DOUBLES BADMINTON RULES

TEAM
Each team may have a maximum of 2 players on the court during the game.

ELIGIBILITY
A maximum of 1 CSS varsity tennis player is eligible to play on an Intramural badminton team.

One person on the court must be deemed team captain. This person is the only one who may talk with the game manager regarding ruling questions and interpretations.

Before the game starts, each team member will need to check in with the game manager. You will need your CSS ID to check into the game. NO ONE WILL BE ALLOWED TO PLAY WITHOUT A VALID CSS ID.

Each team is allowed to have 6 people on its roster. Each team will be allowed to make changes to the roster during the regular season only.

Each person must play in one regular season game to be eligible for play-offs. Each person is only allowed to be on one team roster per season.

PLAYING AREA
All badminton matches will take place in the BWC fieldhouse. The traditional doubles badminton court will be modified for facility purposes. The tennis singles lines will be used. The badminton net is 5’ high.

EQUIPMENT
Campus Recreation will provide badminton racquets and shuttlecocks for this league. Players are allowed to bring their own badminton racquet if they wish. All players must wear clean, non-marking shoes. No metal cleats or plastic spikes will be allowed.

OFFICIALS
Teams are asked to abide by the honor system and rule fairly. Match play and service points will be called by the participants. There will be an official at each court.

MATCH PLAY
Teams will play three games and the winner will be determined by a best-of-three format. All games will be service scoring to 15. The first team to 15 is the game winner. You do NOT have to win by 2 points. If a team wins the first two games, a third game will NOT be played. Games will be limited to 40 minutes. The team leading first by games won, and then current score will be determined the winner.

Regular season match win-loss records will determine play-off rankings. In case of a tie, overall game win-loss records will be used.

GAME PLAY
Game play will be governed by the rules of the International Badminton Federation (IBF) with the following highlights and modifications:

A coin will be tossed before the match to determine who will serve and who will receive. The winner of the coin toss may choose serve or side.

The first service of the game is made from the right service court and received in the diagonal right service court. This will be true of 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.

Points may only be scored by the team who is serving. The same player continues to serve during each run, alternating courts until he/she commits an error. The server and receiver on each team must alternate serve according to who served
last.

No player may receive two consecutive services in the same game.

A fault (error) committed by the player serving results in "service over." A fault committed by the receiving player results in a point for the serving player.

It is considered a fault if one of the following occurs:

- The server contact’s the shuttle above or the racquet head is above the serving hand when serving.
- 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 receiver are not within the boundaries and on the floor 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.
- During the serve or rally the shuttle contacts the walls, ceiling, the player, or clothing; passes through or under the net; fails to pass the net; or does not fall within the court boundaries.
- Any player reaches across the net to contact the shuttle, other than on the follow-through.
- A player’s person, clothing, or racquet touches the net or supports.
- The shuttle is hit more than once in succession by a single player.
- The shuttle is caught or carried when struck. Racquet rim shots and striking of the base and feathers of the shuttle are legal if no catching or carrying occurs.
- A player obstructs an opponent or invades the opponent’s court.

A “let” will be called when (a) the receiver is not ready for the serve when being served to, and/or (b) if a shuttle, after passing over the net, is caught in or on the net except during service. When a let is called, the play is repeated and there is no change in the previous score.

Shuttles that touch and pass over the net and fall within the diagonal service court during the serve are considered good. Shuttles that touch and pass over the net during game play are also considered good. Shuttles that fall on the boundary lines during play are in-bounds.

**TIMEOUTS AND SUBSTITUTIONS**

Each team will be allowed one 60-second timeout per game.

A doubles team may only make substitutions in between games. The only exception for this will be a substitution due to injury. The sub must be on the team’s roster and check in with the intramural employee before the beginning of the match.

**GAME FORFEIT**

All games will start at the designated times. Game time is forfeit time. NO EXCEPTIONS! The fieldhouse clock will be the official game time.

**SPORTSMANSHIP**

Teams will be rated by their opponents at the end of the match. For more information, click on the Sportsmanship link above.