

WELLNESS & HEALTH PROMOTION

UNIVERSITY OF NORTH DAKOTA

Badminton Rules

General

The *Intramurals Participant Handbook* will govern all aspects of play not considered playing rules of the sport. Participants are expected to follow the Handbook rules of conduct as well as the sport-specific rules outlined below. The Handbook is available at und.edu/intramurals. Key Handbook items include:

- **Alcohol, Tobacco, and Illegal Drugs** – Handbook pg. 6
- **Registration & Payment** – Handbook pg. 7
- **Captain Responsibilities** – Handbook pg. 9
- **Team Name Requirements** – Handbook pg. 10
- **Playoff Requirements** – Handbook pg. 12
 - Depending on the amount of teams registered, playoff brackets may be split into a top and bottom tier, and include larger numbers of teams.
- **Default/Forfeit Instructions and Consequences** – Handbook pg. 14
- **Participant Eligibility/ID Requirements** – Handbook pg. 15
- **Adding Players to Roster/Participation Limits** – Handbook pg. 18
- **Appropriate Attire** – Handbook pg. 19
- **Team/Participant Conduct** – Handbook pg. 21

Schedules

Schedules for league play are posted online through wellnessregistration.und.edu.

Facility

All games will be played at the Student Wellness Center on the volleyball/basketball courts.

Questions

Please feel free to contact Intramurals with any questions or concerns.

Mike Wozniak	Coordinator of Campus Recreation	701-777-3256	michael.wozniak@und.edu
Addie Roling	Program Manager	701-777-2719	adrianna.roling@und.edu
Wellness Center	701-777-9355		

Initiating Play

- The game will begin with a rally. The shuttlecock must pass over the net a minimum of three times during this rally. The winner of the rally will choose if they would like to begin by serving or receiving.

Scoring

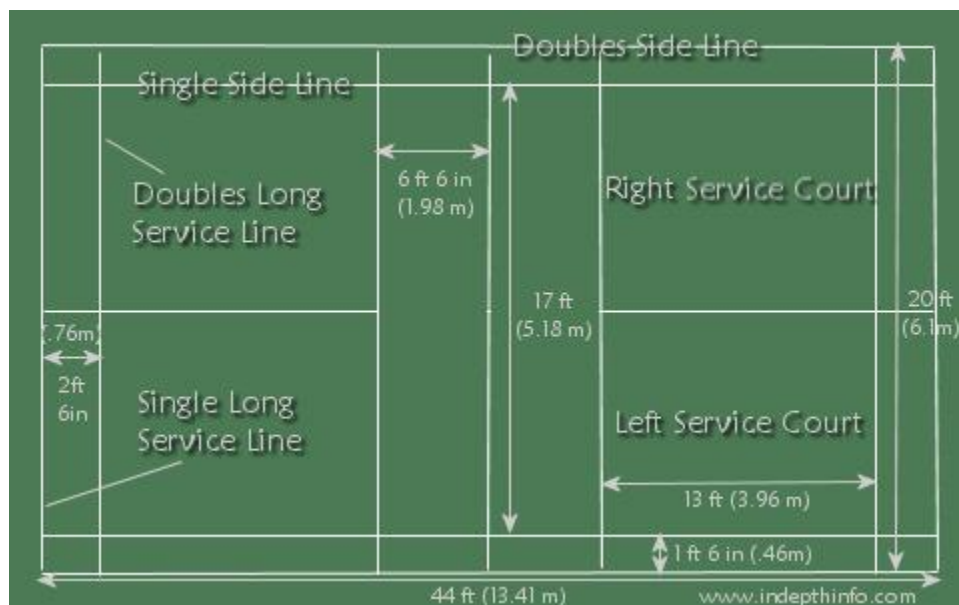
- Matches will be best of 3 games.
- Each game is played to 21 points.
- Only the side that is serving may score points. A player continues to serve, alternating courts until they commit an error. When the server serves, the shuttlecock must pass over the short service line on the opponents' court or it will count as a fault.
- If the score reaches 20-all, then the game continues until one side gains a two point lead (such as 24–22), up to a maximum of 30 points (30–29 is a winning score).
- The server may not serve until their opponent is ready.
- Only one trial at a serve is permitted; if the serve hits the top of the net and proceeds into the proper service court it must be played as good.
- The server cannot step into the serve. Both feet must remain stationary throughout the service motion.
- The racket must remain lower than the wrist and the birdie must be contacted lower than the waist for a proper serve.
- On an error by the server, no points are scored, and the receiver becomes the server.

Doubles Play

- The first serve of the game is made from the right service court and received in the diagonal right service court, as are 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.
- Players will alternate service upon receiving serve.
- Example: Player A serves on Team 1. Player C for Team 2 serves upon receiving their serve. Player B will then serve when Team 1 receives serve again.

Field of Play

- The full width of the court is 20' and in singles this width is reduced to 17' because the allies are not utilized
- Court boundaries will be marked by lines on the court floor



Players, Rosters, and Substitutions

- All players must be on the official roster by the second week of play.
- There may be a maximum of 3 people on the official roster of a doubles team and a maximum of 1 person on the roster of a singles team

Faults

A fault committed by the player or side serving: in singles, results in "service over", in doubles, results in either "second service" or "service over". A fault committed by the player or side receiving results in a point for the serving player(s).

It is a fault if:

- During the instant the shuttle is contacted on the serve the shuttle cannot be above the server's waist, or the racket head above the hand.
- 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 the receiver are not within the boundaries 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(s).
- During the service or rally the shuttle contacts the walls, the ceiling, the player, or clothing; passes through or under the net; fails to pass the net; or does not fall within the court boundaries.
- During play any player's person, clothing, or racquet touches the net or supports.
- The shuttle is hit more than once in succession by a player or is hit in succession by partners or caught or slung when struck. Wood shots and simultaneous striking of the base and feathers of the shuttle are legal if no slinging or catching occurs.
- A player obstructs an opponent or invades an opponent's court.
- In play, a player standing in bounds or out of bounds contacts the shuttle with any part of their person or is struck on any part of their person by the shuttle.

Reporting Scores

- Badminton matches are self-officiated. Please ask the front desk staff to set up the nets upon arrival at the Wellness Center. Racquets and shuttlecocks are available for checkout at the front desk as well if needed.
- After each game is completed both teams' captains must report the score to Coordinator of Campus Recreation (email listed above) so it can be recorded.
- Scores will be posted online at wellnessregistration.und.edu.