



University of Illinois at Urbana-Champaign
Campus Recreation
Intramural Sports
Badminton Rules

Intramural Badminton matches will be conducted under the rules of the Badminton World Federation (BWF) with the following modifications:

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General Intramural Sports Policies and Procedures

Signing-In and Rosters

1. All players must present a valid I-Card and Safer-Illinois App to the Intramural Supervisor in order to sign-in and participate in an intramural contest.
2. An individual is bound to the *first* team they sign in for.
3. A participant can only play on 1 Co-Rec team *and* 1 single gender team (i.e. Men's *or* Fraternity Greek Cup).
4. If a player is found participating in the contest without having signed in with the Intramural Supervisor and doesn't have their I-Card/Safer-Illinois App present, said team will forfeit the game and all forfeit fees and consequences will apply.

Forfeits and Defaults

1. Teams that are not present at their scheduled contest by game time or are unable to produce enough eligible players to field a team, will be assessed a forfeit aside from the Grace Period Exception.
2. A team may delay its right to win by forfeit and allow the other team a grace period of 10 minutes to acquire a properly equipped team through the Grace Period Exception:
 - a. Once a 10 minute grace period is granted by the team who is ready, they may not rescind their decision and take a forfeit before the 10 minutes passes.
 - b. If 10 minutes passes after the scheduled game time, and the minimum number of eligible players required to play for the opposing team has not arrived, then that team that is ready to play must accept the forfeit.
 - c. If the forfeiting team is able to obtain the minimum number of properly equipped players before the 10 minute grace period expires, game starting procedures will occur.
3. The team captain of a team that has forfeited will be assessed a \$5 forfeit fee. Additionally the team will be ineligible for playoffs.

4. If a team knows in advance that they will be unable to field a team on a given night; they may avoid the forfeit fee and loss of playoff eligibility by filing a default by 2:00pm on the business day of the contest.
5. A team that has one less than the minimum number of players required to start the contest will receive a default.

Sportsmanship

1. The Intramural Activities Program expects all participants to respect and abide by all rules and policies, show respect and concern for the intramural staff, and refrain from abusive language, poor attitude, and manipulation of the rules to further their chance of winning.
2. Sportsmanship ratings are given to teams after each contests by Intramural Sports Leads, Supervisors, and game officials. These ratings reflect behavior before, during, and after a contest. For purposes of our sportsmanship ratings, we will not count administrative technical fouls and rule technicalities against a team's overall sportsmanship. The decision will be final and ratings will exist on the following scale:
 4. Team shows excellent sportsmanship and go out of their way to keep the game safe and fun. Team receives no unsportsmanlike conduct penalties.
 3. Team shows good-to-average sportsmanship, or *one (1) unsportsmanlike conduct penalty is assessed.*
 2. Team shows below-average sportsmanship and displays dissent to game officials before, during, or after contest. *Two (2) unsportsmanlike conduct penalties is assessed during the contest on either two separate participants, or on a single participant resulting in an ejection.*
 1. The intramural contest has been terminated due to *three (3) unsportsmanlike conduct penalties being assessed on one team throughout the contest. The three penalties can all be on separate participants or on one participant receiving two unsportsmanlike conduct penalties (resulting in an ejection) and a separate participant receiving an unsportsmanlike conduct penalty.*
 0. Team displays unacceptable conduct and sportsmanship. Game is canceled due to any of the following conduct:
 - Fighting or abusive, violent behavior.
 - Team repeatedly exhibits unnecessary roughness that jeopardizes the safety of other participants.
 - Spectator or player clearly gestures or shouts obscenities.
 - A game where more than 3 unsportsmanlike conduct penalties have been assessed to one team.

Playoffs

1. To advance to playoffs during a five (5) week regular season, a team must win three (3) contests out of four (4), or more.
2. To advance to playoffs during a four (4) week regular season, a team must win two (2) contests out of three (3), or more.
3. Teams must have a sportsmanship rating average of at least 2.5 to advance to playoffs.

4. Captain must have completed the online Captain's Quiz prior to the end of regular season to advance to playoffs.
5. Teams must have NO regular season forfeits to advance to playoffs.
6. Teams that advance will be seeded in the bracket according to winning percentage, head to head results, sportsmanship and point differential at the end of regular season.

Protests

1. A team captain may protest player eligibility and rule interpretation, but *not* the judgement of the officials.
2. To file a protest, notification of the protest must be made to a game official at the time of the alleged infraction prior to the *next live ball*.
3. A player's eligibility must be protested *prior to the end of the contest*. No more than three (3) participants can have their eligibility protested during a single contest.

For more information regarding the policies and procedures of Intramural Activities please see the Intramural Activities Handbook on Active Illini and the Campus Recreation website.

