

**STUDENT RECREATION & WELLNESS CENTER  
WASHBURN UNIVERSITY**

**INTRAMURAL BADMINTON RULES  
(Condensed)**

1. **ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO ENTER THE SRWC.** ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.
2. National Federation of State High School Association rules will govern play except where Washburn Intramural modifications are stipulated.
3. Game time is forfeit time. Individuals failing to show shall forfeit the game. The intramural supervisor shall have the official time piece.
4. The Court: Note the lines and service courts for singles and doubles.
5. Toss: Before commencing play the opposing sides shall toss a coin and the side winning the toss shall have the option of:
  - a) serving first
  - b) not serving first
  - c) choosing ends.The side losing the toss shall then have choice of any alternative remaining. Ends are changed after games one and two. If a third game is necessary, ends are changed during the game after one side has scored 6 points in singles or 8 points in doubles.

1. Scoring:

- a) Game is played to 11 points
- b) Must win by two points
- c) Must be serving to score points
- d) Best two of three games wins

1. Singles play: The players shall serve from and receive service in their respective right-hand service courts only when the servers score is "0," or when the server has scored an even number of points in the game. The service is delivered from and received in their respective left-hand service court when the server has scored an odd number of points.

2. Faults:

- a) If in serving, the shuttlecock is struck above the server's waist.
- b) If at the serve, the shuttlecock falls into the wrong receiving courts.
- c) If the server's and receiver's feet are not within the boundaries of their serving court and receiving court, respectively.
- d) If the partner of the receiver takes the serve (doubles play).
- e) If a player touches the net with her/his racquet, person or clothes.
- f) If the shuttlecock is struck in return before it has crossed the net to his/her side. (The follow-through may break the plane of the net.)

1. General Rules:

- a) You should not serve until the opponent is ready, but if he/she attempts to return the serve, he/she is considered ready and play continues.
- b) If in serving, you miss the shuttle cock, you may serve again providing your racquet did not make any contact during the attempt.
- c) Birdies that hit the net as they cross during play are good and should be played.
- d) If, in service, the shuttle touches the net it is a "let" provided the service is otherwise good and the birdie is served again.
- e) Birdies that fall on the line are considered good.

