

University of Virginia Intramural Sports Badminton

Each player must present a valid UVA student ID or current Recreation Membership Card and photo ID before each contest to be eligible to participate - No Exceptions. Each Participant must have checked in with an Intramural Supervisor and be recorded on the game sheet before they are allowed to participate.

All Intramural participants are responsible for their own medical expenses. Any participant unsure of his/her physical condition should check with their family physician or the Elson Student Health Center before participating in an Intramural Sports contest.

Game time is forfeit time.

Badminton is self-officiated. Players are responsible for keeping their spectators under control. Misconduct of participants, coaches, or spectators can result in forfeiture of the game. The Intramural Supervisors shall have the power to make decisions on any matters or questions not specifically covered in the rules.

1. Equipment

- 1.1 All players must wear court shoes - NO running shoes!
- 1.2 All jewelry is prohibited. *Penalty - point for opponent.*
- 1.3 Casts and/or any other item deemed to be dangerous by the Intramural Supervisor may not be worn.
- 1.4 Players must use an approved racquet (they are available for checkout at the desk).

2. Scoring

- 2.1 All matches will consist of the best 2-out-of-3 games. The first player to earn 11 points (regardless of point differential) shall win a game. Only the server can score points.
- 2.2 Results should be reported to the Intramural Supervisor immediately upon completion of the match.

3. Serving

- 3.1 A coin toss will determine which player serves first. The player who wins Game 1 will serve first in Game 2. If a third game is necessary, the winner of Game 2 will serve first.
- 3.2 Only an underhand swing of the racquet is permitted in serving. The service is considered overhand and illegal if the shuttlecock, at the instant of being struck, is higher than the server's waist.
- 3.3 The server stands in his/her right-hand half of the court and serves to the opponent's right-hand half of the court. If the server wins the point, he/she serves the next time from his/her left-hand half of the court, and will continue to alternate until there is an ace scored against him/her.

4. Faults

- 4.1 A fault made by the server puts the server out and his/her opponent is awarded the serve. A fault made by the player receiving the serve will result in a point for the server.
- 4.2 Faults occur under the following conditions:
 - a) If the shuttlecock is served overhand.
 - b) If the shuttlecock is served and it falls into the wrong half of the court, before the short-service line, beyond the long-service line, or outside the sideline.
 - c) If the shuttlecock falls outside the boundary lines, or fails to cross the net.
 - d) If the shuttlecock is not distinctly hit with the racquet.
 - e) If a player is not standing with his/her feet in the proper half of the court.
 - f) If a player reaches over the net with his/her racquet and hits the shuttlecock (the racquet MAY cross the net on a follow-through).
 - g) If a player touches the net with his/her racquet or with any part of his/her body.