Intramural Badminton Rules

Any rule not specifically covered will be governed in accordance with the International Badminton Federation Laws of Badminton. Modifications have been made to suit Ohio State Recreational Sports programs.

Rule 1: Eligibility
A participant may be an Ohio State student taking a minimum of four credit hours. The Department of Recreational Sports defines a student as any individual who is currently enrolled at The Ohio State University and is registered with the University Registrar. Students taking four or more credit hours automatically pay the Recreational Sports student fee and therefore, do not need to purchase a membership.

The following people are eligible to participate after purchasing the appropriate Recreational Sports membership through the RPAC Welcome Center for the semester in which they intend to participate.

A participant may be:
- an Ohio State student taking less than four credit hours
- the spouse of a student or a faculty or staff member
- a faculty or staff member of The Ohio State University. The Department of Recreational Sports defines faculty and staff as all current faculty and staff, and visiting professors at The Ohio State University who are paid through the university payroll department.
- an affiliate of the department (alumni, member of the President’s Club, other recognized affiliate groups)
- a member-sponsored adult

To participate in any intramural activity, all participants must show a valid Ohio State issued photograph identification card. Acceptable identification cards are limited to BuckIDs, Ohio State Medical Center identification cards, and Recreational Sports membership cards. An Ohio State identification card must include the following information and be clearly visible to be considered valid: the individual’s name, photograph, and identification number. Identification cards that do not have one or more of these requirements will not be accepted and the individual will not be allowed to play.

Misuse of an identification card (borrowing, lending, counterfeiting, altering, etc.) is a violation of the Ohio State University Student Code of Conduct. The identification card will be confiscated and the individual attempting to use the card will be ineligible to participate. If the card belongs to another student, that student must meet with a professional staff member in order to regain possession of their identification card.

Rule 2: Levels of Play

Open
Singles, tournament format. This league combines both competitive and recreational individuals and is offered for males and females. The intramural staff may choose to change the format to doubles or a combination depending on time constraints and participant request.

Rule 3: Equipment
- Jewelry is not allowed. Medical or religious medallions must be removed, taped, or sewn under the uniform.
• A head sweatband is permitted; however, hats, bandanas, and "do-rags" are not permitted.
• Rubber, cloth, or elastic bands may be used to control hair. Hard items such as beads, barrettes, and bobby pins are not permitted.
• A guard, cast, or brace made of hard and unyielding leather, plaster, pliable plastic, metal, or any other hard substance, even though covered with foam padding, is not permitted on the finger, hand, wrist, forearm, or elbow.
• Knee and ankle braces that are unaltered from the manufacturer’s original design/production shall be permitted and do not require additional padding.
• Knee and ankle braces that are altered from the manufacturer’s original design/production shall be permitted as long as they are soft and yielding or all exposed metal and other hard parts are padded with at least ½-inch foam rubber (or ¼ inch closed cell, slow recovery foam rubber).
• Non-marking, closed toe shoes are required.

Rule 4: Participant Responsibilities
• Ensure that you meet all eligibility requirements.
• Know tournament time, location, and ID policy.
• Sign a Release of Claims form, located on the back of the scorecard before participating in your first game.
• Have a valid Ohio State issued identification card prior to check in.
• Display good sportsmanship at ALL times.
• Cooperate with the intramural supervisors at the game site concerning any protests, incidents, or accidents that may occur, as well as with the intramural sports staff the day following such occurrences.

Rule 5: Players
• Badminton is a singles tournament and therefore, only requires one person to play. We encourage participants to enter the tournament with friends. All games will be played on the same day and same courts.
  - Players must check in using a valid Ohio State issued ID – OR – a government issued photo ID.

Rule 6: Forfeits
A player will forfeit the entire tournament if they arrive 10 minutes or more past the scheduled event time.

Rule 7: Protests
Rules Protest
Questions pertaining to interpretation of rules on the part of game officials must be addressed by the intramural supervisor at the time interpretation occurs and prior to the next live ball. The procedure shall be:
1. Consult the intramural supervisor on site should you and your opponents disagree on the interpretation of a rule.
2. The decision made by the intramural supervisor is final.

