Badminton Rules

I. GOVERNING RULES
   The Badminton World Federation's Law of Badminton will apply in all cases except where a special
   Oregon State University Intramural Sports rule applies.

II. ELIGIBILITY
   All participants must be either students registered at Oregon State University or Faculty/Staff/Affiliate
   with a Recreational Sports Membership. For more information on eligibility, consult the Intramural

III. UNIFORMS/EQUIPMENT
   A. No jewelry (earrings, necklaces, bracelets, rings, etc.) will be allowed on the court at
      anytime. Players will need to remove items immediately or leave the game.
   B. No shoes that leave black or scuff marks on the court will be permitted. Athletic, closed toe
      shoes must be worn.
   C. No hats are allowed.
   D. No braces, casts, guards, or supports that may cause other players harm will be permitted.
   E. Teams must provide their own shuttlecocks and racquet. Racquets and birdies may be checked
      out from Equipment Issue in the Dixon Recreation Center.

IV. PRE-EVENT
   A. All participants will need to bring their ID card to enter the facility.
   B. Participants will also take part in meeting with the officials prior to game time.

V. EVENT STRUCTURE
   A. Game time listed on the schedule is the official game time.
   B. Players will be responsible for keeping score during the game.

VI. SCORING
   A. A match consists of winning two of three games.
   B. Points may only be scored when serving.
   C. Games are played to 15 points. In a 15 point game, if the score becomes tied at 13-13, the
      player scoring 13 points first can elect to continue and finish the game to 15 points (no set), or
      he/she can elect to play 5 more points to finish the game (set). At 14 all, the first to reach 14 has
      the choice of finishing the game to 15, or “setting” the game at 3. A PLAYER DOES NOT HAVE
      TO WIN BY 2 POINTS.
   D. Players must change sides of the court after each game. If a third game is required, players will
      switch courts again at what is considered the half-way point: immediately after a player reaches
      8 points.

VII. SERVICE
   A. Choice of ends and service is decided by tossing a coin (or some other random method) prior to
      the start of the match.
   B. The server is allowed only one trial to put the shuttle into play.
   C. The serve must be delivered into the diagonal service court and within its boundaries to be a
      legal serve.
   D. One part of both feet of the server must be in stationary contact with the floor until the bird is
      contacted during the service. The feet of the server must also be within the boundaries of the
      service court.

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E. The server may not serve until his/her opponent is ready. The opponent shall be deemed ready if a return of the service is attempted.
F. The shuttle at the instant of being stuck cannot be higher than the server’s waist and no part of the racquet head may be above the server’s hand holding the racquet.
G. The receiver may not move his/her feet during the service until the server has contacted the bird.
H. The service is made from the right service court whenever the server’s score is an even number (0, 2, 4, etc.). The service is made from the left service court whenever the server’s score is an odd number (1, 3, 5, etc.).

VIII. FAULTS
A. A fault is a loss of service for the serving side or loss of point for the receiving side.
B. A fault occurs when:
   1. Service is illegal
   2. Service or played shot lands outside the specified court or passes through or under the net.
   3. A server or receiver is standing outside of the proper court upon delivery of the service.
   4. The server or receiver steps forward, lifts, or drags a foot during the delivery of the serve.
   5. The server misses the shuttle in attempting to serve.
   6. A player reaches over the net to contact a shuttle.
   7. A player touches the net with the racquet or any part of the body while the shuttle is deemed to be in play.
   8. A player touches the bird twice in one swing.
   9. A player fails to return the shuttle to the opponent’s proper court.
   10. A player prevents an opponent from making a legal stoke where the shuttle is followed over the net.

IX. COURT MANNERS
A. Before starting, the server makes sure the opponent(s) are ready.
B. Line decisions are made and called out by the receiving side.
C. It is up to the player who makes a faulty shot to immediately call a fault.

X. DOUBLES PLAY
A. The first serve is always started from the right court whenever a team acquires the service from their opponents. The serve order follows a sequence of one partner serving until he/she loses the serve because of a fault. The team then exchanges with the receiving team. Only one “hand” is allowed the side beginning the serve in doubles the first inning. The server will alternate service courts each time a point is made or until the serve is lost.
B. Only the person served to may return the shuttle.
C. A fault is called when the server’s partner unsights the server.
D. A fault is called when the shuttle is hit by a player and the player’s partner successively.
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XI. CONDUCT
   A. The Intramural Sports program promotes positive sportsmanship at all contests and activities. Unsportsmanlike conduct includes actions which are unbecoming to an ethical, fair, and honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting.

XII. EJECTIONS
   A. Any player ejected from a game will be immediately suspended from participating in all Intramural Sports activities. The ejected player must then make an appointment with the Coordinator of Intramural Sports and Sports Coordinator to determine the length of suspension and any other sanctions. The following actions can result in ejections from Intramural Sports:
      1. Improper language
      2. Unsporting conduct