



UW-WHITewater INTRAMURAL SPORTS

BADMINTON RULES

Last update: August, 2021

ENTRY FEE

The entry fee of \$5/person must be paid at time of registration.

LEAGUE SCHEDULES

Schedules for league play will be posted online on IMLeagues and on the UWW Rec Sports app.

QUESTIONS

Please feel free to contact the Office of Recreation Sports and Facilities, the Intramural Coordinator, Matt Schneider, with any questions or concerns at 262.472.1145, or email imsports@uww.edu

GENERAL PROCEDURES

STARTING THE GAME

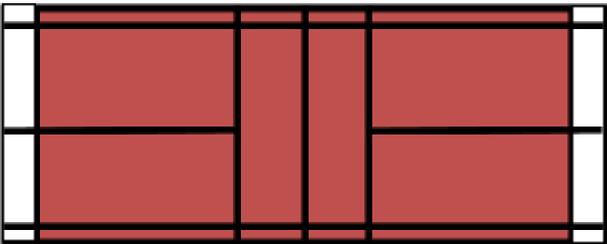
1. **GAME TIME:** If a player/team is not present and ready to play at the scheduled game time, that game will be declared a forfeit. If a player/team is unable to play a scheduled match, they must contact the UWW Rec Sports Office by 3pm of the day that their game is supposed to be played and that game will be declared an administrative forfeit.
2. **GYM 1:** All matches will be played in Gym 1 (Basketball Gym).
3. **WILLIAMS CENTER RULES:** All Williams Center Rules and Policies must be followed when playing Intramural Badminton.

PLAYING THE GAME

4. **SERVICE:** Players shall serve from the right service court when their score is 0 or an even number, and the left service court when their score is an odd number.
5. **SCORING:** Points are scored by the serving team only.
6. **RALLY:** A rally is won when a shuttle is hit over the net and onto the floor of the opponent's court. A rally is lost if the shuttle is hit into the net, or over the net but outside of the opponent's court. A rally is also lost if the shuttle touches the player's clothing or body, or if it is hit before it crosses over the net.
7. **WINNING A GAME:** Games one and two are to be played to 15. To win, a player/team must be ahead by at least two (2) points upon reaching 15. If not, play will continue until either player/team is ahead by two (2) points. The losing player shall have the first serve in the following game. Game three is to be played to 9. To win, a player/team must be ahead by two (2) points. The third game is capped at 13.
8. **WINNING A MATCH:** The first player/team to win two (2) games wins the match.
9. **SELF-OFFICIATED GAMES:** Games will be self-officiated. Players are to act and rule with honesty during play. Disputes will not be tolerated.
10. **DOUBLES:** Doubles teams must have at least two (2) participants at all matches. Teams may not play with only one (1). However, Doubles teams are allowed a maximum of three (3) participants on their roster – this allows a team to play their match in the event that one member cannot make it.

11. **SERVING:** The service areas for Doubles and Singles are indicated below. The court dimensions remain the same during play. In singles, you will serve on the right service court when your score is an even number while you will serve on the left service court when your score is an odd number. In doubles, if you serve and receive first on the right service court during a match, you will continue to serve there when the score of your side is an even number. Reverse pattern for your partner.

DOUBLES



SINGLES

