

## Intramural Sports – Badminton Rules

### GENERAL INFORMATION

1. All participants must meet the eligibility requirements listed in the Intramural Sports Policies and Procedures handbook. **Each player must be an FIU MMC student or FIU Wellness and Recreation Faculty/Staff Member.**
2. All intramural participants must personally sign the **Waiver Release** and are responsible for their own medical expenses.

### OVERVIEW

1. All intramural badminton matches will take place in WRC North Gym.
2. Equipment
  - a. Shuttles and Racquets can be provided by the IM Sports Staff
  - b. Other shuttles may be used if both sides agree
  - c. Participant may play with their own Badminton Racquets
3. The Match
  - a. Games are self-officiated, for any discrepancies the point is to be replayed.
  - b. A match will be best 2 out of 3 games.
  - c. Games will be played to 21 points. A player must win by 2 points.
  - d. Games are capped at 25 points.
  - e. If it comes to the third game, it will be played to 15 points, capped at 20.
  - f. Winner of a coin toss/rock paper scissors has the option of serving first, receiving first or choosing the side of the court to start on. Loser of the toss will have the choice of the remaining options.
4. A player wins a rally by hitting the shuttle over the net and onto the inbounds floor of the opposing side's court.
5. A player loses a rally if the shuttle:
  - a. Hits the net without going over
  - b. Passes through or under the net
  - c. Lands outside the boundaries of the opposing court
  - d. Fails to cross over the net
  - e. Touches the ceiling or sidewalls
  - f. Touches a person or their clothing
  - g. Players earn a point by winning a rally in which they were the server
  - h. Players earn the right to serve by winning a rally in which they were the receiver

- i. Players may not strike a shuttle before it enters his/her court although the follow through of a racquet may break the plane of the net provided the shuttle was contacted on the player's own side of the net
  - j. Players may not hit the net with a racquet or other body parts
  - k. Players may only hit the shuttle once on a side
  - l. The shuttle may not hit the floor
  - m. The shuttle may not rest momentarily on the racket during a shot. This is a "carry" and the player at fault should call it.
6. Singles play consist of only the inside areas of the court.
7. Serving
- a. The first serve of the game is made from the right service court and received in the diagonal service court.
  - b. The second serve from the same player/team is made from the left service court and then continues to alternate until the serve is earned by the other player/team
  - c. The losing side of a game always serves first in the next game.
  - d. Players change sides after each game.
  - e. Serving faults result in a loss of serve, the following are all serving faults:
    - i. Shuttle is above the waist at the point of contact.
    - ii. Server is not in the proper service area or not behind the service line.
    - iii. Server does not have at least one foot in contact with the floor on serve.
    - iv. Server fakes a serve.
    - v. Served shuttle does not fall in opponent's diagonal receiving court.
8. Badminton will be played as a self-officiated sport where responsibility for fair play falls on the players. All players are expected to know the rules, and the integrity of Badminton depends on each player upholding them. Highly competitive play is encouraged, but never at the expense of mutual respect among competitors, adherence to the rules, or the basic joy of play.

### **ADDITIONAL RULES**

1. Gambling:
  - a. Players shall not bet on the outcome of a game.

### **SPORTSMANSHIP**

1. Players must conduct themselves in a reasonable manner, maintaining an appropriate and respectful demeanor towards tournament administrators, and to other players as described in the FIU IM Sports Participants Guide.