

# Gonzaga University Intramural Department

## Badminton Rules

(Any rule or play interpretation not covered in these rules shall be governed by the playing rules established by **the Laws of Badminton**; *As amended and adopted by the IBF through May 1992, plus July 94 revision of rule 15.6.2, August 1998 revision of setting and on-court coaching rules, and August 2002 scoring change.*)

### PLAYERS and Officials

1. All players will be required to show proper GU ID cards.
2. The Official is in overall charge of the games.
3. The game shall be played, in the case of doubles, by two players a side, or in the case of singles, by one player a side.
4. The side having the right to serve shall be called the serving side, and the opposing side shall be called the receiving side.
5. Players will call their own lines and games. An official will be present to reference any questions or concerns. If players cannot come to an agreement on a call, it will be deemed a "let" and replayed.

### TOSS

1. Before commencing play, the opposing sides shall toss and the side winning the toss shall exercise the choice in either to serve or receive first and to start play at one end of the court or the other
2. The side losing the toss shall then exercise the remaining choice.

### SCORING

1. Scoring shall be done by playing 3 games to 15. There is no cap or win by two so scoring is first to 15.
2. Only the serving side can add points to its score.
3. All games for men and women's teams will be straight to 15.
4. The side winning a game serves first in the next game.

### CHANGE OF ENDS

1. Players shall change ends at the end of each game.

### SERVICE

1. In a correct service:
  - 1.1 Neither side shall cause undue delay to the delivery of the serve.
  - 1.2 The server and receiver shall stand within diagonally opposite service courts without touching the boundary lines of these service courts; some part of both feet of the server and receiver must remain in contact with the surface of the court in a stationary position until the service is delivered.
  - 1.3 The server's racket shall initially hit the base of the shuttle while the whole of the shuttle is below the server's waist.
  - 1.4 The shaft of the server's racket at the instant of hitting the shuttle shall be pointing in a downward direction to such an extent that the whole of the head of the racket is discernible below the whole of the server's hand holding the racket;
  - 1.5 The movement of the server's racket must continue forwards after the start of the service until the service is delivered.
  - 1.6 The flight of the shuttle shall be upwards from the server's racket to pass over the net, so that, if not intercepted, it falls in the receiver's service court.
2. Once the players have taken their positions, the first forward movement of the server's racket is the start of the service.
3. The server shall not serve before the receiver is ready, but the receiver shall be considered to have been ready if a return of service is attempted.
4. The service is delivered when, once started, the shuttle is hit by the server's racket or the shuttle lands on the floor.
5. In doubles, the partners may take up any positions which do not insight the opposing server or receiver.

## **DOUBLES**

1. At the start of a game, and each time a side gains the right to serve, the service shall be delivered from the right service court.
2. Only the receiver shall return the service: should the shuttle touch or be hit by the receiver's partner, the serving side scores a point.
3. After the service is returned, the shuttle is hit by either player of the serving side and then by either player of the receiving side, and so on, until the shuttle ceases to be in play.
4. After the service is returned, a player may hit the shuttle from any position on that player's side on the net.
5. If the receiving side makes a "fault" or the shuttle ceases to be in play because it touches the surface of the court inside the receiving side's court, the serving side scores a point, and the server serves again.
6. If the serving side makes a "fault" or the shuttle ceases to be in play because it touches the surface of the court inside the serving side's court, the server loses the right to continue serving, with no point scored by either side.
7. The player who serves at the start of any game shall serve from, or receive in, the right service court when that player's side has not scored or has scored an even number of points in the game and the left service court with an odd number of points in the game.
8. Service in any turn of serving shall be delivered from alternate service courts.
9. The right to serve passes consecutively from the initial server in any game to the initial receiver in that game, and then consecutively from that player to that player's partner and then to one of the opponents and then the opponent's partner, and so on.
10. No player shall serve out of turn, receive out of turn, or receive two consecutive services in the same game.
11. Either player of the winning side may serve first in the next game and/or either player of the losing side may receive.

## **SERVICE COURT ERRORS**

1. A service court error has been made when a player:
  - 1.1 Has served out of turn.
  - 1.2 Has served from the wrong service court.
  - 1.3 Standing in the wrong service court, was prepared to receive the service and it has been delivered.
2. When a service court error has been made, then:
  - 2.1 If the error is discovered before the next service is delivered, it is a "let" unless only one side was at fault and lost the rally, in which case the error shall not be corrected.
  - 2.2 If the error is not discovered before the next service is delivered, the error shall not be corrected.
  3. If there is "let" because of a service court error, the rally is replayed with the error corrected.
  4. If a service court error is not to be corrected, play in that game shall proceed without changing the players' new service courts (nor, when relevant, the new order of serving).

