MIT INTRAMURALS
BADMINTON RULES

Eligibility
All team members must have a current DAPER membership and be either:
- A MIT undergrad or grad student who is registered for the semester
- A member of the Staff, Faculty, Instructors, Lecturers or Post Docs
- A member of MIT Alumni Club of Boston (MITCOB) who is registered with DAPER
- A spouse or partner of any eligible player who has an active DAPER membership

Members of MIT club or varsity teams may not compete in IM leagues (in the same sport) for one calendar year from their last official practice or match.

IM participants may only compete on one team in each league per sport. Roster changes may be made up to the start of playoffs. During this time, players may join, quit, or switch teams. Once playoffs begin, rosters will be locked.

Leagues
Here are basic descriptions of levels of skill and competition within each league. Leagues may be combined or split at manager’s discretion. Champion t-shirts are awarded to A & B Leagues. See ‘Number of Players’ section for how many t-shirts will be awarded.
A – Experienced players who may have been playing together for some time
B – Majority of team has played the sport but not necessarily on a formal team
C – A casual league for those who have never played or wish to play leisurely

Sportsmanship
- Proper sportsmanship is expected of all teams at all times.
- Most MIT intramural leagues are not refereed. The captains are expected to control the behavior of their team members.
- The sport manager reserves the right to remove any player or team from the league without prior warning if there are any incidents of unacceptable sportsmanship.
- Any complaints should be reported to the manager immediately.

Forfeits
- A team that doesn’t have the minimum number of players at the start of the game will be forced to forfeit. This will result in a forfeit fine.
- Please ensure you have enough players for each game. It’s no fun if the other team shows up and your team doesn’t have enough to play!

Fines
- Fines will be issued according to the IM Handbook Section XII. Refer to the handbook for more information.
- Failure of either team to commence play at game time will cause either or both of them to be charged with a forfeit and a corresponding fine.

Injuries
- Most intramural games are played on campus within the Z Center facilities. If an injury occurs, send a teammate to summon help at one of the desks within the Z Center. The Z Center staff can provide 1st aid and summon additional help if needed.

Reporting Scores
- It is the responsibility of the WINNING team’s captain to record the score on IMLeagues.com. It will be assumed that there was a double forfeit if no score is recorded 24 hours after the game was played.
**Number of Players**
- MIT intramural teams are open to men and women, and there are no male-to-female ratios that need to be adhered to in most cases. Some sports offer co-ed leagues, in which case there are male-to-female ratios that will be specified.
- All players must register on IMLeaues.com before playing in a game.
- This is a doubles league only.
- Champions in A and B Leagues will receive t-shirts; regardless of players registered, no more than 6 shirts will be issued.

**Equipment**
- Please bring your own shuttlecocks and racquets. If you need to borrow equipment, please contact your sport’s manager.

**Playing the Game**
- The game shall begin with a coin toss between captains, the winner of the toss has the choice of serving first, receiving first, or choosing which side of the court to defend.
- Each match is played to 15 points. A game will be the best two (2) out of three (3) games.

**Scoring**
- Only the side that is serving may score points. A player continues to serve, alternating courts until they commit an error.
- The first serve of the game is made from the right service court and received in the diagonal right service court, as are all serves when the server’s score is zero or an even number. When the server’s score is odd, the serve is made from the left service court and received in the diagonal left service court.
- Players will alternate service upon receiving serve.

**Faults**
- A fault committed by the player or side serving: in singles, results in "service over", in doubles, results in either "second service" or "service over". A fault committed by the player or side receiving results in a point for the serving player(s).

*It is a fault if:*
- During the instant the shuttle is contacted on the serve the shuttle cannot be above the server’s waist, or the racket head above the hand.
- During the serve, the shuttle does not fall within the boundaries of the diagonal service court.
- During the serve, the feet of the server and the receiver are not within the boundaries of their respective service courts. Feet on the boundary lines are considered out of bounds.
- Before or during the serve any player feints or balks the opponent(s).
- During the service or rally the shuttle contacts the walls, the ceiling, the player, or clothing; passes through or under the net; fails to pass the net; or does not fall within the court boundaries.
- During play, any player's person, clothing, or racquet touches the net or supports.
- The shuttle is hit more than once in succession by a player or is hit in succession by partners or caught or slung when struck. Wood shots and simultaneous striking of the base and feathers of the shuttle are legal if no slinging or catching occurs.
-A player obstructs an opponent or invades an opponent's court.

-In play, a player standing in bounds or out of bounds contacts the shuttle with any part of their person or is struck on any part of their person by the shuttle.