

Medical College of Georgia
Spring 2008
Intramural Badminton Rules & Information

Registration:

To register, individuals/teams must submit an entry form and pay their entry fee at the front desk of the Wellness Center by 6:00pm on Wednesday, February 6, 2008. Tournament sign-ups will be taken on a first-come, first-serve basis. Late entries may not be accepted due to facility and time constraints. Individuals/teams who enter late may request to be placed on the "Waiting List."

Entry Fee:

All individuals/teams will be required to pay an entry fee as outlined below:

- Student: \$5.00/participant
- Member: \$5.00/participant
- Non-member: \$10.00/participant

For doubles teams, each participant must pay the respective fee.

Refunds will not be granted after the initial schedule has been posted. Fees may be transferred to a different session or program upon the approval of the Wellness Center.

Activity Format:

1. Individuals will play a 5 game regular season followed by a single-elimination tournament.
2. Matches will be played from 5:30 pm to 10:00 pm, starting on Tuesday, February 12, 2008.
3. Divisions: CoRec, Men's and Women's leagues will be offered. Divisions are open to all currently enrolled MCG students and their spouses; presently employed MCG faculty, staff, housestaff, post-doctoral fellows, and residents; and Wellness Center Members.

General Information:

1. Tournament brackets will be available by 2:00pm on Friday, February 8th.
2. All participants are required to present valid picture identification prior to EACH game or contest. If a participant fails to present the picture ID, he/she will not be eligible to participate.
3. No individual will be allowed to compete who is suspected to be under the influence of drugs or alcohol.

Badminton Rules

I. The Court

Note the lines and service courts for singles and doubles.

II. Definitions

- a. **"Side Out"** - The service changes to the team on the opposite side of net.
- b. **"Term of Service"** - A player serves as long as possible, from alternate courts until a fault is made by the player's side.
- c. **"One Down" (doubles)** - The first server is "down" or finished with his/her term of service and the second server on the same side now serves.
- d. **"Two Down" (doubles)** - Both players on one side have finished their terms of services and the service goes to the other side of the net. Same as "Side out."
- e. **"Ace"** - A point made in badminton is called an ace. Example: There are 15 aces in a intramural singles game.

III. Coin Toss

Before commencing play, the opposing sides shall toss a coin. The winner will choose one of the following options:

- 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 8 points.***

IV. Scoring

- a) The singles game consists of 15 points. There is no "setting" in Intramural Badminton.
- b) The doubles game consists of 15 points. There is no "setting" in Intramural Badminton.
- d) Only the serving side may score. In calling out the score, one should call the serving side's score first.
- e) ***The winner of the match is the first team/individual that wins 2 games out of 3.***

V. Singles play :

- a) 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.

VI. Doubles play :

- a) In doubles, when their score is an even number, partners should be in the courts (right or left service court) in which they began the game. When the team's score is an odd number, their court positions should be reversed.
- b) The side beginning a game has only one hand in its first inning. ***In all subsequent innings, each partner on each side has a hand, the partners serving consecutively*** (each side has two chances to serve; if they lose the rally on the 1st serve, they do not pass the serve to the opposing side; instead, the other person in the pair serves).
- c) The side winning a game shall always serve first in the next game, but either of the winners may serve and either of the losers may receive.
- d) To begin the game, the player in the right hand service court of that side serves to the player in the service court diagonally opposite. ***When the serving team scores a point, then they change from one service court to the other and serve to the player diagonally opposite.*** No player may receive two consecutive serves in the same game.

VII. 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.
- e) 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.)

VIII. 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 shuttlecock, you may serve again providing your racquet did not make any contact during the attempt.
- c) Shuttlecocks 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 shuttlecock is served again.***
- e) Shuttlecocks that fall on the line are considered good.

IX. Participant and Spectator Conduct

- a) It is the responsibility of the team captain to control their team and interact appropriately with

the game officials. Captains are also responsible for informing their team members of their playing schedule and the rules of the game.

- b) All players, captains and spectators will be held to a reasonable standard of conduct and fair play. Violators of this standard will be subject to sport-specific penalties, and/or possible removal from the facility and future Intramural Sports events.
- c) Any arguing on the judgment of balls and strikes will constitute a team warning. Any repeat offenses shall result in the ejection of that team member.
- d) Individuals who identify themselves as a spectator for intramural events must meet the following requirements before having access to the facility.
 - 1. All spectators and their sponsor must sit in the bleacher area or behind the fence.
 - 2. Spectators under the age of 18 may attend only if accompanied and directly supervised by a parent or guardian who is NOT participating in the observed contest.

X. Injured Player:

- a) An injured player must be removed until the next opportunity to substitute if a coach, teammate(s) or an Intramural staff member is beckoned for the purpose of providing assistance. Time must actually come off the clock prior to any legal re-entry. Any player who is bleeding, oozing body fluids, has an open wound or has an excessive amount of blood on their uniform shall be considered an injured player. Such player may not return to the game until the situation is corrected.