

Yale Intramurals

Badminton Rules

Applicable for Coed Badminton



THE TEAM

The team consists of 1 men's singles, 1 women's singles, 1 men's doubles, 1 women's doubles, and 1 mixed doubles, with each game weighted equally for a total of 5 points (5 games; 8 people needed). There are no substitutions in singles play, however, one and only one substitution may occur in each doubles match. The substituting player may enter only at the beginning of a game or after an injury. A substituted player may not reenter the match. If a substitute enters the game and he/she or his/her partner is injured the match is defaulted. Any player may participate in only one singles or one doubles match per day. Players and doubles teams should play in positions respective of their skill level and captains must make all attempts to avoid 'stacking'. At every match each team must fill the game roster from the first skill position downward and vacancies from the last skill position upward. Men or women may not substitute for each other in order to complete a team roster. Teams qualifying for the playoffs must present to the Intramural Director prior to the first match a college ladder of both singles and doubles players. Captains are expected to assemble the playoff ladder using regular season games as a guide. For example, singles and doubles players should be ranked separately in order of skill and games played. No singles players should be placed in the doubles ranking and vice versa. Only players who played at least once during the regular season may participate in the playoffs (appeals/exceptions must be directed to the Director 24 hours prior to the match).

THE COURT

1. Serving boundaries for singles = thin and long;
2. Serving boundaries for doubles = fat and short;
3. Play boundaries are full court for doubles,
4. Play boundaries are thin and long for singles.
5. All lines are considered in bounds. The roof, overhanging objects, and the poles of the nets are out of bounds.

THE MATCH

A match consists of the best of 3 games. Winner of birdie toss-up can choose either first serve or pick side of the court. For doubles, side that serves first only gets 1 serve for the first term of service. Then for subsequent terms of service, each partner gets to serve until side out, always starting with the partner in the right service box- termed first serve. The other partner serves after the side out. Teams/players switch side of court for the second game, with the winner from game 1 serving first. If a 3rd game is necessary, another birdie toss is done and the winner can choose either first serve or pick side of court. Between the second and third game, if there is one, a 2 minute break is allowed and the players are allowed to go off the court but must leave their racquets on the court.

SCORING

A point is scored for the service team when the birdie lands inbounds on the side of the court of the non-service team after going over the net or the non-service team hits the birdie and it lands out of bounds.

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Points are only scored by the serving team, whereas if the volley is lost by the service team, it counts as a side out and serve goes to the next player in doubles, as specified below, or to the opponent in singles. Each game is up to 11. If the game is tied at 10-10, the first player or team that reached 10 can either request to "set" and play to 13 points, or choose to play straight to 11; they must request to set (if they so choose) BEFORE playing the point that someone gets 11 points.

SERVICE

Serving is always diagonal (cross court).

In singles, the server serves from the right service box if the server has an even number of points, and from the left if the server has an odd number of points. The serve goes to the opponent when he loses the serve.

In doubles, both players get a chance to serve (termed first serve and second serve) before the serve is passed to the other team. After each point, the partners switch sides (switch which service box you are in) such that when you have an even number of points you are in the original service as when you started the match at 0 points and when you have an odd number of points you and your partner are in the reverse box. At the moment of the serve, players cannot be in motion. The server and receiver of the serve must be in their correct boxes (i.e. diagonal from each other). However, the partner of each is not restricted to any position. The player on the right always serves first.

If the serve touches the net, it results in a side out. If the server misses the birdie completely (no body parts or racquet parts make contact with the birdie), he or she may try the serve again. The racquet must make contact with the birdie below the waist on a serve.

GENERAL RULES

Except on the serve, the birdie can hit the net on the way across and still be in play, but a player cannot touch the net with the racquet or body during play. If this happens, the player loses the point (side out or point awarded). Player also cannot make contact with the birdie on the opponents' side of the net but may follow through over the net. Games and scores are self-officiated, under the honor system.

LATE POLICY

Teams are expected to be at the courts and ready to begin play at the time designated on the schedule. If at ten minutes past the scheduled starting time a team is short players then the matches must begin with available players filling first men's and women's singles, then mixed doubles if possible, then open singles. Once the matches are started no substitutions or changes may be made.

ELIGIBILITY

All undergraduate students and persons officially associated with the residential college who meet general eligibility requirements except current club badminton players and all graduate students are eligible to participate. Current players are those who practiced, played or are on the active rosters after September 25. Any instance involving special exceptions requires a review by the Intramural Director or the Athletic Secretaries Ad Hoc Eligibility Committee.