pass the line to be ‘out’. If there
  is a dispute, resume play by re-serving the birdie with
  no point awarded. If a disagreement escalates, any
  disputes should be discussed amongst the two players
  and the supervisor.
- A birdie that hits the wall or ceiling is out of bounds.

**SCORING**

- The first team to score 21 points by a two-point margin
  (with a hard cap of 27 points) is awarded the set. A
  match consists of 3 games to 21.

**Violations**

- Obvious fouls include - carries, double hits, touching
  the net, going under the net and contacting another
  player.
- Absolutely no contact with the net whether this be
  intentional, accidental or affect the play or not. Players
  at the net should begin each point three feet back from
  the net.
- If the ball is driven into the net causing the net to touch
  an opponent, no fault is committed.
- Players are not permitted to penetrate fully into the
  opponent's space under the net. Player's feet must
  remain in contact with the centre line and any part of
  the body above the feet. Players need to be as cautious
  as possible when crossing under the plane of the net,
  so as to avoid injury to themselves or their opponents.
SERVING

- A server may serve the birdie from anywhere behind the baseline.
- A player may NOT block or spike a serve.
- Net serves are allowed. Meaning, if a serve hits the net but the motion of the ball carries it over, it is a live ball.