

Play is governed by the following rules:

#### GENERAL INFORMATION

1. All Intramural Sports participants are required to carry his/her UNLV issued RebelCard at all times and must bring the card to all games. Intramural Sports Staff will check all participant IDs before you play.
2. Intramural Sports does not take responsibility for injuries that are related to Intramural Sports activities. It is suggested that all participants and spectators acquire health insurance before participating or observing.
3. Team captains/participants are responsible for their team members and fans. Obscene and/or abusive language will not be tolerated. Participants or spectators using obnoxious or foul language will be penalized and/or asked to leave the event.
4. Please refer to the Intramural Sports Policy Book for complete Intramural Sports requirements and policies.

#### EQUIPMENT

1. Game console events will not have a mandatory uniform policy. However, you must be wearing a shirt, pants/shorts, and shoes. Clothing may not be offensive to any other players. It is up to the discretion of the Intramural Staff to ask you to change or ask you to leave, if not dressed appropriately.
2. Players may not participate with equipment that the Intramural Staff deems to be dangerous to other participants.
3. Each player is responsible for providing his or her own racket. Badminton rackets will be available for check out at the SRWC equipment desk.

#### DELAY TIME & FORFEITS:

1. During seeding play, all players will be required to challenge and play at least 2 games – there is no maximum. To be eligible for tournament play, a player must win at least one game.
2. During tournament play, a schedule will be developed and posted the day tournament play begins. Any participant not present at their designated game location within 5 minutes of their scheduled start time will forfeit their match with no refund.

#### GAME PLAY:

##### 1. SCORING

- A. The opposing sides shall play the best two-out-of-three games.
- B. Only the serving side can add points to its score.
- C. The first side to score 15 points wins a game.
- D. If the score becomes tied at 14, then the team that first scores 17 will be the winner.
- E. The side winning a game serves first in the next game.

##### 2. CHANGE OF ENDS

- A. Players shall change ends: At the end of the first game; Prior to the beginning of the third game (if any); and in the third game when the leading score reaches 8 in a game of 15 points.
- B. When the players omit to change ends as required, they shall do so immediately when the mistake is discovered. The existing score shall stand.

##### 3. SERVICE

- A. In a correct service:

While serving, the racket must hit the shuttle under the player's waist level and the feet must remain in contact with the surface of the court in a stationary position until the service is delivered;

One must serve with one continuous "swing," i.e. you are not allowed to stop the movement of the racket, once you've began the serve, until the racket hits the shuttle.

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.

- B. 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. SINGLES

- A. The players shall serve from, and receive in, their respective right service courts when the server has not scored or has scored an even number of points in that game. (Serve from and receive in left service courts on odd points.)
- B. The shuttle is hit alternately by the server and the receiver until a "fault" is made or the shuttle ceases to be in play.
- C. If the server wins a point, then they shall serve again from the alternate service court.
- D. If the server loses a rally then the receiver becomes the new server and no points are awarded to either side.

#### 5. DOUBLES

- A. Starting a game and each time a side gains the right to serve, the service shall be made from the right service court.
- B. Only the proper receiver shall return the service, otherwise the serving side scores a point.
- C. After the service is returned, the shuttle is hit by either player of the serving side so on
- D. After the service is returned, a player may hit the shuttle from any position on that player's side of the net.
- E. If the serving side wins a point, then they shall serve again from the alternate service court.
- F. If the serving side loses a rally then the receiving side becomes the new server (no points are given to either side).
- G. The player who serves/receives at the start of any game shall serve from/receive in, the right service court when that player's side has scored an even number of points (including 0) in that game (left service court otherwise).
- H. The reverse pattern applies to partners.
- I. Service in any turn of serving shall be delivered from alternate service courts (except for service court errors or lets)
- J. The right to serve passes consecutively from the initial server to the initial receiver, 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.
- K. Either player of the winning side may serve first in the next game and either player of the losing side may receive.

## 6. SERVICE COURT ERRORS

- A. A service court error has been made when a player:
- Has served out of turn
  - Has served from the wrong service court
  - Standing in the wrong service court, was prepared to receive the service and it has been delivered.
- B. When a service court error has been made, then:
- 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.
  - If the error is not discovered before the next service is delivered, the error shall not be corrected.
  - If there is “let” because of a service court error, the rally is replayed with the error corrected.

## 7. FAULTS

- A. It is a “fault”:
- If a service is not correct (i.e. serving out of bounds, missing the shuttle, interrupted service);
  - If after passing over the net on service, the shuttle is caught in or on the net;
  - If in play, the shuttle: Lands outside the boundaries of the court; Passes through or under the net; Fails to pass the net; Touches the roof, ceiling, or side walls; Touches the person or dress of a player; or Touches any other object or person outside the immediate surroundings of the court;
  - 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).
  - If, when the shuttle is in play, a player:
    - Touches the net or its supports with racket, person or dress;
    - Invades an opponents court over or under the net with racket/person such that an opponent is obstructed/distracted
    - Obstructs an opponent, i.e. prevents opponent from making a legal stroke where the shuttle is followed over the net.
  - If, in play, a player deliberately distracts an opponent by any action such as shouting or making gestures;
  - If, in play, the shuttle:
    - Be caught and held on the racket and slung during the execution of a stroke;
    - 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.);
    - or
    - Be hit by a player and the player’s partner successively; or
    - Touches a player’s racket and continues toward the back of that player’s court.
  - If a player is guilty of flagrant, repeated or persistent offenses.

## 8. LETS

- A. "Let" is called by the Umpire, or by a player (if there is no Umpire) to halt play.
  - B. A "let" may be given for any unforeseen or accidental occurrence.
  - C. If a shuttle, after passing over the net, is caught in or on the net, It is a "let" except during service.
  - D. If during service, the receiver and server are both faulted at the same time, it shall be a "let".
  - E. If the server serves before the receiver is ready it shall be a "let".
- If the server and the receiver do not agree on whether a shuttle was in or out it shall be a "let."