



INTRAMURAL SPORTS RULES

Badminton

Last updated: 9/4/18

INTRAMURAL POLICIES AND PROCEDURES

ELIGIBILITY:

All Campus (AC): Any combination of ND students, faculty and staff or groups/departments may form a team. Living unit or departmental restrictions do not apply. To play in all Intramural sports, participants must show a valid, government-issued photo ID. This includes a Notre Dame ID, state issued driver's license, U.S. and foreign government-issued passports, and/or U.S. military ID. The photo must be visible and discernible by the Intramural employee checking IDs. This helps to ensure player eligibility in accordance with the IMLeagues roster.

LOCATION:

All games will be played at North Dome.

FORFEITS/RESCHEDULES:

Game time is forfeit time! If a team does not have the minimum amount of players at game time, that team will forfeit. No reschedules will be permitted in this sport. If a team cannot make the tournament, they should call the Intramural Coordinator (574-631-3536) before 3:00pm the day of the tournament in order to adjust the schedule.

SCHEDULE:

All schedules are posted online and it is the captain's responsibility to check for updates/changes.

INCLEMENT WEATHER:

No weather-related cancellations will occur before one hour prior to the scheduled game time. If a game is cancelled, the captain will be called and teams will be emailed via IMLeagues.

ROSTER ADDITIONS:

Players may be added to the roster at any point during the regular season. Players may not be added during playoffs. Roster additions must be completed on the IMLeagues website to be eligible for that evening's contest. In order to be eligible to participate in playoff contests, roster members must have checked-in for at least one regular season game/match.

INSURANCE WAIVERS:

Waivers are located on the IMLeagues website, and are completed as part of the team registration process. All players must fill out an insurance waiver, and appear on the IMLeagues roster, before playing intramural sports.

CHECK-IN:

It is the responsibility of each player to find the supervisor working and check-in with them before playing in any intramural activity. Failure to check in with the supervisor before participating in any intramural activity will result in a forfeiture of that contest, and may result in suspension from future intramural activities.

SPORTSMANSHIP:

Participants and fans must respect players and intramural staff and follow instructions given to them by the staff. Foul language, taunting, or any other unsportsmanlike behavior will not be tolerated. Any participant or fan yelling, gesturing, or any other act in a negative manner toward opposing teams, players, fans, or RecSports staff will receive a penalty. These penalties will be assessed to the fan or participants team. These penalties can include a technical foul, yellow card, unsportsmanlike conduct, or sport specific penalty. If committed by a fan, or coach, the captain of that team will be assessed the penalty. Any participant who receives a conduct penalty of this nature, must leave the field of play to fill out an Incident Report with RecSports staff.

ALCOHOL, TOBACCO & DRUGS:

Notre Dame Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at intramural events on or off campus. Furthermore, RecSports staff reserves the right to remove participants or fans suspected to be under the influence of drugs or alcohol. The removal process may involve the assistance of authorities such as NDSP or member of The South Bend Police Department.

PROTESTS:

Only protests based on questions of player eligibility and rule interpretation/misapplication will be accepted. No protests on judgment calls will be reviewed. The protest must be filed at the time of the incident in question. Once play begins after the next live play, it cannot be protested.

SPORT RULES

All matches will be governed by USA Badminton rules, with the exceptions, modifications, and highlights listed below.

MATCH RULES:

1. This event is unofficiated. Players will call their own lines and violations. Any dispute about a judgment call that cannot be resolved will result in the point being replayed. Any dispute about a rule will be resolved by the IM Supervisor.
2. The first player to win 2 games wins the match.
3. ROCK-PAPER- SCISSORS – The player winning a pre-match rock-paper- scissors will choose from the following options: a) serving first, b) not serving first, c) choosing a side of the court to start on. The player losing the rock-paper- scissors will have the choice of any remaining choice.
4. Players will change sides of the court after each game. If a third game is played, players will change sides after one player has scored 6 points.
5. The player winning a game will begin serve in the subsequent game.
6. All games will be played to 15 points, must win by 1 point, using rally scoring – a point will be scored on every serve. The score should be called out by the server prior to each serve, with the serving side's score listed first.
7. THE SERVE –
 - a. Players shall serve and receive service in their respective right-hand service courts when the server's score is 0 or any even number. (0, 2, 4, 6, 8, 10, 12, 14)
 - b. Players shall serve and receive service in their respective left-hand service courts when the server's score is an odd number. (1, 3, 5, 7, 9, 11, 13)

DOUBLES:

1. In doubles tournaments the right to serve passes consecutively from the initial server to the initial receiver from the opposing team; then to that initial receivers partner and then back to the original servers partner and so on throughout the match

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- a. The player/team winning the point will serve the next point.
- b. The server should not serve until the receiver is clearly ready.
- c. The server has only one chance to serve the shuttlecock into play.
- d. If the server completely misses or drops the shuttlecock untouched during a service attempt, the serve may be attempted again.
- e. A serve that strikes the net shall be called a “let,” and the serve shall be retaken.
- f. In order for the serve to be legal and not be called a “fault,” all of the following conditions must be met:
 - i. The server must strike the shuttlecock below their waist, and the shaft of the server’s racquet must be pointing at a downward angle when the server strikes the shuttle.
 - ii. The shuttlecock cannot first strike the ground outside of the proper receiving court.
 - iii. The server’s and receiver’s feet must be completely within the appropriate service and receiving courts when the shuttlecock is struck by the server.
 - iv. The receiver cannot strike the shuttlecock until it has crossed the net.

RULE CLARIFICATIONS:

1. A player has committed a fault if they touch the net with their racquet, person, or clothing.
2. The follow-through of a swing may break the plane of the net.
3. A shuttlecock contacting the net and continuing over is still in play. Exception: Serves.
4. A shuttlecock that falls first striking a line is considered “in.”

EQUIPMENT:

1. All players must wear athletic, appropriate, non-marking, closed-heel, closed-toe shoes.
2. Racquets/shuttlecocks are available for checkout from the North Dome equipment desk.