
INTRAMURAL SPORTS



2009 Intramural Badminton Singles Rules

I. Eligibility

- A. In order to be eligible to participate in the tournament, players must be current OSU or NOC Gateway students or faculty/staff members who have purchased a Colvin Center Activity Pass.
- B. A complete list of Intramural eligibility requirements may be found in the 2008-2009 IM Sports Policies and Procedures Manual.
- C. The only protest allowed is that of player eligibility.
- D. All participants must present a valid OSU ID or a valid CRC Activity Pass prior to each match.

II. Equipment

- A. The Intramural Office will provide racquets, shuttlecocks, and all other equipment needed. An ID will be required to check out equipment from the Intramural supervisor.
- B. Players may use their own racquet, but it must be approved by the Supervisor on duty.

III. Forfeits

- A. Forfeit time is the scheduled starting time for each match. All players must be present and ready to play at that time.
- B. Players may substitute at the playing site for pre-registered players but must do so before a match has been played.
- C. A \$10 forfeit fee will be charged to any individual not showing up to a scheduled match.

IV. Play

- A. A coin toss will begin play. The winner of the toss may serve first or choose the side of court.
- B. Length of Game
 1. A match consists of the best 2 of 3 games to 15 points or 30 minutes, whichever comes first.
 2. When the score is tied at 13 the person who reached 13 first has the option of "setting" the game to 5 and if the score is tied at 14 the team reaching 14 first may "set" the game to 3. After a game has been set, the side which scores 5 or 3 points first, wins the game.
- C. The Serve
 1. A player shall serve from the right-hand service court when their score is 0 or an even number and the left-hand service court when their score is an odd number.
 2. A player loses the serve when, on the serve, the shuttle at the instant of being struck, is higher than the server's waist, or if the head of the racquet, at the instant of striking the shuttle, is higher than any part of the server's hand that is holding the racquet.

3. The serve is lost if the shuttle falls into the wrong service court (not diagonally opposite the server), falls short of the service line, beyond the long service line, or outside the boundary lines of the service court.
4. The server's feet must be in the correct service court at the time of service.
5. The serve is lost if before or during, the delivery of the service any player makes preliminary fakes or otherwise intentionally balks his/her opponent.

D. Fault

1. When the serving team makes a fault, it will result in the loss of serve. If the receiving team makes a fault it will result in a point for the serving team.
2. A fault occurs when the feet of the player receiving the service are not in the service court diagonally opposite the server, until the service is delivered.
3. A fault occurs during service or play if:
 - a. the shuttle falls outside the boundaries of the court
 - b. passes through or under the net
 - c. touches the roof, side walls, or the person
4. A shuttle falling on the line shall be ruled "in". A served shuttle may contact the top of the net and go over in "fair" territory.
5. A fault occurs if the shuttle is struck before it crosses to the striker's side of the net. The striker may, however, follow the shuttle over the net with his/her racquet in the course of a swing.
6. A fault occurs if the shuttle is hit twice, or is held on the racquet (caught or slung) during the execution of a stroke; or if a shuttle is hit by a player and his/her partner successively.
7. A fault occurs if a player obstructs an opponent.
8. If the server, in attempting to serve, misses the shuttle, it is not a fault.

E. Scoring

1. Points can only be scored when an individual, or team, is serving.
2. A player who is serving shall continue until a fault by his/her team.
3. The side winning a game shall serve first in the next game. The players change ends at the beginning of the second and third games. In the third game, players shall change sides when either team reaches eight points. If players forget to change ends, they shall do so as soon as their mistake is discovered.
4. Each score is one point.