

# Oswego State

## Campus Recreation – Intramural Sports

### Badminton Rules

#### Pre-Game:

All Players must present a valid SUNY Oswego ID to be eligible to play.

#### Rule I. COURT, PLAYERS, AND EQUIPMENT

##### THE COURTS

1. All games will be played in the Campus Center Swetman Gymnasium
2. Team area: All players and coaches not immediately involved in play must stay on their team's respective sidelines.
3. All spectators must sit on the sidelines when applicable. Spectators are not permitted by the score table. NO EXCEPTIONS.

##### PLAYERS

1. In the doubles play, the division is open so it can be two men, two women, or a male and a female on a team in the competition. No subs are allowed in doubles matches.

##### EQUIPMENT

1. Rackets and shuttlecocks: The Campus Recreation Office will supply these items. If you have your own racket it will need to be approved by the Intramural Supervisor prior to play. All participants are responsible for the full replacement cost of any lost or damaged equipment.
2. Shoes: Soft, dry, rubber-soled sneakers are the only footwear permitted on the floor. All players must carry their sneakers into the gym; it is important that mud and dirt is not tracked onto the gym floor. BLACK-SOLED shoes will not be allowed, unless they are basketball shoes.
3. Tape: Tape or bandages on the hand, wrist, forearm or elbow are prohibited except to protect an injury. The Intramural Supervisor must approve all tape or bandages prior to the start of the game. Under no circumstances will a player wearing a cast or splint be allowed to play.
4. Glasses: If glasses are worn they must be unbreakable. Each player is responsible for the safety of his or her own glasses.
5. Jewelry: Wristwatches, bracelets, rings, large or hoop earrings, or any items deemed to be dangerous by the referee are not permitted.

## **Rule II. GAME LENGTH**

1. The matches will be best three out of five format.
2. Only the team serving can score points.
3. Games will be to 15 points.
4. Games must be won by at least 2 points.
5. The scoring limit is 21. Once a team reaches 21 points, even if they are only up by 1 point, the game is over.

## **Rule III. OTHER GENERAL BADMINTON RULES**

1. Before play begins a coin will be tossed. The winner of the toss decides between serving or the side of the court. The loser has the remaining choice.
2. The service must be delivered to the diagonal service court. A bird that lands on a line is considered good. In singles, the bird must land in the long, narrow court and in doubles in the short wide court. A let serve is one in which the bird touches the top of the net but lands in the proper court. A service that is let is served again. It is a fault unless it lands in the service court.
3. In doubles play, only one partner serves from the team choosing to serve first. The other team is then allowed to both serve before it is the last member of the original serving teams turn to serve.
4. At the beginning of a game or an inning, the service is always taken from the right hand side first.
5. Only one service (trial) is allowed per inning (not like tennis, where two trials are allowed), unless the bird is missed entirely or it is a "good" let. The service alternates to courts starting in the right-hand court for doubles at all times. In singles, the service starts in the right-hand court at the beginning of the game, but thereafter service is made from the right-hand court when the score is odd (for that side). Only one hand (serve) is allowed the side beginning the serve in doubles the first inning and two hands (serves) are allowed each inning thereafter.
6. It is a fault (loss of service or hand for the serving-side and loss of point for receiving-side) when:
  1. Service is illegal; i.e., the bird is struck when above the waist or the head of the racket is higher than the hand when hit.
  2. Service or played shot lands outside the specified court, passes through or under the net, or hits a player or obstruction outside the court.
  3. Server or receiver steps out of his proper court before delivery of serve or feints (fakes) in any way before the service. Only the person served to may return the bird.
  4. A player reaches over the net to hit a bird (he/she may follow a shot over).
  5. A player touches the net with his/her racket or any part of his/her body.
  6. A player hits the bird twice or momentarily holds or throws it with his/her racket.

7. A player fails to return the bird to the opponent's proper court.  
(He/she cannot hit a doubtful bird and call "out," as permitted in some sports.
  8. The server steps forward as he/she serves.
  9. The bird is hit on the rim or neck of the racket - called a "wood."
7. If during the serve or a rally the shuttle is caught in or on the net it is a LET.