Rules of the Game

1. Players & Substitutes
   a. A team consists of 2 players on the court.
   b. There must be 2 players to start a game.
      i. If ejections or injuries cause one team to drop below 2 players, it will result in a forfeit.
   c. All jewelry must be completely covered and secured. Safety is still our top priority. Any jewelry that
      remains a risk to any participant (even if covered) will not be permitted.
   d. For Open leagues, there are no gender restrictions.
   e. Only one Sport Club or Registered Student Organization team member may be on a team roster in their
      sport or allied sport.
   f. Substitutes can only be made between games.

2. The Game
   a. Play may be stopped at the discretion of the intramural staff at any time.
   b. All matches consist of the best 2 out of 3 games using rally scoring.
   c. The first and second sets are played to 21 points (win by 2), capped at 23
   d. The third set is played to 11 points (win by 2), capped at 13
   e. Before starting play, teams should toss a coin or spin the racket. The winner has the option to serve,
      receive, or choose a side of the court. The opposing team then exercises the remaining choice.
   f. Teams change sides of the court after the first game, second game, and in the third game when a side
      first scores 6 points.

3. Grace Period
   a. If a team does not have the required minimum number of players checked in at the scheduled game
      time, a 10-minute grace period is given.
      i. If a team (or teams) doesn’t have the required number of players by the end of the 10-minute
         grace period, the game is recorded as a forfeit.
      ii. If one team is present at the start of the grace period (scheduled game time), that team has the
          option to start the first game up by half the points needed to win that game. Therefore, if one
          team is present at the beginning of the scheduled game time, they have the option to start the
          first game at 11-0 when their opposing team arrives during the grace period. However, the
          present team may also elect to decline the penalty and start the game with a score of 0-0.

4. Serving and Receiving Courts
   a. At the beginning of the game and when the score is even, the server serves from the right service court.
      When the score is odd, the server will serve from the left court.
   b. If the serving side wins a rally, the serving side scores a point and the same server serves again from the
      alternate service court.
   c. If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new
      serving side.
   d. Players do not change their respective service courts until they win a point while their side is serving.
   e. Note: Service courts are changed by the servicing side only when a point is scored. In all other cases, the
      players continue to stay in their respective service court from where they played the previous rally. This
      guarantees an alternate server.

5. Faults
   a. Faults result in a point scored for the team that does not commit the fault. Faults may occur for a variety
      of reasons including:
      i. Improper shuttle contact
      ii. Improper shuttle landing
      iii. Improper player contact
      iv. Player misconduct
      v. Double hits
6. Let's
   a. Let's result in a replay of the previous rally. No point is awarded until the following serve. Let's may occur for a variety of reasons including:
      i. The shuttle is caught on top of or in the net
      ii. Players on both teams fault
      iii. If a player is unready for the serve
      iv. If teams are unable to come to a decision on a ruling
      v. If the shuttle falls apart
      vi. If there is a service court error by both teams

7. Service Court Errors
   a. A service court error has been committed if a player has served out of their rotation, if a player has served from the wrong court, or if a player is standing on the wrong court while receiving a serve.
   b. Service court errors can only be enforced if discovered prior to the next serve.
   c. If the error is discovered and both sides committed it, the result is a let.
   d. If the offending team won the rally, the error is considered a let.
   e. If the offending team lost the rally, the error is a null.

***Any additional rules not stated on this sheet will be determined by the Badminton World Federation (BWF) official rules, which can be found at: http://www.worldbadminton.com/rules/.***