

UNLV INTRAMURAL SPORTS

2v2 BADMINTON

Official Rules & Regulations | Open Division

A. PLAYERS & SUBSTITUTIONS

The Players

- Each team will play with no more than two (2) players on the court at once.
- Each team's roster may not exceed two (2) players.
- Both players must be present and signed in to begin the match. A team with only one (1) player present at match time will follow the forfeit delay procedure outlined in Section C.
- If a player is injured mid-match and cannot continue, the team will receive a forfeit for any remaining games in that match.
- All players must be currently enrolled students, faculty, or staff with a valid UNLV ID and registered on IMLeagues prior to play.
- All teams and players must be confined to the designated court and sideline area as outlined in IM Policies.

B. EQUIPMENT

Provided Equipment

- UNLV Intramural Sports will provide the badminton net, net posts, and shuttlecocks to be used during play and warm-ups.
- Shuttlecock type (feather or plastic) will be determined by Intramural Sports staff based on availability. The same shuttlecock type will be used for both teams throughout the match.
- A shuttlecock may be replaced at the request of either team during a dead rally, subject to Intramural Staff approval.

Rackets

- UNLV Intramural Sports will provide rackets for use during play. Players who prefer their own racket may bring one, subject to the equipment standards below.
- Racket frames must be constructed of conventional materials (carbon fiber, aluminum, steel, or graphite). Frames with cracked or broken sections are not permitted.
- String tension and grip customizations are at the player's discretion, provided the racket is otherwise legal.
- The Intramural Staff reserves the right to disallow any racket deemed dangerous or non-standard.

Player Equipment

- Players must wear proper athletic attire including non-marking athletic shoes. Black-soled or any shoes that leave markings will not be permitted on the gym floor.
- Athletic shorts or pants are required. Denim is not permitted.
- All visible jewelry must be removed before play. Hard casts, metal braces, or any equipment deemed dangerous by Intramural Staff are prohibited.
- Teams must wear shirts of the same color. If both teams arrive in the same color and cannot switch, pinnies will be made available by Intramural Staff.

C. TIMING & FORFEIT

1. Delay Time

- Both players must check in with Intramural Staff at their designated court at the scheduled match time.

- If a team does not have any players present at match time, the match will be declared a forfeit immediately — no Delay Time is granted.
- If a team has one (1) player present but not both, that team will be given a 10-minute Delay Time to have the second player check in.
- The team that is ready to play at match time will receive two (2) points per minute (rounded up) of delay, applied to the first game of the match.
- If both players are not checked in before the 10-minute Delay Time expires, the match will be declared a forfeit.

Forfeits negatively affect Sportsmanship Ratings. More than one no-show forfeit will result in removal from the league.

2. Match Timing

- Matches are best of three (3) games. Each game is played to 21 points, rally scoring, win by 2.
- If a game reaches 29–29, the next point wins (29-point cap).
- There is no overall time limit per match. Players are expected to maintain a reasonable pace of play.
- A maximum of 90 seconds rest is permitted between games. Players should be ready to begin the next game promptly.

3. Warm-Up

- Teams will be allowed a maximum of five (5) minutes of warm-up time on the assigned court before the match begins, subject to court availability.

D. MATCH FORMAT & SCORING

Rally Scoring

- Rally scoring is used — a point is awarded on every rally regardless of which team served.
- Each game is played to 21 points, win by 2, with a cap at 29 points (first to 30 wins if tied 29–29).
- The team that wins a rally scores a point and earns the right to serve the next rally.

Serve Rotation

- At the start of the match, service is determined by a coin flip or shuttle toss between team representatives.
- In doubles, service alternates between partners within the same team each time that team wins back the serve, following standard BWF doubles rotation:
 - When a team's score is even, the player who started the game on the right service court serves from the right. When the score is odd, that player serves from the left.
 - The receiving pair does not switch positions when they win a rally to regain service; only the serving pair rotates based on score.
- At the start of each new game, the team that won the previous game serves first. Players may choose which side to start on.
- In the third game (if played), a coin flip determines first serve. Players change ends when either team first reaches 11 points.

