



Badminton Sing/Doub/Co-Rec Doubles Rules

GENERAL INFORMATION

- Valid Duquesne I.D. required to participate in Intramural events.
- Game time is forfeit time. There will be a designated check-in period followed by the calling of matches. If a player is not present when his/her match is called, it will be called a forfeit.
- Singles: A player may play in only one singles division/bracket.
- Doubles/Co-Rec: A player may play in only one same sex doubles division/bracket and only one Co-Rec doubles division/bracket.
- Athletic wear only. No jewelry, hats, open-toed or marking shoes, gum, food or drink allowed.

THE GAME

- Games will be played under the HONOR SYSTEM, “Call your own.”
- A match will be the best 2 of 3 games.
- Games will be played to 11 points. A player must win by 2 points. Game point caps will be 15 points.
- Winner of a coin toss has the option of serving first, receiving first or choosing the end of court. Loser of the toss will have choice of the remaining options.
- A player wins a rally by hitting the shuttle over the net and onto the floor of the opposing side’s court.
- A player loses a rally if the shuttle hits the net without going over, passes through or under the net, outside the boundaries, fails to pass the net, touches the ceiling or sidewalls or touches a person or their clothing.
- Players may not strike a shuttle before it enters his/her court although he/she may follow through to the opponent’s court after striking the shuttle on his/her own court. Players may not hit the net and may hit the shuttle only once on a side.
- The shuttle may not hit the floor.
- The shuttle may not rest momentarily on the racket during a shot. This is a “carry” and the player at fault should call it.
- Singles play are consist of only the inside areas of the court. Doubles play also includes the outside side lanes of the court.

SERVING

- Service games start from the right side. Second point is from the left and then serves alternate.
- The winning side of a game always serves first in the next game.
- Serving faults...result in a loss of serve:
 - a. Shuttle is above the waist at the point of contact.
 - b. Server is not in the proper service area or behind the line.
 - c. Server does not have at least one foot in contact with the floor on serve.
 - d. Server fakes a serve.
 - e. Served shuttle does not fall in opponent’s court.