Badminton Tournament Rules

The following is a summary of rules and regulations for Intramural Badminton. It is not the complete set of rules but includes those rules most frequently in question. All other rules are deferred to the Nation Badminton League rulebook. Some alterations may have been made specifically for WWU Campus Recreation. A complete list of our policies and procedures can be found in the Intramural Sport Participant Handbook. Questions can be directed to the Intramural Sports Office during normal business hours at intramurals@wwu.edu.

All participants must have their physical WWU ID in order to participate in any and all Intramural Sports. Please read the Intramural Participant Handbook for more participation policies.

Facility

All Intramural Badminton games are played inside the Wade King Recreation Center in the 3-Court Gym. Your game schedule on IMLeagues will indicate which playing surface you will be playing on. Should you need assistance locating your game, please ask the on-duty building staff at the Wade King turnstile entrance. The address for the Wade King Recreation Center is: 1880 Bill McDonald Pkwy, Bellingham, WA 98225

Teams

No Intramural Badminton team can have more than 1 player that is on a sport club roster on their intramural roster. They also cannot have any players who are on the varsity roster for that specific sport. Please read the Intramural Participant Handbook for more participation policies.

Open

Teams consist of 2 players with a minimum of 2 required to start the game. A team can have a maximum of 4 players on their roster. There are no gender requirements for open games, all are welcome to participate together!
Equipment

A player wearing illegal equipment may not be permitted to play. This applies to any equipment which, in the opinion of the Intramural Sports staff, is dangerous or confusing. Types of equipment or substances which will always be declared illegal include:

- Jewelry
- Hats of any kind
- Exposed metal
- Hard plastic braces or casts
- Non-closed toed or non-athletic shoes
- Jeans or other non-athletic apparel
- Anything Intramural Staff deems dangerous

Gameplay

Playing the Game

- The game shall begin with rock paper scissors between captains. The winner gets to decide if they would like to serve first. Whoever serves first during the first match will lose the first serve at the start of the second match.
- Each game will be determined by the best two out of three matches. The first two matches are played to 15, the tiebreaker to 10.
  - No game should last longer than 30 minutes.

Scoring

- Every time there is a serve, there is a point scored. A player continues to serve, alternating courts until they commit a fault.
- The first serve of the match is made from the right service court and received in the diagonal right service court, as are all serves when the server’s score is zero or an even number. When the server’s score is odd, the serve is made from the left service court and received in the diagonal left service court.
- If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.
- If the receiver wins a rally, the receiver scores a point and becomes the new server. They serve from the appropriate service court – left if their score is odd, and right if it is even.
- Players will alternate service upon receiving serve.
- At 14 all, the side which gains a 2 point lead first, wins that game.
- At 24 all, the side scoring the 25th point, wins that game.

Faults

- A fault committed by the player or side serving in doubles, results in – “service over”. It is a fault if:
  - During the instant the shuttle is contacted on the serve the shuttle is above the server’s waist, or the racket head above the hand.
  - During the serve, the shuttle does not fall within the boundaries of the diagonal service court.
  - During the serve, the feet of the server and the receiver are not within the boundaries of their respective service courts. Feet on the boundary lines are considered out of bounds.
  - Before or during the serve any player feints or balks the opponent(s).
  - During the service or rally the shuttle contacts the walls, the ceiling, the player, or clothing; passes through or under the net; fails to pass the net; or does not fall within the court boundaries.
  - During play, any player’s person, clothing, or racquet touches the net or supports.
° The shuttle is hit more than once in succession by a player or is hit in succession by partners or caught or
slung when struck. Simultaneous striking of the base and feathers of the shuttle are legal if no slinging or
catching occurs.
° A player obstructs an opponent or invades an opponent’s court.
° In play, a player standing in bounds or out of bounds contacts the shuttle with any part of their person or
is struck on any part of their person by the shuttle.

**Injury and Blood Rule**

Campus Recreation does not provide accident insurance coverage for injuries received by Intramural Sports participants.
Each participant should make sure they have their own coverage prior to participating. Injuries are a possibility. Campus
Rec Intramural Sports assumes no responsibility for injuries. However, basic First Aid will be available.

A player who is bleeding, has an open wound, or has any amount of blood on his/her uniform or on the player shall be
considered an injured player. No player will be permitted to enter or reenter the game as long as there is blood on
his/her jersey or uniform.

Any player who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness,
headache, dizziness, confusion, or balance problems) shall be immediately removed from the game and shall not return
to play until cleared by an appropriate healthcare professional.

*Intramural sports staff has the right to withhold a player from play*

**Sportsmanship**

The Sportsmanship Rating System is intended to be an objective scale by which teams’ attitude and behavior can be
assessed throughout the regular season and the playoffs. Behavior before, during, and after an Intramural Sports contest
is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated
with their team about the system. Furthermore, the team is responsible for the actions of the individual team members
and spectators related to it.

At the conclusion of each contest, the Intramural Sports staff present will assign each team a Sportsmanship rating based
on a grading scale of “1-5”. These assignments are nonnegotiable and will not be changed after being entered into
IMLeagues.

**5 pts- Above and Beyond Conduct and Sportsmanship:** Players work to create a fun, inclusive, and welcoming space for
everyone on the field/court. They keep a positive attitude and ensure their pace is clean after their game. These teams
embody what Intramural Sports strives to be through good sportsmanship and friendly competition. They show no
descent towards any of the intramural sports staff or participants and go above and beyond what is asked of teams.

**4 pts- Good Conduct and Sportsmanship:** Players cooperate fully with the officials and Intramural Sports staff. The
captain is the only player to converse about rule interpretations and calls and does so in a polite and respectful manner.
The captain also has full control of their teammates. Team is respectful to their opponents, officials, scorekeepers,
spectators and Intramural Sports staff.
*Teams who default will receive a 4-sportsmanship rating*

**3 pts- Average Conduct and Sportsmanship:** Team members complain about decisions made by the
Officials and/or show minor dissention. Team members show minor disrespect to someone involved in the contest.

**2 pts- Below Average Conduct and Sportsmanship:** Team shows verbal dissent towards officials
And/or the opposing team. Captain exhibits minor self-control and little or no control over their team.

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1 pts- Poor Conduct and Sportsmanship: Players constantly comment to the officials and/or opposing Team from the playing area or sidelines. Team captain has no self-control and no control over their team’s actions.

0 pts- Very Poor Conduct and Sportsmanship: Team is completely uncooperative. Captain has no Control over teammates and/or themselves.
*Teams who no show
*3 Unsportsmanlike infractions or game forfeiture.

Any player that is ejected during an intramural sports game will be removed from the game. Please see the ejection process outlined in the Intramural Sport Participant Handbook to review the process of returning to play.