

## BADMINTON TOURNAMENT RULES

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***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.