

**University of Massachusetts Lowell
Campus Recreation**



Intramural Badminton Rules

The Game, Playing Area, and Equipment

Each side is allowed 1 player, or two if playing doubles.

Periods, the Clock, and Substitutions

A complete game consists of 15 points. The winner of two (2) out of three (3) games wins the match.

Starting the Game and Continuation of Play

- The server may not serve until their opponent is ready.
- 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.
- A FAULT, if made by the serving side, puts the server out; if made by the receiving side, scores a point for the server.
- 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.

Doubles

- At the beginning of each game, the team serving first only gets one side-out. After this, both partners shall serve.
- The team shall always receive the serve in the same service zones established at the onset of the game.
- When your team starts to serve, choose which service zone you will start in. This zone now becomes your "home" service zone. The serve always begins in the right hand service zone. If the score is an even number, the original server serves from the right side to the opponents' right side. If, however, the service starts on an odd number, the team member whose "home" side is the LEFT side of the court serves from the right side to the receivers' right side. When a fault occurs, the server's partner serves on whichever side the score dictates.
- If the serving side serves out of order and wins the point, the receivers can protest prior to the service of the next point, and the serve shall be played as a LET (played over with no point awarded).

Penalties and Ejections

- The server steps on the line in his/her service court.
- During a service attempt, the head of the racket is above the waist at the instant of striking the bird.
- The bird is hit more than once, either on a return or a service, before it crosses the net.
- The bird does not cross the net.
- The bird touches any part of the body of the server or the receiver.

- The service or return falls anywhere outside of the proper court without being struck by the receiver. LINES ARE IN BOUNDS.
- The receiver hits the bird before it crosses the net. However, the striker may follow through over the net with their racket.
- The receiver hits the net with their racket or their body.
- The server or his partner balks (makes preliminary feints).
- The serve is played by the opponent in the wrong court.
- The receiver rushes the service net before the server contacts the bird.

Scoring

Only the serving team may score in a service.

When the score is tied at 13, the first player reaching 13 has the opportunity to set the game to 5 additional points or simply play the game to 15 points.

When the score is tied at 14, the first player reaching 14 can set the game to 3 additional points or simply let the game continue to 15, such that the next person winning a point wins the game.