Service Rules

- The serve must be executed below the server's waist (specifically, the lowest rib). The racket head must be pointing downward at contact.
- The serve must be struck with an underhand motion. Overhand or sidearm serves are illegal.
- The shuttle must be served diagonally into the correct service court. A serve that lands outside the service court or in the net is a fault, and a point is awarded to the receiving team.

- Servers must not delay service unnecessarily once both teams are ready. A warning followed by a fault will be applied for deliberate stalling.
- Service faults include: shuttle not in the correct court, server's feet not in the service court, feinting before the serve is struck, or any motion deemed unsporting by Intramural Staff.

Lets

- A let (replay) may be called when:
 - A shuttle from an adjacent court enters the playing area during a rally.
 - An unexpected distraction occurs that neither team caused.
 - The Intramural Staff determines a replay is warranted.
- Net cord shots that land in are live — there is no let for a shuttle that clips the net and falls in during a rally.
- Service lets: if a served shuttle clips the net and lands in the correct service court, it is a let — the serve is replayed. Only one let per service attempt is allowed.

E. FAULTS

- A fault results in a point being awarded to the non-offending team.

Service Faults

- The server fails to hit the shuttle, or the shuttle does not cross the net.
- The shuttle lands outside the correct service court.
- The server's feet are not stationary within the service court at the moment of contact.
- The serve is not executed with an underhand motion or the contact point is above the server's waist.

In-Rally Faults

- The shuttle lands outside the court boundaries (lines are IN).
- The shuttle passes through or under the net.
- The shuttle contacts the ceiling, walls, or any obstruction above the court.
- A player touches the net or net posts with their racket, body, or clothing during a rally.
- A player reaches over the net to strike the shuttle (except as a follow-through after the shuttle has crossed the net).
- The shuttle is carried, slung, or caught on the racket rather than struck cleanly.
- A player is struck by the shuttle — whether holding the racket or not.
- A player deliberately distracts an opponent (shouting, feinting, obstructing).
- Double hit: the shuttle is struck twice in succession by the same player. (Partners hitting the shuttle in succession is legal, provided each hits it only once.)

F. CONDUCT & SPORTSMANSHIP

- All players are expected to uphold UNLV Intramural Sports Sportsmanship Standards throughout the match.
- Line calls: players are responsible for making honest line calls on their own side of the court. If a call is disputed and cannot be resolved, the rally will be replayed.
- A player may receive a Technical Warning for:
 - Vulgar, abusive, or disrespectful language directed at any participant, official, or bystander.
 - Deliberate stalling, racket abuse, or any unsportsmanlike gesture.
- Two Technical Warnings to a single player result in that player's ejection from the match. The team must forfeit any remaining games in the match.
- A single severe incident may result in immediate match forfeit and suspension from the league.
- Ejected players must leave the facility immediately.

G. CAPTAIN RESPONSIBILITIES

1. Captain's Meeting

- All captains are highly encouraged to attend a 30-minute Zoom meeting on the Thursday before the season begins where the Intramural Coordinator and Graduate Assistant will review the rules and answer questions.

2. In-Match Responsibilities

- All captains are required to participate in each pre-match captain's meeting. Expectations for rules and conduct will be reviewed. It is the captain's duty to relay this information to their partner.
- Captains are held accountable for their team's conduct on and around the court. Captains are also responsible for the conduct of their spectators.
- Spectators must remain in designated areas and may not interfere with play. Technical Warnings may be assessed based on spectator conduct.
- Match results must be confirmed with Intramural Staff before players leave the facility.

UNLV INTRAMURAL SPORTS

2V2 BADMINTON

Official Rules & Regulations | Co-Rec Division

A. PLAYERS, SUBSTITUTIONS & GENDER REQUIREMENTS

The Players

- Each team will play with no more than two (2) players on the court at once.
- Each team's roster may not exceed two (2) players.
- Both players must be present and signed in to begin the match. A team with only one (1) player present at match time will be declared a forfeit — there is no shorthanded option in the Co-Rec division.
- If a player is injured mid-match and cannot continue, the team will receive a forfeit for any remaining games in that match.
- All players must be currently enrolled students, faculty, or staff with a valid UNLV ID and registered on IMLeagues prior to play.
- All teams and players must be confined to the designated court and sideline area as outlined in IM Policies.

