

Eligibility Guidelines

1. You must present your APSU ID card to the IM Supervisor on duty in order to play...No exceptions!
2. An individual may only participate on one team in each league (Men's or Women's). Participation on two teams in the same sport is only permitted if one of the teams is Co-Rec. Players who play on more than one team in each league are subject to losing their eligibility for that sport. The opposing team does not have to protest this if caught by a supervisor or official.
3. Players using false identification will be suspended for a period of time determined by the Coordinator and Graduate Assistant of Intramural Sports.

Equipment

1. Shuttlecocks/Rackets: Participants may furnish their own shuttlecocks and rackets. Shuttlecocks and rackets are available for check-out at the Service Desk of the Foy Fitness and Recreation Center.
2. Clothing: A player's clothing must be presentable and appropriate for competition.
3. Shoes: All players must wear tennis/running shoes. Spikes, screw in cleats, and cleats with metal or ceramic exposed are prohibited.

The Match:

1. Match: Matches will be played in a best-of-three format.
2. Games: The first two games will be played to 15. The third game, if necessary will be played to 11. All games will use rally scoring (point every serve) and player must win a game by two points.

Order of Service

1. To determine the serve in the first game of the first set, the sides will volley. Once the ball has legally crossed the net three times, the shuttlecock will be "live." The person who wins the volley has choice of serve/receive or side. At the end of the first game the receiver shall become the server, and the server shall become the receiver. This order is repeated throughout the match.
2. If a player serves out of turn, any points made by the illegal server shall be lost and the opposing team shall be awarded a point. The serving order should then be corrected immediately and the offending team shall lose that service turn.
3. If the order of receiving the service changes during a game by the receivers it shall remain as altered until the end of the game in which the mistake is discovered, but the partners shall resume their original order of receiving in the next game of the set in which they are receivers of service.
4. Players shall change ends at the end of every other game of the match, with the winner of the previous game serving first.

Serving

1. The server and the receiver shall stand within diagonally opposite courts without touching the boundary lines of these service courts. Some part of both feet of the server and the receiver must remain in contact with the surface of the court in a stationary position until the serve is delivered.
2. The server's racket shall initially hit the base of the shuttle while the whole of the shuttle is below the server's waist.
3. There are no overhand serves in badminton. The head of the racket must be discernibly below the server's hand holding the racket.
4. The movement of the server's racket must continue forwards after the start of the service until the service is delivered.
5. The flight of the shuttle shall be upwards from the server's racket to pass over the net, so that if not intercepted, it falls in the receiver's service court.
6. The server shall not serve before the receiver is ready, but the receiver shall be considered to have been ready if a return of service is attempted.
7. The service is delivered when, once started, the shuttle is hit by the server's racket of the shuttle lands on the floor.

Note: It is not a fault if the server, in attempting the serve, misses the shuttle. However, if the shuttle is touched by the racket, the service is considered to have been delivered.

Service Court Errors

A service court error occurs when a player:

- Serves out of turn.
- Serves from the wrong service court.
- Stands in the wrong service court when the serve has been delivered.

When a service court error occurs then:

- If the error is discovered before the next service is delivered, it is a "let" unless only one side was at fault and lost the rally, in which case the error shall not be corrected.
- If the error is not discovered before the next service is delivered; the error shall not be corrected.

If there is a "let" because of a service court error, the rally is replayed with the error corrected.

If a service court error is not to be corrected, play in that game shall proceed without changing the players' new service courts (nor, when relevant, the new serving order).

Faults

It is a fault if:

- A service is not correct.
- If after passing over the net on service, the shuttle is caught in or on the net.
- The shuttle outside the boundaries of the court.
- The shuttle passes through or under the net.
- The shuttle fails to pass the net,

- The shuttle touches the roof, ceiling, or side walls.
- The shuttle touches any part of a player.
- The initial point of contact with the shuttle is not on the striker's side of the net. The striker may, however, follow the shuttle over the net with the racket in the course of a stroke.
- A player touches the net or its supports with racket, body or clothing.
- A player invades an opponent's court under the net with racket or person such that an opponent is obstructed or distracted.
- A player deliberately distracts an opponent by any action such as shouting or making gestures.
- The shuttle is caught and held on the racket and slung during the execution of a stroke.
- The shuttle is hit twice in succession by the same player with two strokes. A double hit by one player with one stroke is not a fault.
- The shuttle touches a player's racket and continues toward the back of that player's court.

Note: If a fault is committed by a player, a point will be awarded to his/her opponent.

Let

It is a let if:

- A let may be given for any unforeseen or accidental occurrence.
- A shuttle, after passing over the net, is caught in or on the net, it is a let except during service.
- The server serves before the receiver is ready.

Note: When a let occurs, play will be stopped immediately, the play since the last service shall not count, and the player who served shall serve again.