



## Intramural Sports Badminton Rules

Last Updated: May 2022

### 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 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.
7. National Federation of State High School Association rules apply except where NIU Intramural Sports has made adaptations.

### The Game

1. All games shall be played on the date and hour scheduled.
2. 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. Games will be played on Court 8 at the Student Recreation Center

### Players

1. **Captain** - A speaking captain must be designated for each team. He/she alone may appeal to the official, and then only on interpretations of the rules and player eligibility.

Judgment calls may not be protested. Protests must be filled immediately with the on-duty supervisor.

## Game Equipment

1. Intramural Sports will provide a racquet and birdie for every participant, though it is suggested to bring your own or you can check one out from the equipment desk.
2. Badminton net setup will begin 15 minutes prior to the first match of the night.

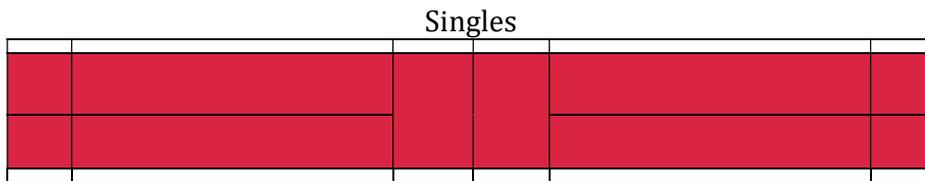
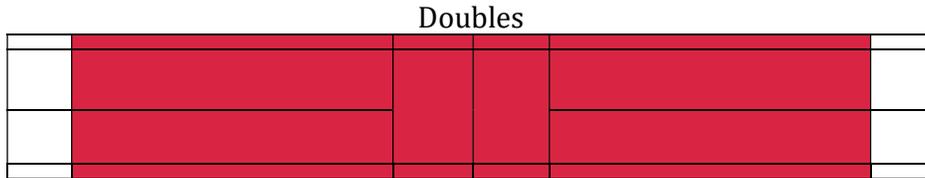
## Game Time

1. Matches will be the best 2 out of 3 games. First two games are played with RALLY SCORING (team doesn't need to serve to score a point) to 21 points each, and must be won by 2 points, cap of 25.
2. If a third game is needed, the game will be played to 15 with RALLY SCORING. The third game will be to 15 and must be won by 2 points, cap of 17
3. There will be **no** time-outs in the match.

## Rules

1. GAME SETUP
  - a. Throwing/hitting the birdie up in the air will determine the first server (whichever way the birdie is pointing). The winner may choose to serve or receive.
  - b. A service may not be delivered until the receiver is ready.
  - c. Let serves and all shots taking place during a rally that come in contact with the net are good if they fall within the legal boundary lines.
2. Participation
  - a. Doubles teams must always compete with 2 players.
3. Scoring
  - a. A match consists of the best two out of three games to 21 points with rally scoring.
    - i. All three games will be played at every match in the regular season. All three games will be played to 21. Playoff contests will only play game three if necessary.
  - b. All games are won by 2 with a cap at 25.
  - c. The side winning a game serves first in the next game.
  - d. A player continues to serve, alternating courts until the opposing team is awarded the point.
  - e. In the third game, players change ends when the leading score reaches 11 points.
4. Gameplay
  - a. At the beginning of the game and when the serving team's score is even, the server serves from the right service court. When the server's team score is odd, the server serves from the left court.
  - b. If the serving side wins a rally, the serving side scores a point, and the same server serves again from the alternate service court.

- c. If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.
- d. The service court for doubles is short and wide (see red area in diagram below). After the service has been delivered, the court dimensions change to long and wide.
- e. Court:



**Faults**

1. During the instant the shuttle is contacted on the serve the shuttle is above the server's waist.
2. During the serve the shuttle does not fall within the boundaries of the diagonal service court.
3. 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.
4. 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.
5. Any player reaches across the net to contact the shuttle, other than on a follow-through.
6. During play any player's body, clothing, or racket touches the net or supports.
7. 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.
8. A player obstructs an opponent or invades an opponent's court.

**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 fulfil 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.

**4 - 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.

**3 - Average** - 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 pregame captain's meetings. All complaints or concerns are filtered through the captain to voice to Intramural Staff.

**2 - Below 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 the 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.

**1 - 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.

**0 - 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"