



INTRAMURAL BADMINTON RULES AND REGULATIONS

Current IBF rules will govern Badminton with the following modifications:

GENERAL PROCEDURES

1. All intramural participants must be registered with the UW-EC, and have a roster on hand with the University Recreation Department, or is a faculty/staff member affiliated with UW-EC.
2. All team sports will follow an unlimited roster policy. New players may come to the competition and be added to your roster if they have their UW-EC Blugold ID.
3. To be eligible for playoffs, a player must have played in at least one regular season game for that team.
4. The regular season of all competitive leagues will be followed by a single elimination playoff tournament when time permits.
5. Abusive, derogatory, and demeaning comments & gestures will NOT be tolerated in Intramural sports. Violators will face suspension or expulsion from the program. Serious incidents or repeated abuses will be subject to sanctions under the UWEC Code of Conduct.
6. **Five minutes past game time is forfeit time.**

PLAY

A badminton match comprises the best of three games. In Classic scoring format, the winning team needs 15 points in doubles and men's singles, or 11 in women's singles. In the new Rally Point scoring format, the winning team needs **21** points to win the match. **INTRAMURAL SPORTS WILL USE THE RALLY SCORE FORMAT.**

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 players clothing or body, or if it is hit before it crosses over the net.

Serving

The service courts are slightly different for singles and doubles. A shuttle on the line is "in". The server and receiver stand in the diagonally opposite service courts (always right hand at the start of the game) but therefore players may move anywhere on their side of the net. The server must obey laws designed to force underhand delivery of the serve, and the receiver must stand still until the service is struck.

Scoring

Matches comprise three (3) games. Play ALL three games. Each game starts at 0-0 (traditionally called love-all). If the serving team wins the rally, it scores a point, and serves again but from the alternate service court. If the receiving side wins the rally, they win the point (rally scoring). **First team to 21 points, win by 2 or first to 23 straight up.**

And Finally...

Players change ends at the end of a game and when the leading score reaches 11 in a game of 21 points in the third game. A five-minute interval is allowed prior to any third game.

Teams will always play three games in match regardless.

SPORTSMANSHIP

1. Team managers are responsible for the eligibility and conduct of all their players. Game umpires are instructed to speak with team captains only! The umpire may eject players who choose to ignore this rule.
2. The umpire may forfeit the game if physically or verbally abused by any team member or spectator.
3. If a player is ejected from a contest for any reason, the official and/or supervisor will document the reason for the ejection on a daily report. Once on report, a player must meet with the Intramural Director before being reinstated for competition.

EQUIPMENT

1. A team may wear apparel of their choice. However, shoes and shirts must always be worn .
2. NO JEWELRY of any kind is permitted while participating in any Intramural activity. Failure to remove jewelry will result in ejection from the contest. Any exposed piercings must be taped.

FORFEITS

1. Captains of any team forfeiting a contest must stop by the UR office in person by 4:30 of the next business day to re-enter their team. Failure to do so will result in the team being dropped from further competition. Any team forfeiting a game will not be eligible for post-season play.
2. Any team forfeiting two games will be automatically dropped from competition. Any team may be charged with a forfeit for unsportsmanlike conduct.

DEFAULTS

1. Any team unable to attend a game may default their contest, if this is done twenty-four hours in advance of the scheduled game time. Sunday games must be defaulted by Friday noon. A default will result in a loss by the defaulting team and will have no effect on playoff eligibility.