Thank you for being a part of one of the best intramural programs in the nation. We are proud to offer a variety of quality intramural activities. Good luck and we hope you have a fun and exciting season!

If you have questions throughout the season, please feel free to contact us by calling our office (540-231-8297), emailing imsports@vt.edu, stopping by our office in 135 War Memorial Hall or consulting our Participant Policy and Procedure Manual.

Rules of the Game

1. Equipment and Location
   a. Players are responsible for providing their own equipment.
   b. Participants may choose to play the match at any agreed upon location.
   c. Pick-up badminton is available with nets set up to play in War Memorial Gym/McComas Hall Gym – please see our website for open rec badminton hours.

2. The Game
   a. The first team to 21 points wins the game. Each game is win by 2 with a cap at 30 points.
   b. A match consists of the best two out of three games.
   c. Before starting play, the opposing teams shall toss a coin or spin the racket. The winner shall have the option of serving/receiving or choosing side of court. The opposing team may then exercise the remaining choice.
   d. Rally scoring is used. The winner of a rally or the opposition of a server who commits a fault is awarded a point.
   e. Teams change sides of the court after the first game, second game, and in the third game when a side first scores 11 points.

3. 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 when their side is serving. Note: The 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 shall guarantee an alternate server.

4. Faults
   a. Faults will result in a point scored for the opposition of the team committing the fault. Faults can 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

5. Lets
   a. Lets will result in a replay of the previously rally and no point is awarded until the following serve. Lets can occur for a variety of reasons including:
      i. The shuttle is caught on top of the net
      ii. The shuttle is caught in the net
      iii. Players on both teams fault
      iv. If a player is unready for the serve
      v. If teams are unable to come to a decision on a ruling
      vi. If the shuttle falls apart
      vii. If there is a service court error by both teams

6. 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, a “let” will result.
   d. If the offending team won the rally, the error will also be 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/