



## **Intramural Sports 2v2 Outdoor Badminton Rules**

### **Facility**

Games will be played on the Evansdale Grass Fields.

### **Eligibility**

Please reference the Intramural Sports Participant Handbook for player eligibility guidelines. The Competitive Sports staff assumes responsibility for the investigation of eligibility for all participants upon request. University ID or SRC membership cards will be required during all intramural activities. Any individual the Competitive Sports staff deems to be ineligible will not be allowed to participate. Information on applying for an SRC membership card can be found on WVU's website, found here: <https://campusrecreation.wvu.edu/membership> or at the SRC Front Desk. Information on purchasing IM All Access Passes can be found on WVU's website, found here: [www.wvugov.wvu.edu](http://www.wvugov.wvu.edu) or at the SRC Front Desk.

#### *Students:*

All graduate and undergraduate students enrolled in academic courses are eligible to participate in Intramural Sports activities.

#### *Spouses/Affiliates:*

Spouses of full-time and part-time students, faculty and staff members are eligible to participate in Intramural Sports activities given that they have obtained an SRC membership card. Employees who are classified as "Affiliates" with West Virginia University are eligible to participate in Intramural Sports activities given that they have obtained a WVU membership card.

### **Equipment**

- Each team is encouraged to bring equipment to warm up, although some will be available for use. Intramural Sports will supply rackets and a birdie for each contest.
- All jewelry of any type must be removed.
- Head decorations, headwear, billed hats and bandannas are illegal. Only elastic headbands and hair control devices are permitted.
- Hard and unyielding items (guards, casts, braces, etc.) on the hand, wrist, forearm, elbow, upper arm or shoulder must be padded with a closed-cell, slow-recovery foam padding no less than ½-inch thick.
- You must schedule an appointment with a Competitive Sports Coordinator prior to playing if you have a special equipment need (i.e., medical). All equipment decisions made on site by the Intramural Sports Staff on duty shall be final.

## **The Team**

- Teams will have 2 or 3 players on their roster.
  - 2 players are required to be in the playing field at a time

## **Game Time & Timing Regulations**

- Games will be played best of three matches
- A match consists of the best of 3 sets
  - 1st and 2nd set are to 21 points win by 2, capped at 25
  - 3rd set is to 15 points, no cap
- There will be a 1-minute interval between each game
- Teams switch sides after every game

## **Gameplay Rules**

- A player must wait until his opponent is ready before serving. If the opponent attempts a return, then he is ruled having been ready.
- The feet of both players must remain in a stationary position until the serve is made. Your feet cannot be touching the line at this time.
- It is not a fault if you miss the shuttle while serving.
- The shuttle cannot be caught and slung with the racket.
- A player cannot hold his racket near the net to ward off a downward stroke by his opponent or to interfere with his racket.

## **Faults**

- The shuttle, at the instant of being hit is higher than the server's waist, or the head of the racket is higher than the server's racket hand.
- The shuttle does not land in the correct service court.
- The server's feet are not in the service court or if the feet of the receiver are not in the court diagonally opposite the server.
- The server steps forward as he/she serves.
- Any player balking or feinting his opponent before serve or during serve.
- A serve or shot that lands outside the court boundaries, passes under or through the net, touches any other obstructions or a player's body or clothing. The boundary and service lines are considered in play.
- The shuttle in play is struck before it crosses the net to the striker's side of the net. You may follow through over the net.
- A player touching the net or its supports with his body or racket while the shuttle is in play.
- Hitting the shuttle twice in succession by a player or team.

## Scoring

- Scoring is via a rally system; every time there is a serve, there is a point scored.
- At 20 all, the side which gains a 2-point lead first, wins that game.
- At 24 all, the side scoring the 25th point, wins that game.
- The side winning a game serves first in the next game.

## Doubles

- Every first serve from the team that wins the point must be taken from the right half and alternate back and forth afterwards.
- Players are to alternate serves based on losing serve. Player 1 will serve until losing a point. Once that team wins another point, Player 2 will then start serving from the right side.
- 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.

## Sportsmanship

Teams will receive a rating each week, by the officials' discretion, on a scale of 1.0-5.0, that will create an average at the end of the season. They must have an average of a 3.0 or above to be eligible for playoff participation. Sportsmanship ratings are outlined as follows:

5.0 = Superior □ Outwardly enthusiastic and courteous to other teams and their players

4.0 = Good □ Respectful, pleasant behavior, no warnings

3.0 = Average □ Overall acceptable behavior, some issues with individual participants, receive and adhere to verbal warnings, no unsportsmanlike conduct fouls.

2.0 = Poor □ Little control over unsportsmanlike behavior, multiple unsportsmanlike conduct fouls, no ejections

1.0 = Unacceptable □ No control over unsportsmanlike behavior, one ejection

*Further questions can be directed to [intramural.sports@mail.wvu.edu](mailto:intramural.sports@mail.wvu.edu).*