

**CU • STUDENT REC CENTER INTRAMURALS**  
**BADMINTON • RULES**  
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**ROSTER SIZE IS LIMITED TO 6 PLAYERS FOR DOUBLES & 5 PLAYERS FOR SINGLES.**

Games will be governed by the current rules of the National Intramural and Recreational Sports Association (NIRSA) and the National Federation of State High School Associations (NFHS), with the following modifications and points of emphasis:

### **General Rules**

- Doubles teams may have a maximum of six players on the roster.
- Games are **self-officiated**. All calls are honor calls and should be made by the person making the play on the ball. Please be honest and consistent in the calls.
- Matches comprise of the best of three games

### **Equipment**

- Athletic shoes must be worn at all times.
- Game shuttles are provided. Badminton rackets are available for checkout at the Rec Center.

### **Starting the Game**

- Game time is forfeit time.
- Both captains should check in with the Intramural Supervisor located at the Intramural Office in the Student Rec Center 15 minutes prior to game.
- Each player must show valid BuffOne card or Rec Center Membership Card prior to every Intramural Sports contest.
- Captains should meet prior to starting time, shake hands and review captain's responsibilities.
- Captains must confirm that only players on the roster are being used.

### **Rally**

A rally is won when a shuttle is hit over the net and onto the floor of the opponent's court.

A rally is lost if the shuttle is hit into the net, or over the net outside of the opponent's court. A rally is also lost if the shuttle touches the player's clothing or body, or if it is hit before it crosses over the net.

### **Serving**

The service courts are slightly different for singles and doubles. A shuttle on the line is "in". The server and receiver stand in the diagonally opposite service courts (always right hand at the start of the game) but thereafter players may move anywhere on their side of the net. The server must obey laws designed to force underhand delivery of the serve, and the receiver must stand still until the service is struck.

### **Scoring**

- A match consists of the best of 3 games of 21 points.
- Every time there is a serve, there is a point scored.
- The side winning a rally adds a point to its score.
- At 20 all, the side which gains a 2 point lead first, wins that game, with a cap at 30 points.
- The side winning a game serves first in the next game.

### **Singles**

- At the beginning of the game (0-0) and when the server's score is even, the server serves from the right service court. When the server's score is odd, the server serves from the left service court.
- If the server wins a rally, the server scores a point and then serves again from the alternate service court.

- If the receiver wins a rally, the receiver scores a point and becomes the new server. They serve from the appropriate service court – left if their score is odd, and right if it is even.

### **Doubles**

- A side has only one ‘service’.
- At the beginning of the game and when the score is even, the server serves from the right service court. When it is odd, the server serves from the left court.
- If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.
- If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.
- The players do not change their respective service courts until they win a point when their side is serving.