



## UNIVERSITY OF SOUTH FLORIDA CAMPUS RECREATION – INTRAMURAL SPORTS

### **BADMINTON** Revised 8/28/06

#### **PLAYERS AND ATTIRE**

Teams can be either singles or doubles. Doubles teams may be either male-male, female-female, or mixed.

#### **GAME, COURT AND EQUIPMENT**

This will be a single elimination tournament for singles, doubles, and mixed doubles.

Racquets and shuttlecocks can be provided, but it is strongly recommended that players supply their own.

After each match, scores should be reported to the supervisor at the courts, and players will find out when their next match is at that time.

The Intramural Supervisors will make all rule interpretations not covered in these rules.

Winners of each division will receive an Intramural Champion T-shirt.

#### **LENGTH OF GAME AND TIME CONSTRAINTS**

Each match will be played to twenty-one (21) points. A team must win by two (2) points. The semi-finals and finals matches will be played best 2 out of 3 games to fifteen (15) points. Two-point advantages will not apply to semi-finals and finals.

#### **CHOICE OF SERVICE AND COURTS**

The winner of the toss (coin or racket) has the choice of serving, receiving or defending a particular side. The loser of the toss has a choice of the remaining options.

In the semi-finals and finals matches, players may change courts at the end of each game and the winner will serve first in the following game. In doubles play, either of the two winners may serve first and either of the two losers may receive first.

In the semi-finals and finals, if a third game is necessary to determine the winner of the match, players shall change courts when the leading score reaches eight (8) in a game to fifteen (15) points.

#### **DOUBLES**

Only the player whom the serve is directed towards may take the service. The server will wait until his/her opponent is ready before serving. An attempt to return a service by the receiving player acknowledges readiness.

After a service is delivered, the respective partners may take up any position, provided they do not obstruct the play or vision of their opponents.

### **SINGLES VS. DOUBLES**

The rules are the same in singles and doubles games, except for the following:

- A) In singles, when the server's score is zero (0) or an even number, the shuttlecock must be served from and received in the respective player's right-hand half court. When the server's score is an odd number, the shuttlecock is delivered from and received in the respective player's left-hand half court. Both players change courts after the same player reaches each point and consecutive services.
- B) In doubles, the opening service always begins in the right-hand court and the server alternates courts on each point made, until he/she loses the service. His partner then starts service in his court, right or left as the case may be, and serves from alternate courts so long as he/she scores points. Partners must also receive in turn.
- C) For singles, the service court extends from the short service line to the outside baseline. The inner sideline and the centerline form the side boundaries for the right and left service court. After the serve has been played, the playing court is extended from the short service line up to the net, and the outer baseline is used.
- D) For doubles, the service court extends from the short service line to the inner baseline. The outer sideline and centerline form the side boundaries for the right and left service court. After the serve has been played, the playing court is extended from the court service line up to the net, and the outer baseline is used.