## **FAULTS**

1. Your serve is good until a "fault" has occurred. Loss of serve is the result of a "fault".
2. It is a "fault":
  - 2.1 If a service is not correct.
  - 2.2 If the server, in attempting to serve, misses the shuttle.
  - 2.3 If after passing over the net on service, the shuttle is caught in or on the net;
3. If in play, the shuttle:
  - 3.1 Lands outside the boundaries of the court.
  - 3.2 Passes through or under the net.
  - 3.3 Fails to pass the net.
  - 3.4 Touches the roof, ceiling, or side walls.
  - 3.5 Touches the person or dress of a player.
  - 3.6 Touches any other object or person outside the immediate surroundings of the court.
4. If, when in play, the initial point of contact with the shuttle is not on the striker's side of the net. (The striker may, however, follow the shuttle over the net with the racket in the course of a stroke).
5. If, when the shuttle is in play, a player:
  - 5.1 Touches the net or its supports with racket, person or dress.
  - 5.2 Invades an opponent's court OVER THE NET with racket or person.
  - 5.3 Invades an opponent's court UNDER THE NET with racket or person such that an opponent is obstructed or distracted.

- 5.4 Obstructs an opponent (ex: prevents an opponent from making a legal stroke where the shuttle is followed over the net).
6. If, in play, a player deliberately distracts an opponent by any action such as shouting or making gestures;
7. If, in play, the shuttle:
- 7.1 Be caught and held on the racket and slung during the execution of a stroke.
- 7.2 Be hit twice in succession by the same player with two strokes (A double hit by one player with one stroke is not a fault).
- 7.3 Be hit by a player and the player's partner successively.
- 7.4 Touches a player's racket and continues toward the back of that player's court.
8. If a player is guilty of flagrant, repeated or persistent offenses.

## **LETS**

1. "Let" is called by the Official to halt play.
2. A "let" may be given for any unforeseen or accidental occurrence.
3. If a shuttle, after passing over the net, is caught in or on the net, it is a "let" except during service.
4. If during service, the receiver and server are both faulted at the same time, it shall be a "let".
5. If the server serves before the receiver is ready it shall be a "let".
6. If during play, the shuttle disintegrates and the base completely separates from the rest of the shuttle, it shall be a "let".
7. If the players or Official are unable to make a decision, it shall be a "let".
8. When a "let" occurs, the play since the last service shall not count, and the player who served shall serve again.

## **SHUTTLE NOT IN PLAY**

1. A shuttle is not in play when:
  - 1.1 It strikes the net and remains attached there or suspended on top.
  - 1.2 It strikes the net or post and starts to fall towards the surface of the court on the striker's side of the net.
  - 1.3 It hits the surface of the court.
  - 1.4 A "fault" or "let" has occurred.

## **CONTINUOUS PLAY, MISCONDUCT, PENALTIES**

1. Play shall be continuous from the first service until the match is concluded.
2. When necessitated by circumstances not within the control of the players, the Official may suspend play for such a period as the Official may consider necessary. If play be suspended, the existing score shall stand and play be resumed from that point.
3. Under no circumstances shall play be suspended to enable a player to recover his strength or wind, or to receive instruction or advice.
4. Except at the conclusion of a match, no player shall leave the court without the Official's consent.
5. The Official shall be the sole judge of any suspension of play.
6. A player shall not:
  - 6.1 Deliberately cause suspension of play.
  - 6.2 Deliberately interfere with the speed of the shuttle.
  - 6.3 Behave in an offensive manner or be guilty of misconduct not otherwise covered by the Laws of Badminton.
  - 6.4 In cases of flagrant offense or persisting offenses, faulting the offending side is done by the Official who shall have the power to disqualify.

## **Forfeits**

A team forfeits when the entire team is a no-show or the team does not have the correct number of players to start the game *on time*. When a team forfeits for any reason, that team will receive no higher than a (2) two. The game will not be re-scheduled. The winning team will receive a (3) three for sportsmanship. Teams who forfeit two (2) games for any reason will be dropped from the tournament. For further explanation, see the forfeit policy. Forfeiture of game is not a penalty, but an edict by the Referee.

## **Defaults**

A team defaults when contacting the Director (Shelly at x3977) at least 24 hours in advance of their next game to give plenty of time to notify the opposing team they will be receiving the win. The game will not be re-scheduled. When a team defaults, both teams will receive a (3) three for sportsmanship. **One default is given per team, per regular season play; two or more defaults will count as a forfeit(s).**

## **Player/Team Conduct**

The officiating will be done by an official who is in absolute control of the game. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in ejection or forfeiture of the game. Spectators must also remain in the designated area. The officials shall have the power to make decisions on any matters or questions not specifically covered in the rules. Only a protest of player eligibility or rules interpretation will be accepted. Official's judgment is not protestable.

Individual and team sportsmanship is of the utmost importance to the Intramural program and all of its participants. Certain behaviors will not be tolerated before, during, or after intramural activities (examples, but not limited too):

- a) Actions meant to cause harm to any person.
- b) Verbally abusive or threatening language towards players, spectators, or officials.
- c) Lack of control by individuals or the team.
- d) Alcohol and/or drug use (Refer to Intramural Alcohol and Drug Policy online at <http://www.gonzaga.edu/Athletics/Intramurals/team-information/player-and-team-conduct.asp>)

This is a no-tolerance policy and is under the discretion of the Officials, Supervisors and/or Director to remove players at any point and time before, during or after a game.

Please refer to Team Information at:

<http://www.gonzaga.edu/Athletics/Intramurals/Team-Information/default.asp> for Player and Team Conduct, Unsportsmanlike Consequences, and Disciplinary Actions.