

# Badminton Rules

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Any rule and situation not specifically covered are subject to the current version of the World Badminton Rules and the judgement and discretion of the TN Tech Intramural sports staff.

**All rules are subject to change at the discretion of the Intramural Sports Office, and the Intramural Sports Office has the final decision on all situations covered and not covered by the rules. When there is a rules-related conflict, the TN Tech Badminton Rules shall take precedence.**

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## **Rule 1: Player Eligibility & Registration**

### **Player Eligibility**

- ✓ Currently enrolled (at least half-time), fee-paying Tennessee Tech University students as well as faculty and staff of the University with a current, active membership to the fitness center may participate in intramural leagues, tournaments, and contests.
- ✓ Prior to each contest and event, participants must check in with a member of the IM staff.
- ✓ **Players can compete for only one (1) team in each single-gendered league** and, if applicable, **one (1) co-rec league**. Once he or she checks-in for one (1) team, that player **CANNOT** transfer to another team in that league for the duration of the season.
- ✓ **For postseason eligibility, a player must have participated in at least one (1) regular season game.**
- ✓ 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 a college or university team has ended.
- ✓ Current professional athletes cannot participate in their sport or related sport. Former professional athletes cannot participate in their sport or related sport for five (5) years after their official affiliation with a professional team has ended.
- ✓ Intramural Sports Professional staff shall make the final decision on eligibility issues.

### **Registration**

- ✓ Teams should register by the deadline by registering on the Fusion Play App.

## **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) Winning Percentage, (2) Wins, (3) Sportsmanship, (4) Point Differential, (5) Games Played, and (6) coin toss.

### **Divisions**

- ✓ Open Doubles
  - No Gender Restrictions

### **Match Format**

- ✓ Each match shall be best two-out-of-three sets.
- ✓ Individuals and teams shall switch sides after each game.

### **Team Composition**

- ✓ This league is an open league, meaning there are no gender restrictions.
- ✓ Teams may be composed of two (2) men, two (2) women, one (1) man and one (1) woman, etc...

### **Rule 3: Playing Area & Equipment**

#### **Playing Area**

- ✓ All matches will be played in the Marc L. Burnett Student Recreation and Fitness Center.

#### **Racket & Equipment**

- ✓ Players may use their own rackets and shuttlecocks or use the ones provided by the TN Tech IM Sports Office.

#### **Clothing**

- ✓ **Proper athletic attire is required.**
- ✓ IM staff reserves the right to ask participants to remove or conceal clothing that, in the opinion of IM staff, displays offensive or demeaning language or imagery.
- ✓ Footwear
  - Players are required to wear athletic shoes (e.g. basketball shoes, running shoes, tennis shoes).
  - Footwear including but not limited to boots, cleats, open-toed shoes, crocks, and sandals is strictly **PROHIBITED.**
- ✓ Jewelry
  - Religious or medical items are not considered jewelry and must be taped against the body.
  - Jewelry (e.g. rings, earrings, necklaces, bracelets etc.) is prohibited and must be removed.
- ✓ Pads/Braces
  - Leg & knee braces covered with soft, pliable material and free of any sharp edges are allowed.
  - Compression sleeves and wrist sweatbands are permitted above the waist.
  - Casts and other equipment made of hard, unyielding materials may not be worn above the waist.
- ✓ Blood
  - Participants that are bleeding, have an open wound, and/or have an excessive amount of blood on the uniform will be directed to leave the game. The bleeding must be stopped, the open wound must be covered, and/or the bloody uniform must be changed before the player can return to the game.

### **Rule 4: Forfeits, Defaults, Protests, Scoring, & Reporting Scores**

#### **Defaults**

- ✓ A default is a match not played without penalty (e.g. being dropped from the league).
- ✓ To receive a default, a team must notify the Intramural Sports Office by 2:00 PM on the day of the contest.
- ✓ Sportsmanship Rating will be as followed:
  - Winning Team = 8
  - Defaulting Team = 5
- ✓ To verify that the request is legitimate, the team captain or representative must notify the Intramural Sports Office via e-mail or in person. **Phone calls will not be accepted.**

#### **Forfeits**

- ✓ A forfeit is defined as one of the following:
  - Failing to field a team for an intramural contest without contacting the Intramural Sports Office.
    - The final score shall be 3-0.
  - Defaulting two (2) games during pool play.
- ✓ If a team forfeits its first (1<sup>st</sup>) game of the season, that team may be dropped from the league and replaced with a team on the waiting list.
- ✓ Sportsmanship Rating will be as followed:
  - Winning Team = 8
  - Forfeiting Team = 2
- ✓ A second (2<sup>nd</sup>) forfeiture may result in removal from the league.

## Grace Period

- ✓ If at least **one (1)** team member is **checked-in** at game time, the team will be granted a **five-minute (5:00)** grace period.
- ✓ Once a team reaches the minimum number of players to start the game, the game will start.
- ✓ A team may not wait for additional players once the minimum number of players have arrived.
- ✓ If the team has not reached the minimum number of players required to play at the end of the grace period, a forfeit will be declared.

## Protests

- ✓ Intramural Sports Graduate Assistants and Professional Staff will consider eligibility protests.
- ✓ 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 match. **Protests made after the start or end of the match will be not recognized.**

## Rule 5: Timing & Scoring

### Game Length

- ✓ The match shall be played until a player or team wins two (2) sets.

### Scoring

- ✓ Scoring shall proceed as standard badminton.
- ✓ The first (1<sup>st</sup>) two (2) games will be played to twenty-one (21), the third (3<sup>rd</sup>) game will be played to fifteen (15) (if necessary)
- ✓ You must win by two (2) points
- ✓ A point will be awarded to whichever team wins the rally (rally scoring)
- ✓ Best two-out-of-three games wins

## Rule 6: Playing Rules

*TN Tech Intramural Badminton is self-officiated. Players should review the rules prior to play and honor the legitimate calls of their opponents. The Intramural Sports Office will settle disagreements that cannot be resolved in a reasonable time.*

*Please click the following link to view <http://www.worldbadminton.com/rules/#7>*

### Determining the First (1<sup>st</sup>) Serve

- ✓ To determine the serve in the first (1<sup>st</sup>) game of the first (1<sup>st</sup>) set, players/teams will play rock paper scissors.
- ✓ The person or team that wins has choice of serve **OR** receive **OR** side

### Service

- Player on the right side of the half of the court always starts the service
- The team that starts the service only gets one (1) service the first (1<sup>st</sup>) time.
- The team will alternate servers each time it is their teams turn to serve.
- The server will alternate which receiver he is serving to every serve.
- The birdie must land inside the serving area to be considered in.
- ✓ Faults
  - If serving and the birdie is above the server's waist.
  - If the shuttlecock falls into the wrong receiver's court.
  - If a player touches the net.
  - The shuttlecock must cross the plane before it is returned.

## General Rules

- ✓ **Do not serve until the opponent is ready.**
- ✓ Birdies that land on the line are considered in play.
- ✓ Birdies that hit the net and cross, during play, are good.
- ✓ Birdies that hit the net and cross during the serve is considered a 'let' and the birdie is served again.

## Ejections

- ✓ When one (1) member of a team is ejected, that team shall forfeit the contest.
- ✓ Ejected players must leave the Fitness Center and/or Intramural Fields immediately and cannot return to play **ANY** sport until he/she has been cleared for participation by a professional staff member of the Intramural Sports Office.

