

BRITISH COLUMBIA INSTITUTE OF TECHNOLOGY INTRAMURAL BADMINTON RULES

Section 1: Intramural Procedures and Guidelines

Eligibility, protests, forfeits and concedes, conduct, appeal, and attire are covered in detail in the BCIT Intramurals Procedures & Guidelines.

Section 2: Authority

The Sports Programs and Intramurals Coordinator and/or Intramurals Staff has authority to ensure games run in an appropriate and proper manner. They may deal with any forms of unsportsmanlike conduct in any manner that they may deem necessary to ensure program integrity and safety. This includes, but is not limited to: ejecting players, forfeiting a team, and forfeiting a contest.

Section 3: Number of Players

Each team must have a minimum of 1 (Singles) or 2 (Doubles) eligible and registered players for the duration of the league. The maximum number of players per team is 1 (Singles) or 3 (Doubles), unless otherwise permitted by the Sports Programs and Intramurals Coordinator.

Section 4: Transfers and Additions

No player, having played for one team, shall play for any other team during the league's schedule. Special consideration, however, may be given to players on a forfeited team and players on overcrowded teams. All transfers must be approved by the Sports Programs and Intramurals Coordinator in advance.

Players cannot be added to the roster after the conclusion of the regular season. All playoff participants must have played a minimum of two regular season games. It is the Team Captain's responsibility to ensure players sign in with Intramurals Staff every game to ensure players are eligible for playoffs. If playoff eligibility is in question, the Sports Programs and Intramurals Coordinator will default to what is recorded on sign-in sheets. Special considerations are assessed on a case-by-case basis.

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. Player substitutions for teams with more than 2 players cannot be made during a single match.

Section 7: Game Play

1. All BCIT Intramural Programs are self-officiated. Players are responsible for making their own calls regarding, but not limited to, shuttles landing in and out of bounds, net touches, faults, etc. The Sports Programs and Intramurals Coordinator and/or Intramurals Staff will make final on-site decisions if teams are unable to resolve a decision.

2. A match consists of a best two--of-three games to 21 points.
3. 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
4. Players will switch sides after each game.
5. 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.
6. The server must hit the shuttle into the opposite service court. In doubles this extends to the outside rectangular space.
7. Once the shuttle is hit after a serve it may be returned to any portion of the other end of the court marked by the outside edges of the boundary lines.
8. If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.
9. If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.
10. 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 shuttle, you may serve again providing your racquet did not make any contact during the attempt.
3. Shuttles 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

