



Badminton Rules

Warning: Your participation in this sport could result in physical injury, which could be serious or fatal!! The University of North Carolina Wilmington assumes no responsibility for injuries and related medical expenses received during Intramural Sports activities. Students, faculty and staff are reminded that Intramural participation is completely voluntary. It is strongly recommended that all participants have a physical examination and secure adequate medical insurance prior to participation.

All yellow highlighted rules are new rules for this year.

All questions about rules/procedures not found in this document should be directed to the Competitive Sports staff. Staff may be contacted via email; imsports@uncw.edu, phone; 910-962-PLAY (7529), or in person in the Student Recreation Center room 162.

The Department of Campus Recreation has a Minimal Standard of Care for each activity. The following is a list of requirements and recommendations for each participant that enters this activity.

Requirements of all participants:

1. No jewelry or hats
2. Non marking shoes
3. No food/beverages allowed in SRC

Recommended for all participants

1. Mouthpiece
2. Eyeglass restraints (if applicable)
3. Padded support braces if result of previous injury or required by doctor

Intramural Sports Specific Rules

1. A current UNCW student faculty or staff I.D. will be required for play at each game. No I.D., no play.
2. Participants are responsible for e-mailing/calling and setting up their own matches.
3. Any forfeiting team must pay a \$10 forfeit fine to the Department of Campus Recreation.
4. An email will be sent each week with an updated bracket to the team captains.

Net

The height of the top of the net shall be 5 feet at the center.

Toss

Before play begins, opponents toss a coin to decide order of service and choice of courts. The winner of the toss has the choice of service, choice of courts; and the loser has the remaining choice.

Scoring

A match shall be 2 out of 3 games to 15. A point will be scored on all serves. If a game is tied at 14 the first team ahead by 2 points will be declared the winner. If no winner has been determined at 21 points the first team to reach 21 will be declared the winner (need not win by 2).

Court

The singles court is the narrow inside lines. The doubles court is the wider outside lines. The back line is the wide outside line and is the same in singles and doubles game.

Serve

Singles:

- Players shall serve and receive from the right hand service courts when the server's score is 0 or any even number of points. The players shall serve and receive from the left hand courts when the server's score is an uneven number of points. Both players change service courts after each point is scored.

Doubles:

- A side has only one 'service'. The service passes consecutively to the players as shown in the diagram. At the beginning of the game and when the score is even, the server serves from the right service court. When it is odd, the server serves from the left court.
- If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court. If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.
- The players do not change their respective service courts until they win a point when their side is serving.

Example: In a doubles match between A & B against C & D. A & B won the toss and decided to serve. A to serve to C. A shall be the initial server while C shall be the initial receiver.

Course of action/ Explanation	Score	Service from Service Court	Server & Receiver	Winner of Rally	
Start of the Match	Love All	Right Service Court. Being the score of the serving side is even.	A serves to C. A and C are the initial server and receiver	A & B	
A & B win a point. A & B will change service courts. A serves again from the Left service court. C & D will stay in the same service courts	1-0	Left Service Court. Being the score of the serving side is odd	A serves to D	C & D	
C & D win a point and also right to serve. Nobody will change their respective service courts	1-1	Left Service Court. Being the score of the serving side is odd	D serves to A	A & B	
A & B win a point and also right to serve. Nobody will change their respective service courts	2-1	Right Service Court. Being the score of the serving side is even.	B serves to C	C & D	
C & D win a point and also right to serve. Nobody will change their respective service courts	2-2	Right Service Court. Being the score of the serving side is even.	C serves to B	C & D	
C & D win a point. C & D will change service courts. C serves from Left service court. A & B will stay in the same service courts.	3-2	Left Service Court. Being the score of the serving side is odd	C serves to A	A & B	
A & B win a point and also right to serve. Nobody will change their respective service courts	3-3	Left Service Court. Being the score of the serving side is odd	A serves to C	A & B	
A & B win a point. A & B will change service courts. A serves again from the Right service court. C & D will stay in the same service courts	4-3	Right Service Court. Being the score of the serving side is even.	A serves to D	C & D	

Note that this means:

- The order of server depends on the score, odd or even, same as singles
- The service courts are changed by the servicing side only, when a point is scored

Faults

1. Service faults

- a. Racket head higher than server's hand.
- b. Shuttle contacted higher than server's waist.
- c. Shuttle falls outside service court (on the line is good).
- d. Some part of BOTH feet (server's receiver) must remain in contact with the ground until the service is delivered.
- e. Shuttle falls into wrong service court.
- f. Shuttle falls short of the short service line.
- g. Shuttle falls behind the long service line.
- h. Server's feet not in the service court from which service is taken.
- i. Receiver's feet not in the service court diagonally opposite server when service is delivered.
- j. Before or during service a player makes a preliminary feint or otherwise balks his/her opponent.

2. Playing Faults:

- a. The shuttle falls outside the boundaries of the court or passes through or under the net or fails to pass the net or touches the roof or side walls or the person or dress of a player.
- b. The shuttle in play being struck before it crosses to the striker's side of the net (follow through may be over the net).
- c. When the shuttle is in play a PLAYER touches the net or its supports with a racket, person, or dress.
- d. More than one person hitting the shuttle before it crosses the net OR one person hitting it twice before it crosses the net.
- e. The shuttle is caught or slung.
- f. A player strikes the shuttle (unless he thereby makes a good return) or is struck by it whether he is standing WITHIN or OUTSIDE the boundaries of the court.
- g. If the shuttle is held on the racket (i.e., caught or slung) during the execution of a stroke.

General

1. The server may not serve unless his opponent is ready. HOWEVER, the opponent shall be deemed ready if a return of the service is attempted.
2. Partners may take up ANY position on the courts provided they do not obstruct an opponent in any manner.
3. A server, in attempting to serve, misses the shuttle, commits a fault.
4. The shuttle is dead (out of play) as soon as it hits the net and remains suspended there, strikes the net and falls to the ground, or hits outside the boundary line. If an opponent

then touches the net or shuttle with his racket or person, there is no penalty as the shuttle is not then in play.

5. If in the course of a RALLY the shuttle touches and passes over the net, the stroke is NOT invalidated.