

## BRITISH COLUMBIA INSTITUTE OF TECHNOLOGY INTRAMURAL BADMINTON RULES

### ***Section 1: Intramural Policies and Procedures***

Eligibility, protests, forfeits and concedes, conduct, appeal, and attire are covered in details in the BCIT Intramural Policies and Procedures.

### ***Section 2: Authority***

The *Programs and Intramurals Coordinator and or Official* has the maximum authority to ensure that the given game or match runs in an appropriate and “proper” manner. This implies that they may deal with any form of unsportsmanlike conduct in any manner that they may deem necessary. This includes, but is not limited to: ejecting players, forfeiting a team, and forfeiting a contest.

### ***Section 3: Number of Players***

Each doubles team may register any number of players unless otherwise deemed by the *Sports Programs and Intramurals Coordinator*. A doubles team must play a game with 2 players without defaulting. **Players can not be added to the roster after the conclusion of the regular season.** Special consideration may be obtained from the *Sports Programs and Intramurals Coordinator*. Substitutions in matches may only take place after the conclusion of a game or in the case of injury.

If a team or single forfeits a match with less than 2 business days’ notice, they will automatically be removed from the league and replaced with a wait list team. If a wait list team does not exist, the team in question can pay a fine of \$15.00 to remain in the league. This fee must be paid at the Recreation Office two business days prior to their next scheduled game.

### ***Section 4: Transfers and Additions***

No player, having played for one team, shall play for any other team on the same night or other night during the league’s schedule. Special consideration, however, may be given to players on a forfeited team and players on overcrowded teams. All transfers have to be approved by the *Sports Programs and Intramurals Coordinator*. Players that have not played during the regular season are not allowed to play during playoffs. All playoff participants must have played at least two regular season games or matches.

### ***Section 5: Equipment Regulations***

1. It is recommended and encouraged that players bring their own racquets to the match, but if a player/team does not have racquets, Recreation Services will provide racquets at no charge.
2. Players must wear non-marking, athletic shoes while in the gymnasium.

### ***Section 6: Field of Play***

1. Singles matches will be a one v. one format.
2. Doubles matches will be a two v. two format.
  - i. Doubles teams may have as many registered players as they wish.
  - ii. Substitutions can be made between games.

### **Section 7: Game Play**

Although there will be Recreation Services staff on hand, BCIT Intramural Badminton is a self-officiated league. A high degree of sportspersonship and honesty is expected. Players will be making their own calls regarding, but not limited to, birds landing in and out of bounds, net touches, faults, etc.

1. A match consists of a best-two-out-of-three games to 21 points.
2. Before commencing play, opposing sides will play rock, paper, scissors and the winning side shall have the option of:
  - i. Serving first, or
  - ii. Choosing sides
3. Players will switch sides after each game.
4. 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.
5. The server must hit the shuttle into the opposite service court. In doubles this extends to the outside rectangular space.
6. Once the shuttle is hit after a serve it may be returned into any portion of the other end of the court marked by the outside edges of the boundary lines.
7. If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.
8. If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.
9. In doubles, players do not change their respective service courts until they win a point when their side is serving.
  - i. After the serve is played by the receiving team, either partner may make a play on the shuttlecock during consecutive returns.

### **Section 8: Faults**

A fault will occur and a point and serve will be awarded to the opponent when:

1. If in serving, the shuttle is struck above the server's waist.
2. If in serving, the shuttle falls into the wrong receiving court.
3. If the server's or receiver's feet are not within the boundaries of their serving court and receiving court, respectively.
4. If a player touches the net with his/her racquet, person, or clothes.
5. If the bird is struck in return before it has crossed the net to his/her side. (The follow-through may break the plane of the net.)
6. In doubles, if the partner of the receiver takes the serve.

### **Section 9: General Rules**

1. You should not serve until the opponent is ready, but if he/she attempts to return the serve, he/she is considered ready and play continues.
2. If in serving, you miss the bird, you may serve again providing your racquet did not make any contact during the attempt.
3. Birdies that hit the net as they cross during play are good and should be played.
4. If, in serving, the shuttle touches the net, it is a "let" provided the service is otherwise good and the shuttle is served again.
5. Shuttles that fall on the line are considered good.

Section 10: Court Dimensions