Eligibility Protest
Protests involving player eligibility must be called to the immediate attention of the intramural supervisor before the contest is completed while the protested individual is present. Eligibility protests may not be made by participants after the completion of the contest. A Protest Form should be obtained from the intramural supervisor and completed. The contest will continue from this point "under protest."
Rule 8: Play

Start of Game
A coin toss will decide who serves first. The winner of the coin toss has the option to choose to serve first or which side they will play. The loser of the coin toss has the remaining option.

Timing
A match is the best two out of three games (time limit = one hour). No time-outs are permitted.

Scoring
- A game is won by the side first scoring 15 points. It is not necessary to win by two.
  - If 13 all, they may opt to “set” the game at five, or if 14 all, they may opt to “set” the game at three (first to score five or first to score three will then determine the winner).
- A point can only be scored by the scoring side.
- A point shall be scored by the server if the returner makes a “fault” or the shuttle ceases to be in play because it touches the surface of the court on the receiver’s side.

Definitions
- Rally – the period during which the shuttle is in play
- Point – a rally of which the result is scored
- Server – the player due to strike the shuttle first in a rally
- Receiver – the player due to strike the shuttle second in a rally

Serve
- The server and receiver shall stand in diagonally opposite service courts. Both players must be within the playing boundaries.
- When the server’s score is even, serve shall take place from the right hand court and when the score is odd, from the left hand court. Play will start in the right hand service court.
- The server’s racket shall make first contact with the base of the shuttle while it is entirely below the server’s waist.
- The shaft of the racket shall be pointing down at the time contact with the shuttle is made by the server.
- The shuttle shall land in the receiver’s service court, unless it is intercepted prior to having the opportunity to land.
- The server will lose serve when they make a “fault” or the shuttle ceases to be in play because it touches the surface of the court on the server’s side.

Return
- The returner must be in the service court diagonal to the server. The returner must remain stationary until the shuttle has been served.
- The returner shall strike the shuttle so that it goes over the net and within the boundaries of the server’s entire court.

Faults
- It is a fault if:
  - service is incorrect
- the server misses the shuttle
- the shuttle lands outside the boundaries of the court
- the shuttle passes through or under the net
- the shuttle fails to go over the net
- the shuttle touches the roof, ceiling, or side walls
- a player touches the net
- a player goes over or under the net
- a player obstructs an opponent

**Rule 9: Sportsmanship**

You are responsible for your own actions. You are expected to be familiar with the rules of play and intramural policies and procedures contained in the Intramural Handbook. Sportsmanship is a vital component for success in every intramural contest. Participants and spectators are expected to display good sportsmanship toward opponents and the intramural staff at all times.

**Unsportsmanlike Conduct**

Participants and spectators shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with staff, flagrant fouling, fighting, etc. before, during, or after a contest. No player or team shall:

- use foul or derogatory language, threaten, or verbally abuse any other participant or intramural employee before, during, or after the game
- participate in a game for which he or she is ineligible
- argue or talk back to the intramural staff
- intentionally strike, push, trip or flagrantly foul another participant, spectator, or Recreational Sports employee
- mistreat the facility, equipment or supplies of The Ohio State University and/or the Department of Recreational Sports

**Unsportsmanlike Conduct Penalties**

Any participant displaying unsportsmanlike conduct will be issued either a conduct warning or ejection by the game officials or intramural supervisors.

- Verbal warning resulting in incident report – conduct warning
- Ejection of participant with/out warning – ejection/forfeit

**Disciplinary Action**

Any player receiving two conduct warnings in one game or ejected from a game is required to meet with professional staff. The player will be suspended from ALL recreational sports facilities and programs until the meeting occurs and for a minimum of seven days from the time of the meeting.

*For any questions or clarifications,*
*please contact the Competitive Sports office at (614) 292-2732.*