



**University of Southern Indiana**  
Intramural-Recreational Sports  
Badminton  
12/9/2008

**Tournament Play**

The tournament is a single elimination tournament for both singles and doubles.

**All-Campus Points**

	Singles – Level 4	Doubles – Level 3
1 <sup>st</sup>	50	75
2 <sup>nd</sup>	40	60
3 <sup>rd</sup> - 4 <sup>th</sup>	30	45
5 <sup>th</sup> – 8 <sup>th</sup>	20	30
Participation	10	15

The individuals that win the tournament in men singles, doubles, women singles, doubles and coed doubles will receive a championship t-shirt.

**General Procedures**

1. All players must have their current, valid ID card at the appropriate playing area in order to play. Players that checked out equipment will be issued a pass to give to the supervisor or scorekeeper.
2. Any player that is bleeding must leave the game/match immediately. The bleeding must be stopped and the wound securely covered with a bandage before the player can continue. If there is blood on any clothing, it must be changed before the player resumes play.
3. All participants must wear non-marking shoes and a shirt.
4. It is encouraged to remove all jewelry for intramural competitions. All necklaces, rings, watches, barrettes and bracelets must be removed. Any player wishing to wear piercings may do so at their own risk.

**Rules**

General

1. **Rock/Paper/Scissors will determine the first service of the match or choice of side. Team serving first yields that right in the second game. Teams will change sides after each game. Serve and choice of side for third game will be decided by Rock/Paper/Scissors.**
2. A serve may not be delivered until the receiver is ready.
3. On a serve, some part of both feet of the server and the receiver must remain in contact with the court, inside the boundary lines, until the shuttle leaves the racket of the server.
4. **Server must hit the shuttle with the racquet in a consistent forward motion.**
5. **A serve which touches and passes over the net and falls within the diagonal service court and a shot during a rally which touches and passes over the net and falls within the legal boundary lines are both good.**
6. **Shuttles falling on the lines are in bounds.**
7. **It is not a fault if the server completely misses the shuttle on the serve.**

Scoring

1. **A match consists of best two out of three games to 11 points. Only the serving side can score points. Team does not need to win by 2.**
2. **A player continues to serve, alternating services boxes until they commit an error.**  
Singles: On an error by the server, the receiver becomes the server.  
**Doubles: When an error is committed by the serving side when the first server is serving, no point is scored, and the partner of the first server becomes the server. When an error is committed by the serving side when the second server is serving, no point is scored and the opposing side becomes the serving side.**

**Doubles Play**

1. The side serving first in the first game has only one term of service.
2. Throughout the following points each partner on each side has a turn at service.
3. Whenever a side becomes the serving side, the partner in the right hand service court serves first. The partners rotate courts only after winning a point. A player who began the game serving from the right service court should be in this court whenever the score for their side is zero or even.

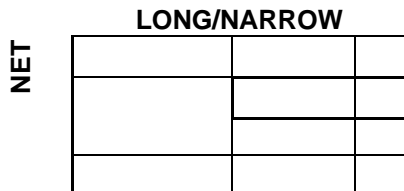
**Singles Play**

1. The first serve of the game is made from the right service court and received in the diagonal right service court, as are all serves when the server's score is zero or an even number.
2. When the server's score is odd, the serve is made from the left service court and received in the diagonal left service court

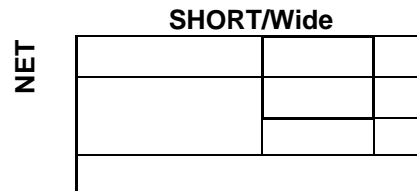
**It is a fault if:**

1. during the serve the shuttle does not fall within the boundaries of the diagonal service court
2. during the serve the feet of the server and the receiver are not within the boundaries of their respective service courts Feet on the boundary lines are considered out of bounds.
3. during the service or rally the shuttle contact the walls, the ceiling, the player, or clothing; passes through or under the net; fails to pass the net; or does not fall within the court boundaries
4. any player reaches across the net to contact the shuttle, other than on the follow-through
5. during play any player's body, clothing, or racket touches the net or supports
6. the shuttle is hit more than once in succession by a player or is hit in succession by partners or caught or slung when struck
7. a player obstructs an opponent or invades an opponent's court
8. in play, a player standing in bounds or out of bounds contacts the shuttle with any part of their body or is struck on any part of their body by the shuttle

**Single Service Court**



**Doubles Service Court**



**Courts**

1. Play for singles will be conducted on the long/narrow court including the back line.
2. Play for doubles will be conducted on the outside lines.