Co-Rec Gender Requirements

- Each Co-Rec team must consist of exactly one (1) male-identifying player and one (1) female-identifying player.
- Both players must be present and meet the gender requirement for the match to begin. A team that cannot satisfy the gender requirement at match time will be declared a forfeit.
- Gender requirements apply for the entirety of the match. A team cannot continue if the departure or ejection of a player leaves the gender requirement unmet.

B. EQUIPMENT

Provided Equipment

- UNLV Intramural Sports will provide the badminton net, net posts, and shuttlecocks to be used during play and warm-ups.
- Shuttlecock type (feather or plastic) will be determined by Intramural Sports staff based on availability. The same shuttlecock type will be used for both teams throughout the match.
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Rackets

- UNLV Intramural Sports will provide rackets for use during play. Players who prefer their own racket may bring one, subject to the equipment standards below.
- Racket frames must be constructed of conventional materials (carbon fiber, aluminum, steel, or graphite). Frames with cracked or broken sections are not permitted.
- String tension and grip customizations are at the player's discretion, provided the racket is otherwise legal.
- The Intramural Staff reserves the right to disallow any racket deemed dangerous or non-standard.

Player Equipment

- Players must wear proper athletic attire including non-marking athletic shoes. Black-soled or any shoes that leave markings will not be permitted on the gym floor.
- Athletic shorts or pants are required. Denim is not permitted.

- All visible jewelry must be removed before play. Hard casts, metal braces, or any equipment deemed dangerous by Intramural Staff are prohibited.
- Teams must wear shirts of the same color. If both teams arrive in the same color and cannot switch, pinnies will be made available by Intramural Staff.

C. TIMING & FORFEIT

1. Delay Time

- Both players must check in with Intramural Staff at their designated court at the scheduled match time.
- If a team does not have any players present at match time, the match will be declared a forfeit immediately, no Delay Time is granted.
- If a team has one (1) player present but not both, that team will be given a 10-minute Delay Time to have the second player check in.
- The team that is ready to play at match time will receive two (2) points per minute (rounded up) of delay, applied to the first game of the match.
- If both players are not checked in before the 10-minute Delay Time expires, the match will be declared a forfeit.

CO-REC: Both players must be present AND meet the gender requirement before the match begins. A single player present — regardless of gender — is an automatic forfeit with no Delay Time.

Forfeits negatively affect Sportsmanship Ratings. More than one no-show forfeit will result in removal from the league.

2. Match Timing

- Matches are best of three (3) games. Each game is played to 21 points, rally scoring, win by 2.
- If a game reaches 29–29, the next point wins (29-point cap).
- There is no overall time limit per match. Players are expected to maintain a reasonable pace of play.
- A maximum of 90 seconds rest is permitted between games. Players should be ready to begin the next game promptly.

3. Warm-Up

- Teams will be allowed a maximum of five (5) minutes of warm-up time on the assigned court before the match begins, subject to court availability.

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- A player may receive a Technical Warning for:
 - Vulgar, abusive, or disrespectful language directed at any participant, official, or bystander.
 - Deliberate stalling, racket abuse, or any unsportsmanlike gesture.
 - Repeated bad-faith line calls at the discretion of Intramural Staff.
- Two Technical Warnings to a single player result in that player's ejection from the match. The team must forfeit any remaining games in the match.
- A single severe incident may result in immediate match forfeit and suspension from the league.
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- Captains are held accountable for their team's conduct on and around the court. Captains are also responsible for the conduct of their spectators.
- Spectators must remain in designated areas and may not interfere with play. Technical Warnings may be assessed based on spectator conduct.
- Match results must be confirmed with Intramural Staff before players leave the facility.

CO-REC: Co-Rec captains are additionally responsible for ensuring their team meets the gender requirement before the match begins and communicating any issues to Intramural Staff prior to the start of match time.