

Badminton Rules (Doubles)

Rule 1: Player Eligibility & Registration

Player Eligibility

- ✓ Currently enrolled Southern Illinois University Carbondale (SIUC) students as well as Recreational Sport and Services (RSS) members who have purchased a semester or annual membership may participate in intramural sport activities.
- ✓ Prior to each contest and event, participants must present a valid SIUC or RSS ID Card.
- ✓ Players can compete for only one single gendered team and one co-recreational team. Once he or she signs in for one team, that player cannot transfer to another team for the duration of the season.
- ✓ To be eligible for postseason participation, a player must have checked into at least one regular season game for that team.
- ✓ Current varsity athletes cannot participate in their sport or related sport. Former varsity athletes cannot participate in their sport or related sport for one calendar year (365 days) after their official affiliation with the University team has ended.
- ✓ Current professional athletes are prohibited from playing in their sport or related sport. Former professional athletes cannot participate in their sport or related sport for a period of three calendar years (1,095 days) after their professional career has officially ended.
- ✓ The Coordinator of Competitive Sports shall make the final decision on eligibility issues.

Registration

- ✓ Teams should register on the SIUC IMLEAGUES site by the posted deadline.

Rule 2: League Format & Team Composition

League Format

- ✓ A Pool Play section shall precede the postseason tournament. The overall number of registered teams will determine the number of pools and number of teams in each pool.
- ✓ Pool standings will determine a team's eligibility for the postseason tournament.
- ✓ The following criteria will determine the pool play standings: (1) Sportspersonship, (2) Winning % (3) Head-to-head record, (4) Point differential, and (5) Coin toss.

Leagues (Subject to Change Due to Number of Registered Teams)

- ✓ Co Recreational
- ✓ Greek
- ✓ Open – Competitive
- ✓ Open – Recreational
- ✓ Women

Team Composition

- ✓ Each team will have 2 players on the court at all times.
- ✓ Each team shall designate a player to be their captain.

Rule 3: Defaults, Forfeits, Grace Periods, & Protests

Defaults

- ✓ A default is an unplayed game without penalty (e.g. being dropped from the league or being assessed a fee).

- ✓ To receive a default, the team captain or representative must notify the Competitive Sports Office by 4:00 PM on the day of the contest.

Forfeits

- ✓ A forfeit is defined as one of the following:
 - Failing to field a team for an intramural contest without contacting the Competitive Sports Department. The final score shall be 2-0.
 - Receiving three or more conduct penalties before, during, and after an Intramural sport contest. If the forfeiting team is ahead, the final score shall be 2-0. If the non-forfeiting team has the higher score, the game shall be terminated with the existing score.
 - Receiving two defaults during pool play
 - Having ineligible players participate during a contest
- ✓ If a team forfeits its first game of the season, that team may be dropped from the league and replaced with a team on the waiting list.
- ✓ Two forfeitures will result in ineligibility for the postseason and in being dropped from the league.

Grace Period

- ✓ If at least **one** team member has signed in at game time, the team will be granted a five-minute grace period.
- ✓ Once a team reaches the minimum number of players to start the game, the team must start when directed by Competitive Sports staff.
- ✓ A team may not wait for additional players once the minimum number of players has been reached.
- ✓ If the team has not reached the minimum number of players required to play at the end of the grace period, the game will be declared a forfeit.

Optional Grace Period

- ✓ After the initial grace period has expired and the team has not yet reached the minimum number of players, the opposing captain has two options:
 - Accept the win by forfeit or on-site default
 - Wait an additional five minutes
- ✓ Once the opposing captain decides to wait, that decision is irreversible.
- ✓ Once a team reaches the minimum number of players to start the game, the team must start when directed by Competitive Sports staff, and the game clock will be adjusted accordingly.
- ✓ If the team cannot field the minimum number of players by the end of the optional grace period, the game will be declared a forfeit.

Protests

- ✓ During the contest, teams may protest the misinterpretation or the misapplication of a rule. The protest must be submitted immediately during a live ball or before the ball becomes live. If the team loses the protest, the team is charged with a time-out.
- ✓ Protests regarding the judgement of the game officials will not be recognized.
- ✓ When protesting player eligibility:
 - *Regular season:* The eligibility of any player may be protested at any point during the regular season (e.g. before, during, and after the contest; anytime during office hours)
 - *Postseason:* Player eligibility must be protested before the start of the contest. Protests made after the start or end of the game will be not recognized.

Rule 4: Equipment

- ✓ The Competitive Sports Staff will provide all the equipment needed for badminton
- ✓ Players are welcomed to bring their own equipment

Rule 5: Scoring

- ✓ Intramural badminton plays a rally scoring system
 - Does not matter which team serves to score a point.
- ✓ 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 TEAM DOES NOT HAVE TO WIN BY 2 POINTS!
- ✓ A match consists of 2 out of 3 games. Teams change sides after each game.

Rule 6: Service

- ✓ The first serve of the game is always made from the right side of the court.
- ✓ A player continues to serve (alternating service courts) as long as a player scores points.
- ✓ If the server completely misses the shuttle on the serve the server may re-serve once.
- ✓ A serve may not be delivered until the receiver 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:
 - The shuttle is contacted above the server's waist or the racket head is above any part of the hand.
 - The shuttle does not fall into the diagonally opposite service court.
 - Some part of both feet of the server and receiver are not in contact with the appropriate court until the shuttle is contacted by the server.

Rule 7: 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:
 - The shuttle fails to pass over the net or lands outside the boundary line.
 - The shuttle contacts the walls, ceiling, player or player's clothes.
 - The shuttle passes through or under the net.
 - The player touches the net.
 - The player reaches across the net to contact the shuttle (following through across the net is allowed).
 - The shuttle is hit more than once or is momentarily caught and thrown.
 - The player obstructs an opponent or invades the opponent's court.
 - A player is hit by the shuttle whether the player is standing inside or outside the court boundaries.

