



Intramural Badminton Rules

Revised December 2007

Singles court 17 ft. x 44 ft.

Doubles court 22 ft. x 44 ft.

The net shall be 5 ft. high at center (for both courts).

- Intramural badminton is open to all TAMIU students and paid faculty, staff, and University Affiliate members.
- Play will be governed by the current International Badminton Association with certain modifications.

Start of Play

- Before starting the game, the opponents must toss a coin or play rock, paper, and scissors to determine a winner:
 - a) to serve first/to receive first, or
 - b) choose the side
- In subsequent games, the winning side/team serves first.

Scoring

- A player must be serving to score points. When the server commits a fault his/her turn of service is over. When the receiver commits a fault, the server is given a point.
- A game shall consist of 15 points. A match will consist of a best of three (3) games. The winner is determined by winning two (2) games in a match. Players will change sides after each game. In the third game, players will change sides when the leading score reaches eight (8). Due to the constraints of time, **all matches** will be scheduled for no longer than 30 minutes or winning two (2) out of the three (3) games. The winner of the game does **NOT** have to win by two points. **Therefore, a game can end 15-14.**

Serving

- The first serve of the game is always made from the right side of the service court.
- **In singles play** – a player continues to serve, alternating service courts, as long as the player scores points.
- **In doubles play** – the side serving first in the first game has only one term of service in the first inning. If the first serving team commits a fault in the first inning, then “service over” is called. Throughout the following innings, each partner on each side has a turn at service. Whenever a side becomes the serving side, the partner in the right hand service court serves first. The partners rotate courts only after winning a point. A player, who in the first inning served from the right service court, should be in this court whenever the score for their side is zero or even.
- If the server completely misses the shuttle on the serve, the server may serve again.
- A serve may not be delivered until the receiver/receiving side is ready. If the receiver attempts to return the serve, the receiver is to have been considered ready.
- During the serve, it is a fault if;
 - a) The shuttle is contacted above the server’s waist or the racket head is above any part of the hand.
 - b) The shuttle does not fall into the diagonally opposite service court.
 - c) Some part of both feet of the server and receiver are not in contact with the appropriate court (inside the boundary line) until the shuttle is contacted by the server.

General Play

- A shuttle falling on the line is good.
- A shuttle which touches and passes over the net is in play (including the serve).

It is considered a fault if:

- a) The shuttle fails to pass over the net or lands outside of the boundary line.
- b) The shuttle contacts the walls, ceiling, player or player’s clothes.
- c) The shuttle passes through or under the net.
- d) The player touches the net.
- e) The player reaches across the net to contact the shuttle (following through across the net is allowed).
- f) The shuttle is hit more than once or is momentarily caught and thrown.
- g) The player obstructs an opponent or invades the opponent’s court.
- h) A player is hit by the shuttle whether the player is standing inside or outside the court boundaries.