

## Administrative Rules and Information

- I. Prior to the game, players must check-in at the information table with the supervisor or University Recreation Assistant on duty. All University Recreation participants MUST have a Comet Card or the GET app to participate, **no exceptions**.
- II. All games will be played on campus unless otherwise mentioned. Check [imleagues.com/utdallas](http://imleagues.com/utdallas) for specific location. Teams are expected to report to their court/field 15 minutes before game time.
- III. NO ALCOHOL, TOBACCO, OR FOOD allowed in UREC facilities. Non-alcoholic beverages are allowed with a secure top.
- IV. **Ejections:** Any form of physical combat (pushing, punching, kicking, etc.) at any time during one's use of the facility while at a University Recreation event is taking place will result in an immediate ejection with further action taken on an individual basis. The officials of each game or any other UREC staff may eject any player or bystander for inappropriate behavior at any time. Ejected players must be out of sight and sound within one minute or a forfeit may be declared. It is the responsibility of the team captain to make sure ejected players leave the area. **An ejected player must schedule a meeting with the Assistant Director of Competitive Sports before he/she can play again in ANY intramural event.**
- V. **Sportsmanship:** All team members, coaches, and spectators are subject to sportsmanship rules as stated in the University Recreation Guidelines. Each team's sportsmanship (max of 4) will be evaluated by intramural officials, scorekeepers, or supervisors assigned to the game. Captains will have the opportunity to see their team's sportsmanship rating at the end of each game. **A team must average a 3 to be eligible for playoffs.**
- VI. **Forfeits:** Teams will receive a "0" sportsmanship rating for a forfeit. After one forfeit, teams become ineligible for playoffs. Teams are dropped from competition after two forfeits. If a team knows that they are unable to make the contest, they must notify the University Recreation office 24 hours in advance to default their game (972.883.7457). Defaulting teams will not receive a sportsmanship rating for the respective defaulted game; however, the team defaulted against will receive a "4" sportsmanship rating.
- VII. **Rosters:** Players can join teams until the completion of the second week of games for leagues and prior to the end of registration for special events and tournaments. After this time, rosters are frozen and team captains must submit a request to the Intramural Sports office to add any other player(s). However, players can be dropped at any time.
- VIII. University Recreation reserves the right to amend, add, or remove any policies, procedures, or rules during each season without notice.

**RULES OF PLAY**

Official badminton rules will govern all play with the following intramural modifications.

- I. General Rules
  - a. Twenty-one points constitute the usual game. First team to 21 points wins (you do not have to win by two). Championship matches will be played best two out of three.
  - b. Rally scoring will be used.
  - c. A player continues to serve, alternating courts, until he or she commits an error.
  - d. The service must be delivered to the diagonal service court. A bird that lands on a line is considered good. The bird must land 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.
- II. Faults – a fault committed by the player or the serving side:
  - a. In Doubles, results in “service over” depending upon whether one or both partners have served and what inning of play it is.
  - b. A fault committed by a player or side receiving results in a point for the serving player(s).
  - c. It is NOT a fault if a player completely misses the shuttle.
  - d. It is a fault if:
    - i. During the instant a shuttle is contacted on the serve the shuttle be above the server’s waist, or the racquet head above the hand.
    - ii. During the serve, the shuttle does not fall within the boundaries of the diagonal service court.
    - iii. 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.
  - e. Before or during the serve, any player feints or balks the opponent(s).
  - f. During the service or rally, the shuttle contacts the walls, ceiling, player, or clothing; passes through or under the net; fails to pass the net; or does not fall within the boundaries of the court.
  - g. Any player reaches across the net to contact the shuttle, other than on a follow-through.
  - h. During play, any player’s person, clothing, or racquet touches the net or its supports.
  - i. 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. Wood shots and simultaneous striking of the base and feathers of the shuttle are legal if no slinging or catching occurs.
  - j. A player obstructs an opponent or invades an opponents’ court.
  - k. In play, a player standing in bounds or out of bounds contacts the shuttle with any part of their person or is struck on any part of their person by the shuttle.

**OTHER NOTES**

1. The side serving first in the first game has only one term of service in the first inning. If the first serving team commits a fault in the first inning, "service over" is called.
2. Throughout the following innings, 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 in the first inning served from the right service court, should be in this court whenever the score for their side is zero or even.