Inclement Weather

1. Information regarding cancellations will be relayed to captains either in an email or phone call from the Intramural Office or the on-site Intramural Supervisor.
 - a. Emails from the Intramural Office may come through Active Illini.
2. Unless teams have received an explicit cancellation message in regards to their sport via email or phone, teams should assume that all intramural contests will be played as scheduled.
3. In the event that a contest must be ended early due to inclement weather as determined by the on-site supervisor:
 - a. A game shall be considered "official" and the result final if after the conclusion of the first half of the game, the contest is cancelled due to inclement weather.
 - b. If the first half of the game is complete, but the contest was tied, an overtime period will be scheduled to determine a winner provided there is time and space available in the remainder of the regular season. .
 - c. If the first half of the game is not completed when the contest was stopped, the contest will be rescheduled and started over from the beginning on a rescheduled date provided there is time and space available in the remainder of the regular season.

Equipment

1. All players are required to bring a valid I-Card, Safer Illinois App, or show their Illini ID on the Illinois App at all Intramural contests.
2. Jewelry is not allowed during any Intramural contest. Jewelry must be removed and not taped over.

- a. If a participant would like to wear medical alert bracelets or religious jewelry or headgear, they can have the pieces approved by the Assistant Director of Competitive Sports and Community Programs. If approved, these pieces will still need to be covered during play. To learn more about this process, please reference our Intramural Activities Handbook.
3. All players must wear athletic apparel (shorts, sweat pants, t-shirts, etc.) with no exposed metal. Baseball style hats, bandannas, or any other headwear with knots or dangerous materials is not allowed.
 - a. Casts or splints are not permitted. Any knee brace with exposed metal or metal hinges is required to be covered.
 - b. Players are allowed to wear gloves if they desire.
 - c. Sunglasses are not permitted.
 - d. If a player is bleeding, or if any of their clothing is stained with blood, they must be removed from the contest until an Intramural Supervisor clears them to play.
4. Closed-toed, athletic type shoes are required.
5. All equipment is subject to the approval of the intramural staff on duty.

Game Rules

1. Games are self-officiated, for any discrepancies the point is to be replayed
2. A match will be best 2 out of 3 games
3. Games will be played to 11 points. A player/team must win by 2 points.
4. Games are capped at 15 points
5. Winner of a coin toss/rock paper scissors has the option of serving first, receiving first or choosing the side of the court to start on. Loser of the toss will have the choice of the remaining options.

Definitions

- Rally – the period during which the shuttle is in play
- Point – a rally of which the result is scored
- Server – the player due to strike the shuttle first in a rally
- Receiver – the player due to strike the shuttle second in a rally

Game Play and Scoring

- a) A player/team wins a rally by hitting the shuttle over the net and onto the inbounds floor of the opposing side's court.
- b) A player/team loses a rally if the shuttle:
 - a. Hits the net without going over
 - b. Passes through or under the net
 - c. Lands outside the boundaries of the opposing court
 - d. Fails to cross over the net
 - e. Touches the ceiling or sidewalls
 - f. Touches a person or their clothing
- c) Players/teams earn a point by winning a rally in which they were the server

- d) Players/teams earn the right to serve by winning a rally in which they were the receiver
- e) Players may not strike a shuttle before it enters his/her court although the follow through of a racquet may break the plane of the net provided the shuttle was contacted on the player's own side of the net
- f) Players may not hit the net with a racquet or other body parts
- g) Players may only hit the shuttle once on a side
- h) The shuttle may not hit the floor
- i) The shuttle may not rest momentarily on the racket during a shot. This is a "carry" and the player at fault should call it.
- j) Singles play consist of only the inside areas of the court. Doubles play also includes the outside side lanes of the court.

Serving

- a) The first serve of the game is made from the right service court and received in the diagonal service court.
- b) The second serve from the same player/team is made from the left service court and then continues to alternate until the serve is earned by the other player/team
- c) In doubles, teams must change the server each time they win the serve back from the other team. If the serving team wins a point, the same server continues to serve following the alternating court pattern.
- d) The losing side of a game always serves first in the next game.
- e) Players change sides after each game.
- f) Serving faults result in a loss of serve, the following are all serving faults:
 - a. Shuttle is above the waist at the point of contact.
 - b. Server is not in the proper service area or not behind the service line.
 - c. Server does not have at least one foot in contact with the floor on serve.
 - d. Server fakes a serve.
 - e. Served shuttle does not fall in opponent's diagonal receiving court.

CoRec Doubles

- a) A Co-Rec Doubles team must consist of one male and one female

Contact Information

If you have any questions or concerns please contact the Intramural Office via email at intramurals@illinois.edu or via phone at 217-244-1344. Our office is open Monday-Friday, 9am to 5pm.