BADMINTON TOURNAMENT RULES

All players must show their UGA ID Card or Government Issued ID before every game in order to participate. NO EXCEPTIONS!

A. COURT
   a. The doubles court should use outside lines all the way around, except for serves where you use the shorter back lines.

B. START OF PLAY
   a. Before starting the game, the opponents toss a coin with the winner choosing: (a) to serve first/to receive first, or (b) the side
   b. In subsequent games, the winning side serves first.

C. SCORING
   a. A player must be serving to score points. When the server commits a fault his/her turn of service is over. When the receiver commits a fault the server is given a point.
   b. A game shall consist of 11 points. There is no need to win by 2 points.
   c. A match consists of 2 out of 3 games (unless stated otherwise by Intramural Sports Staff prior to the start of the tournament).
      i. Players change sides after each game.

D. SERVES
   a. The first serve of the game is always made from the right side of the court.
   b. A player continues to serve (alternating service courts) as long as a player scores points.
   c. If the server completely misses the shuttle on the serve the server may re-serve.
   d. A serve may not be delivered until the receiver is ready. If the receiver attempts to return the serve, the receiver is to have been considered ready.
   e. During the serve, it is a fault if:
      i. The shuttle is contacted above the server’s waist or the racket head is above any part of the hand.
      ii. The shuttle does not fall into the diagonally opposite service court.
      iii. Some part of both feet of the server and receiver are not in contact with the appropriate court until the shuttle is contacted by the server.

E. GENERAL PLAY
   a. A shuttle falling on the line is good.
   b. A shuttle which touches and passes over the net is in play (including the serve).

F. FAULTS
   a. It is considered a fault if:
      i. The shuttle fails to pass over the net or lands outside the boundary line.
      ii. The shuttle contacts the walls, ceiling, player or player’s clothes.
      iii. The shuttle passes through or under the net.
      iv. The player touches the net.
      v. The player reaches across the net to contact the shuttle (following through across the net is allowed).
      vi. The shuttle is hit more than once or is momentarily caught and thrown.
      vii. The player obstructs an opponent or invades the opponent’s court.
      viii. A player is hit by the shuttle whether the player is standing inside or outside the court boundaries.

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