Mission Statement:
Campus Recreation collaborates with the university community to offer exemplary facilities, programs and services that inspire participation and engagement.

Rule 1: Eligibility
1. All participants are subject to the Eligibility guidelines, which are listed in the current Intramural Sports Participant Handbook.
2. Participation is limited to currently enrolled University of Arizona fee paying students, and University of Arizona Faculty/Staff and Affiliates that have a current Department of Campus Recreation membership.
3. All players must sign in with the Supervisor at site prior to game time with a current Catcard.
4. No ID, no play, no exceptions.
5. If your team forfeits, $5 will be charged to the Bursar’s accounts of any absent team members.

Rule 2: Equipment
1. Players may use their own racquet and that racquet will be subject to the approval of the Intramural Supervisor on duty.
2. If you need a racquet, you may check one out at the Equipment Check-Out Desk or from the Intramural Sport Supervisor on shift.

Rule 3: Scoring
1. A match consists of the best 2 of 3 games to 21 points.
2. Games will be rally scoring, so on every serve a point will be given the team that wins the rally.
3. The winning side will serve first on the following game.

Rule 4: Service
1. The rotation of service is fixed. The side serving first in a game has only one turn at serving.
2. The server delivers the first serve from the right side of the court to the receiver in the right side of his/her court and then alternates service courts as long as rallies are won.
3. The receiving side does not change sides.
4. Whenever a team’s score is zero or even, that team must be placed as they were when the game started, whether serving or receiving.
5. The player on the right serves first for the team.
6. When serving, the head of the racquet must be below the fingers on the serving hand.
7. The start of forward motion on the serve will be constituted as the start of service. Halting this motion will be considered a “balk” and be called a fault.
8. A player’s feet must be stationary and in the correct court upon delivery of the serve.
9. A serve must be an underhand stroke and the entire shuttlecock must be below the server’s waist on contact.
10. Server will call the score before each serve, and make sure the other team is ready.
11. A serve hitting the top of the net and falling into the correct service court is in play.
12. If a player attempting a serve misses the shuttlecock completely, it is a fault.
13. A serve that lands outside the boundaries of the service court is a fault.
14. The player in the receiving square must receive the serve.
Rule 5: Infractions

1. Holding the racquet up to the net for a block is not accepted, but a player may use the racquet to protect his face, and any resulting shot will be considered in play.
2. When the shuttlecock travels outside of the net and curves to land inside the court is the only case in which the shuttlecock can go below the net and still be legal.
3. The shuttlecock may not be caught on the racket and then slung during the execution of the stroke. This is also known as a “carry,” a “sling,” or a “throw.”
4. A fault is called when a player is hit by the shuttlecock, whether one is standing inside or outside the court boundaries.
5. If a shuttlecock is hit into the net or caught in the net on the striker’s side, it is considered fault. If the shuttle goes over the net, but catches on the other side, a “let” results. The point is replayed since the player on whose side the shuttlecock was caught did not have a fair chance of returning the shuttle. If the player attempted to play the shuttle that was caught in the net and in doing so hit the net, then fault is called, rather than let.
6. A player may not block the view of the opposing team during service. The receiver must communicate this issue to the server and adjustments will be made.
7. Play must be continuous. A player may not leave the court during a game for any reason.
8. All teams must report scores at the end of the game to the Supervisor on duty.

ADDITIONAL INFORMATION ON RULES CAN BE FOUND IN OUR CURRENT INTRAMURAL SPORTS PARTICIPANT HANDBOOK.