



FALL 2023 BADMINTON DOUBLES RULES

Updated 8/15/23

Recent changes will appear in italicized and highlighted text

Rule 1: Facility

1. Badminton Doubles will be played in the Recreation and Wellness Center on Court C.

Rule 2: Eligibility

1. The Intramural Sports Program is open to all University of Colorado Colorado Springs undergraduate and graduate students currently enrolled, as well as faculty, staff, and affiliate members, provided they have a valid membership with Campus Recreation and a valid Sports Pass. Sports Pass can be purchased for \$20 per semester or \$10 single sport pass per activity (league/event).
2. Prior to participating, all players must check-in with the Sport Programs Supervisor. To check-in, each participant must present their University issued virtual ID, or must provide a University or must provide a government-issued photo ID.
 - a. No participant may participate in Intramural Sport under any identification other than their own. Any player using an assumed name, false gender identity, or an illegal I.D card will cause their team to forfeit the contest they participated in. The individual will also be suspended from intramural competition and their case will be forwarded to the UCCS Dean Students Office.
3. Varsity athletes may participate in other intramural activities outside of their varsity sport. However, they may not participate in their varsity sport or its related activities at the intramural level.

Rule 3: Team Composition

1. Team will consist of 2 players per team.

Rule 4: Equipment

1. Badminton equipment can be made available to intramural participants. Equipment includes:
 - a. Badminton Racket
 - b. Badminton Birdie
2. *Any exposed jewelry (ear rings, nose rings, necklaces, etc.) will not be permitted.*

Rule 5: Deciding Start of Play

1. Paper, rock, scissors will be played by captains at the beginning of the match to determine the choice of court or service.
2. *There will be a 10-minute grace period for teams that have not arrived by game time. If after 10 minutes have passed and one or both teams do not have the minimum number of eligible players to start a game, then the game will be forfeited*

Rule 6: Match Play

1. Each match is played to the best of three games.



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2. A game is won by the first side to score 15 points.
 - a. A side needs to win by two points to win a game.
 - b. Player shall change sides at the end of each game.

Rule 7: Scoring

1. The opposing sides shall play until one side wins two of three games.
2. Rally Scoring will be used.
3. The side winning a game serves first in the next game.
4. Teams winning the point shall serve for the next point.
5. If any parts of the shuttle cock lands on the line during play, this shot is considered in. In the instance that it cannot be determined whether the shot was in or out, both teams shall be asked to replay the point.

Rule 8: Service

1. The server and the receiver shall stand within diagonally opposite courts without touching the boundary lines of these service courts. Some part of both feet of the server and the receiver must remain in contact with the surface of the court in a stationary position until the serve is delivered.
2. The server's racket shall initially hit the base of the shuttle while the whole of the shuttle is below the server's waist.
3. There are no overhand serves in badminton. The head of the racket must be discernibly below the server's hand holding the racket.
4. The movement of the server's racket must continue forwards after the start of the service until the service is delivered.
5. The flight of the shuttle shall be upwards from the server's racket to pass over the net, so that if not intercepted, it falls in the receiver's service court.
6. The server shall not serve before the receiver is ready, but the receiver shall be considered to have been ready if a return of service is attempted.
7. The service is delivered when, once started, the shuttle is hit by the server's racket of the shuttle lands on the floor. Note: It is not a fault if the server, in attempting the serve, misses the shuttle. However, if the shuttle is touched by the racket, the service is considered to have been delivered.
8. For Doubles Service specifically rules are stated as follows:
 - a. At the start of the game, and each time a side gains the right to serve, the service shall be delivered from the right service court.
 - b. Only the receiver shall return the service. It is a fault if the shuttle touches or is hit by the receiver's partner.

Rule 9: Service Courts and Errors

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1. The player who serves at the start of the game shall serve from, or receive in, the right service court when that player's side has not scored or has scored an even number of points in that game and the left service court otherwise.
2. The player who receives at the start of any game shall receive in, or serve from, the right service court when that player's side has not scored or has scored an even number of points in that game and the left service court otherwise.
3. The reverse pattern applies to partner.
4. The right to serve passes consecutively from the initial server in any game to the initial receiver in that game, and then consecutively from that player to that player's partner and then to one of the opponents and then the opponent's partner, and so on.
5. Either player of the winning side may serve first in the next game, and either player of the losing side may receive.
6. Service Court Errors are as follows:
 - a. A service court error has been made when a player:
 - i. Has served out of turn,
 - ii. Has served from the wrong service court, or
 - iii. Standing in the wrong service court was prepared to receive the service and it has been delivered.
 - b. When a service court error has been made, then,
 - i. If the error is discovered before the next service is delivered, it is a "let" unless only one side was at fault and lost the rally, in which case the error shall not be corrected.
 - ii. If the error is not discovered before the next service is delivered; the error shall not be corrected.
 - c. If there is a "let" because of a service court error, the rally is replayed with the error corrected.
 - d. If a service court error is not to be corrected, play in that game shall proceed without changing the players' new service courts (nor, when relevant, the new serving order).

Rule 10: Faults

1. Faults will occur if a service is not correct.
2. Faults will occur if after passing over the net on service, the shuttle is caught in or on the net.
3. Faults will occur if in play, the shuttle
 - a. Lands outside the boundaries of the court,
 - b. Passes through or under the net,
 - c. Fails to pass the net,
 - d. Touches the roof, ceiling, or side walls, or
 - e. Touches the person or dress of a player.
4. Faults will occur if when in play, the initial point of contact with the shuttle is not on the striker's side of the net. The striker may, however, follow the shuttle over the net with the racket during a stroke.

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5. Faults will occur if when the shuttle is in play, a player
 - a. Touches the net or its supports with racket, person, or dress, or
 - b. Invades an opponent's court under the net with racket or person such that an opponent is obstructed or distracted, or
 - c. If, in play, a player deliberately distracts an opponent by any action such as shouting or making gestures.
6. Faults will occur if in play, the shuttle
 - a. Be caught and held on the racket and slung during the execution of a stroke.
 - b. Be hit twice in succession by the same player with two strokes. A double hit by one player with one stroke is not a fault.
 - c. Be hit by a player and the player's partner successively.
 - d. Touches a player's racket and continues toward the back of that player's court.

Rule 11: Lets: A 'Let' Is Called to Halt Play

1. A let may be given for any unforeseen or accidental occurrence.
2. If a shuttle, after passing over the net, is caught in or on the net, it is a let except during service.
3. If the server serves before the receiver is ready, it shall be a let.
4. When a let occurs, the play since the last service shall not count, and the player who served shall serve

Rule 12: Sportsmanship

1. Intramural Sports expects all participants and spectators to conduct themselves in a sportsmanlike manner. Following each game, officials and/or supervisors evaluate team behavior and issue sportsmanship points to all teams. For tournaments or special events, if there is an issue with sportsmanship the team or individual will receive a warning. If there is another instance of sportsmanship issues the staff on site has the right to remove a player or team from the event. Sportsmanship issues include:
 - a. Participants are openly arguing calls with officials on multiple incidents.
 - b. Fighting.
 - c. Mocking the skill level of an opponent.
 - d. Trash Talk.
 - e. Not having control of spectators for your team.
 - f. Etc.