

TWU Fitness and Recreation
Intramural Sports
Badminton Rules

****www.twufitnessandrec.com****

ACCIDENT INSURANCE

The State of Texas and Texas Woman's University cannot accept liability for injuries. Participants are encouraged to provide their own accident or personal insurance.

BEHAVIOR AND SPORTSMANSHIP

It is every player's responsibility to:

- ✓ Keep roster up-to-date
- ✓ Know the rules and abide by them
- ✓ Respect and cooperate with the officials

It is the responsibility of the team captain to:

- ✓ Insure proper behavior on the part of his/her team's fans
- ✓ Be responsible for his/her team for all the above

Friendly competition and good spirited rivalry are expected, however:

- ✓ Officials and sport supervisors are university employees and will not tolerate verbal abuse or physical threats from or amongst players, captains or spectators
- ✓ Inappropriate conduct can result in penalties ranging from game ejection to lifetime suspension to calling DPS.

Sportsmanship Ratings will be assigned by the captains and sport supervisor following each contest:

- ✓ A team must have a "B" average to be eligible for the play-offs, regardless of their win/loss record. During playoffs, a team receiving a sportsmanship rating lower than a "B," will not be allowed to advance regardless of victory.

GENERAL

You must show a valid TWU, Fitness and Recreation, or Texas ID to participate:

- ✓ ID cards will be collected by officials prior to contest
- ✓ No ID, no play, no exceptions
- ✓ Any problems with a lost or misplaced ID must be taken care of prior to game time in the Assistant Director's Office (Jones 100) between 10a.m. - 4p.m.

Team captains, and only team captains, may address the officials:

- ✓ May only address matters of rule interpretation or essential game information and must do so in a courteous manner
- ✓ Any verbalization directed toward an official other than outlined above, will result in ejection from the game

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BLOOD RULE

A player with a bloody injury or blood on his/her uniform must leave the game. The player may not return to the game until the wound is no longer bleeding, the wound is sufficiently covered (preferably by a trained individual), or all pieces of the uniform that have blood on them are removed and replaced.

FORFEITS

Game time is forfeit time:

- ✓ One forfeit during the season automatically removes you from playoffs and possibly from the rest of the season (unless the Assistant Director says otherwise).
- ✓ Each team is allowed only one default. Notification of a default to the Assistant Director before noon on the day of play will result in a loss but will not result in removal from playoffs, and possibly the rest of the season.

PLAYERS

Roster size is limited to 2 players:

- ✓ Players must be TWU students, Fitness and Recreation members, or faculty/staff
- ✓ Teams must have a minimum of 2 players to register as a team
- ✓ Rosters are final at 5p.m. **the SECOND Friday after your first game.**

EQUIPMENT

Jerseys:

- ✓ All players must have on same-color shirts (as close as you can get)

Shoes:

- ✓ No bare feet
- ✓ Tennis shoes (that tie) must be worn

Equipment:

- ✓ Fitness and Recreation will provide equipment – NO SUBSTITUTIONS

GAME SET-UP AND TIME

1. All games will be forty (40) minutes with a continuous clock or when a team wins 3 out of the 5 matches
2. **Game time is forfeit time:**
 - ✓ According to the Sport Supervisor's watch

COURT PLAY

1. Rally:

- ✓ A rally is won when a shuttle is hit over the net and lands within the lines on the floor of the opponent's court
- ✓ A rally is lost if:
 - The shuttle is hit over the net, but outside the lines of opponent's court
 - The shuttle is hit before it crosses over the net – racquet is over the net

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2. Serving:

- ✓ A shuttle that lands on the line is **IN**
- ✓ The server and receiver must stand in diagonally opposite service courts
- ✓ The server must serve underhand
- ✓ The receiver must stand still until the shuttlecock has been served
- ✓ If the shuttle hits the net on a serve, it is a “let” serve and play continues

3. Scoring:

- ✓ The team winning the best of five games wins the match
- ✓ Each game starts at 0-0
- ✓ If the serving side wins that rally, they score a point and serve again from the alternate serving court
- ✓ If the receiving side wins the rally, the score remains unchanged and service passes to the opposite team – **You can only score if your team is serving**
- ✓ First to 15 points wins the game

4. **Any participant dismissed for misconduct must leave the facility immediately.**

Failure to comply will result in a team forfeiture of the game and a call to DPS will be made.

- ✓ Any player ejected from a game for misconduct will not be allowed to participate in the next played contest, or in any Fitness and Recreation event thereafter, until he/she has met with the Assistant Director.