



Intramural Badminton Rules

General:

1. A serve may not be delivered until the receiver is ready.
2. 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.
3. A serve which touches and passes over the net and falls within the diagonal service court and a shot during a rally which touches and passes over the net and falls within the legal boundary lines are both good.
4. Shuttles falling on the lines are both good.
5. It is not a fault if the server completely misses the shuttle on the serve.
6. "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.

Equipment:

Coin Toss:

Before the game, flip a coin. The winner of the toss has a choice of serving first, receiving first or choosing court.

Game & Match:

All games are played to fifteen (15) points. First one to 15 points wins. A match is two out of three games.

Scoring:

1. Points may be scored only by the player or the side serving.
2. A player continues to serve, alternating courts, until he or she commits an error.
 - SINGLES: On an error by the server, "service over" is called, no points are scored and the receiver becomes the server.
 - DOUBLES: When an error is committed by the serving side, when the first server is servicing, "second server" is called, no point is scored, and the partner of the first server becomes the server.

When an error is committed by the serving side when the second server is servicing, "service over" is called, no point is scored, and the opposing side becomes the serving side.

Doubles Play:

1. The side serving first in the first game has only one term of service in the first inning. If the first serving team commits a fault in the first inning, "service over" is called.

2. Throughout the following innings, each partner on each side has a turn at service.
3. Whenever a side becomes the serving side, the partner in the right hand service court serves first.

The partners rotate courts only after winning a point. A player, who in the first inning served from the right service court should be in this court whenever the score for their side is zero or even.

Singles Play:

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

Faults:

A fault committed by the player or the serving side:

- In Singles, results in a "service over"
- In Doubles, results in either "second service" or "service over" depending upon whether one or both partners have served and what inning of play it is.
- A fault committed by a player or side receiving results in a point for the serving player(s).

It is a fault if:

1. During the instant a shuttle is contacted on the serve the shuttle be above the server's waist, or the racquet head above the hand.
2. During the serve, the shuttle does not fall within the boundaries of the diagonal service court.
3. During the serve, the feet of the server and the receiver are not within the boundaries of their respective service courts. Feet on the boundary lines are considered out of bounds.
4. Before or during the serve, any player feints or balks the opponent(s).
5. 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.
6. Any player reaches across the net to contact the shuttle, other than on a follow-through.
7. During play, any player's person, clothing, or racquet touches the net or its supports.
8. 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. Wood shots and simultaneous striking of the base and feathers of the shuttle are legal if no slinging or catching occurs.
9. A player obstructs an opponent or invades an opponents court.
10. In play, a player standing in bounds or out of bounds contacts the shuttle with any part of their person or is struck on any part of their person by the shuttle.