Badminton Rules

Registration and Payment
All teams must register online through wellnessregistration.und.edu. A team must be registered AND paid in full, before they are officially in the league. Teammates must register and join the team separately online before being allowed to play.

Schedules
Schedules for league play are posted online through wellnessregistration.und.edu.

Facility
All games will be played at the Student Wellness Center on the volleyball/basketball courts.

Questions
Please feel free to contact Intramurals with any questions or concerns.

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Eligibility Liability
Each participant is responsible for their own eligibility. Furthermore, each team captain is responsible for the eligibility of their team members. Inquiring about eligibility in advance of contests precludes delays and potential protest(s). The Intramurals program will check the eligibility of players if an opposing captain lodges a protest or the Intramurals program has reason to believe the person in question is not eligible. The Intramurals office reserves the right to put into immediate effect any rule changes or modifications regarding eligibility. The Intramurals program reserves the right to handle eligibility violations without a formal protest. **IGNORANCE OF ANY INTRAMURALS RULE IS NOT AN EXCUSE!**

Who is Eligible?
Only the following are eligible to enjoy all Intramurals privileges:

- All currently and regularly enrolled UND Students
- Current UND Faculty/Staff Members working in any department or college of the University
  - Must be a Wellness Center Member
  - If not a Wellness Center Member, they must purchase a Wellness Center Day Pass for each day of an intramural contest. The receipt from the Wellness Center must be presented at each contest.

Identification Cards
All participants will be asked to present a valid UND ID, Wellness Center membership card, or a State/Federal ID prior to playing in any Intramurals contest. Individuals failing present a valid ID will not be allowed to participate.

Adding Players to Roster
Players may be added to the roster at any time during the regular season provided the new players meet all eligibility requirements. Only players that have played in at least one regular season game are eligible to participate in the playoffs.
All players MUST be added to their team through wellnessregistration.und.edu before they can participate.

**General**
- The Intramurals Participant Handbook will govern all aspects of play not considered playing rules of the sport. Participants are expected to follow the Handbook rules of conduct as well as the sport-specific rules outlined below.
- **Players may only play for one coed and one single sex doubles team.** Teams with players found to be playing on more than one team within a division will be required to forfeit those games with the illegal player. The first team you PLAY for is the team you are committed to for the season. If you have not played for a team, you are allowed to transfer teams, with proper notification to the Intramural staff.

**Grace Period**
Game time is forfeit time! A forfeit or default will be declared if an individual or a team fails to have the minimum number of players required to start a game at the scheduled game time. However, the opposing team captain will be offered the option of taking the win by forfeit or default or waiting 5 minutes for the minimum number of players to show. In the event the captain decides to wait, that decision is irreversible. The minimum number of players for each sport will be listed below on sport rules.

**Default**
A default will be granted to each team that has players present to participate but does not meet the minimum requirement of players to play. Each default will result in a loss for that team. Defaulted games will not be rescheduled. Teams may call the Intramurals office at least 6 hours prior to their game if they are unable to make their game. This will be considered a default.
- One default will result in team receiving a “3” sportsmanship rating.
- Two defaults will result in that team being ineligible for the playoffs in their sport, but left on the schedule.
- Three defaults will result in that team being automatically dropped from league play and will not be allowed to re-enter the league.

**Forfeit**
A forfeit is given to a team if:
- No players are on site by the end of the grace period.
- A team uses a player who is ineligible or participates under an assumed name.
- Unsportsmanlike conduct

Each forfeit will result in a loss for that team. Forfeited games will not be rescheduled.
- One forfeit will result in that team being ineligible for the playoffs.
- Two forfeits will result in that team being automatically dropped from league play and will not be allowed to re-enter the league.

**Playoffs**
The following guidelines will apply to the scheduling of postseason tournaments for league sports:
• A team must not have one forfeit or two defaults on their record and have a cumulative average of “3” or above sportsmanship rating to be eligible for the postseason tournament.

