GENERAL RULES:

1. All participants must meet the eligibility requirements listed in the Intramural Sports Participant Handbook. **Each player must be an NIU student or current NIU Recreation Member (faculty/staff).** All expired memberships must be updated before the individual may play in any game.
2. Participants must have their **NIU OneCard** at every game. Any games in which an ineligible player signs in will be considered a forfeit.
3. All intramural participants must personally sign the **Waiver Release** and are responsible for their own medical expenses.
4. **Teams/players are responsible for keeping their players and spectators under control.** Misconduct of players, coaches, managers or spectators can result in penalty, ejection or forfeiture of the game. Spectators must also remain within the area designated by the IM Sports staff.
5. Alcoholic beverages, smoking, and pets are prohibited from all intramural contests.
6. IM Sports Officials/Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.

The Game

1. All games shall be played on the date and hour scheduled.
2. If all team members (to make the minimum number required) are not signed in and ready to play by game time, the opposing captain has the option to give them a five (5) minute GRACE PERIOD. However, the five (5) minute grace period will be deducted off the game clock. If the team does not have the minimum amount of players signed in and ready to play by the end of the 5 minute grace period, then a forfeit will be called.
3. All players must have checked in with the official and be recorded on the game sheet before they are allowed to participate.

The Court

1. The games will be played on a regular sized and dimensioned court at the Student Recreation Center. **NIU OneCard** will be required for entry into facility.
2. The tournament will be held on a wooden gym floor.

Equipment

1. All equipment for the game will be provided by the Intramural staff except the racquet
2. Players may use their own racquet and that racquet will be subject to the approval of the IM Supervisor on duty.
3. If you need a racquet, you may check one out at the Equipment Desk of the Student Recreation Center by providing your NIU OneCard.

**Scoring**

1. A match consists of the best 2 of 3 games to 15 points or 30 minutes, whichever comes first. There will be no “sets” played a game can be won 15-14.
2. Each game is “self-officiated”

**Service**

1. A player shall serve from the right-hand service court when their score is 0 or an even number and the left-hand service court when their score is an odd number.
2. A player loses the serve when, on the serve, the shuttle at the instant of being struck, is higher than the server's waist, or if the head of the racquet, at the instant of striking the shuttle, is higher than any part of the server's hand that is holding the racquet.
3. The serve is lost if the shuttle falls into the wrong service court (not diagonally opposite the server), falls short of the service line, beyond the long service line, or outside the boundary lines of the service court.
4. The server's feet must be in the correct service court at the time of service.
5. The serve is lost if before or during, the delivery of the service any player makes preliminary fakes or otherwise intentionally balks his/her opponent.

**Infractions**

1. When the serving player makes a fault, it will result in the loss of serve. If the receiving player makes a fault it will result in a point for the serving team.
2. A fault occurs when the feet of the player receiving the service are not in the service court diagonally opposite the server, until the service is delivered.
3. A fault occurs during service or play if:
4. the shuttle falls outside the boundaries of the court
5. passes through or under the net
6. touches the roof, side walls, or the person
7. A shuttle falling on the line shall be ruled “in”. A served shuttle may contact the top of the net and go over in “fair” territory.
8. A fault occurs if the shuttle is struck before it crosses to the striker’s side of the net. The striker may, however, follow the shuttle over the net with his/her racquet in the course of a swing.
9. A fault occurs if the shuttle is hit twice or is held on the racquet (caught or slung) during the execution of a stroke.
10. A fault occurs if a player obstructs an opponent.
11. If the server, in attempting to serve, misses the shuttle, it is not a fault.
Sportsmanship

1. Sportsmanship is an important part of intramural sports. Teams receive sportsmanship ratings at the conclusion of each game on a scale of 1 to 5 with 5 as an excellent rating. Teams must average a 3.0 during the regular season to qualify for the playoffs.

2. Teams are responsible for keeping their spectators under control. Misconduct of spectators and players may result in ejection and/or forfeiture of the game. Spectators must remain in the out-of-play areas. Only players are permitted in the playing area.

3. Any player who uses foul language, violently protests a call, or curses an official or supervisor, will be removed from the game and will automatically be suspended from his/her team’s next game. Any player who touches an official or supervisor will be placed on suspension from all Intramural activities for a minimum period of one calendar year from the time of the incident.

4. If at any time a team has 2 players or spectators ejected from the game, the offending team will immediately forfeit the game.

5. Teams shall assist in removing trash and equipment from their game area at the conclusion of their game, if the area is determined to be not picked up by the team, the team will face a deduction of sportsmanship rating.

6. Officials and supervisors are college students employed by Campus Recreation to provide a service to the participants of Intramural Sports. Officials are employed regardless of experience to fulfill a need for a large number of officials to cover all the games being played. Officials undergo clinics and evaluations to help them to constantly improve in their abilities. Supervisors are trained to handle conflicts that occur during games and are there to answer questions that participants may have regarding Intramurals. The supervisors can be identified by the IM polo they will be wearing. IM supervisors are veteran officials or trained tournament personnel who have complete authority to make decisions regarding problems or special situations. Supervisors have been selected for their knowledge of intramural sports regulations and rules, maturity, professionalism and a sincere interest in intramural sports.

5 - Excellent - Players and spectators were positive throughout the game and completely respectful towards the supervisors officials, and opposing team. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. No verbal warnings. No instances of unsportsmanlike physical contact. The team captain has full control of his/her teammates/fans. Players and spectators show appreciation toward Intramural Staff and opponents at the end of the game.

4 - Good - Players and spectators cooperate with the supervisors and officials and show respect for opposing team members most of the game. Emotions were kept under control. No instances of excessive physical contact. Team members respectfully disagree about some decisions made by Intramural Staff or show minor dissension which may not receive an unsportsmanlike penalty (technical foul, yellow card). Shows respect toward opponents throughout game and pre game captains meetings. All complaints or concerns are filtered through captain to voice to Intramural Staff.

3 - Average - Team/spectators show minor verbal dissent toward Intramural Staff or opposing team, which may or may not merit an unsportsmanlike penalty. Most complaints or concerns are filtered through captain to voice to Intramural Staff. A
few instances of physical contact. A few instances of vulgar language and/or profanity are displayed by members of the team. Captain exhibits control over team and spectators. Teams receiving one unsportsmanlike penalty and/or warning will receive no higher than a “3” rating.

2 - **Poor** – Teams/spectator constantly commenting disrespectful verbiage to Intramural Staff or opposing team. Captain exhibits minor control over team and spectators. Vulgar language and/or profanity are displayed by members of the team. Players/Team/Spectators use racial insults, anger motivated outburst, demeaning, degrading and derogatory statements or homophobic comments before, during or after a game. Teams receiving three unsportsmanlike penalties and/or warning or one player ejection will receive no higher than a “2” rating.

1 - **Extremely Poor** – Team is completely uncooperative toward Intramural Staff. Captain has absolutely no control over team, spectators, and/or his/herself. Team, player or spectator makes intimidating physical contact with a staff and/or opposing team. A team, player or spectator threatens harm or violence toward the staff. Any team causing a game to be forfeited by result of unsportsmanlike behavior or have multiple unsportsmanlike penalties and or having more than one player ejected will receive no higher than a “1”