• The number of teams registered in each division will determine how many teams make the playoffs. The guidelines are:
  o 4-7 teams registered = 4 teams make playoffs
  o 8-14 teams registered = 8 teams make playoffs
  o 15-18 teams registered = 12 teams make playoffs
  o 19-26 teams registered = 16 teams make playoffs
  o 27-35 teams registered = 24 teams make playoffs
  o >36 teams registered = 32 teams make playoffs

• Tiebreakers will be:
  o Overall record
  o Sportsmanship rating
  o Head-to-head
  o Score differential

• During the playoffs, a “1” or “0” sportsmanship rating results in forfeiture of the game and all players on the team being suspended for the first game of the next season, regardless of their new team or involvement in the forfeited game.

Initiating Play
• The game will begin with a rally. The shuttlecock must pass over the net a minimum of three times during this rally. The winner of the rally will choose if he/she would like to begin by serving or receiving.

Scoring
• Matches will be best of 3 games.
• Each game is played to 21 points.
• Only the side that is serving may score points. A player continues to serve, alternating courts until they commit an error. When the server serves, the shuttlecock must pass over the short service line on the opponents' court or it will count as a fault.
• If the score reaches 20-all, then the game continues until one side gains a two point lead (such as 24-22), up to a maximum of 30 points (30–29 is a winning score).
• The server may not serve until their opponent is ready.
• Only one trial at a serve is permitted; if the serve hits the top of the net and proceeds into the proper service court it must be played as good.
• The server cannot step into the serve. Both feet must remain stationary throughout the service motion.
• The racket must remain lower than the wrist and the birdie must be contacted lower than the waist for a proper serve.
• On an error by the server, no points are scored, and the receiver becomes the server.

Doubles Play
• The first serve of the game is made from the right service court and received in the diagonal right service court, as are all serves when the server’s score is zero or an even number. When the server’s score is odd, the serve is made from the left service court and received in the diagonal left service court.
• Players will alternate service upon receiving serve.
• Example: Player A serves on Team 1. Player C for Team 2 serves upon receiving their serve. Player B will then serve when Team 1 receives serve again.

Field of Play
• The full width of the court is 20’ and in singles this width is reduced to 17’ because the allies are not utilized
• Court boundaries will be marked by lines on the court floor
Players, Rosters, and Substitutions

- All players must be on the official roster by the second week of play.
- There may be a maximum of 3 people on the official roster of a doubles team and a maximum of 1 person on the roster of a singles team.

Faults

A fault committed by the player or side serving: in singles, results in "service over", in doubles, results in either "second service" or "service over". A fault committed by the player or side receiving results in a point for the serving player(s).

It is a fault if:

- During the instant the shuttle is contacted on the serve the shuttle cannot be above the server's waist, or the racket head above the hand.
- During the serve, the shuttle does not fall within the boundaries of the diagonal service court.
- During the serve, the feet of the server and the receiver are not within the boundaries of their respective service courts. Feet on the boundary lines are considered out of bounds.
- Before or during the serve any player feints or balks the opponent(s).
- During the service or rally the shuttle contacts the walls, the ceiling, the player, or clothing; passes through or under the net; fails to pass the net; or does not fall within the court boundaries.
- During play any player's person, clothing, or racquet touches the net or supports.
- The shuttle is hit more than once in succession by a player or is hit in succession by partners or caught or slung when struck. Wood shots and simultaneous striking of the base and feathers of the shuttle are legal if no slinging or catching occurs.
- A player obstructs an opponent or invades an opponent's court.
- In play, a player standing in bounds or out of bounds contacts the shuttle with any part of their person or is struck on any part of their person by the shuttle.

Reporting Scores

- After each game is completed both teams’ captains must report to the supervisor on duty and report the score so that it may be recorded.
- Scores will be posted online at wellnessregistration.und.edu.