BADMINTON RULES

All players must show their Blugold ID Card before every game to participate.

A. PLAYER ATTIRE

- a. Jewelry is not allowed. All jewelry must be removed before playing no exceptions.
- Racquets and shuttlecocks can be provided but it is strongly recommended that players supply their own.

B. THE GAME

- a. Each team will consist of two (2) players with a maximum of four (4) players on the roster
- b. Each team must have a minimum of two (2) players on the court to play. Teams having less than two (2) players are subject to forfeiture of the game.
- c. For singles, the service court extends from the short service line to the outside baseline. The inner sideline and the centerline form the side boundaries for the right and left service court.
- d. For doubles, the playing court is extended from the short service line up to the net, and the outer baseline is used.

C. CLOCK

a. A match will consist of 2 out of 3 games.

D. SCORING

- a. A game is won by the team who scores 15 points. The winning team must have an advantage of at least two (2) points. Games will end when one team reaches 20 points.
- b. Each game is scored according to rally scoring. With rally scoring there is a point awarded to the winning team after each volley.

E. PLAYER CONDUCT

- a. Abusive or insulting language, acts of unfair play, and managers, coaches, or substitutes on the field of play will result in suspension.
- b. Team conduct will be registered, by the officials, following the game, on a 0 to 6 scale.
- c. A team must maintain a minimum sportsmanship of 4 to remain in the tournament.

F. POSESSION

- a. The winner of the toss (coin or racket) has the choice of serving, receiving, or defending a particular side. The loser of the toss has a choice of the remaining options
- b. Players will change courts at the end of each game and the winner will serve first in the following game. In doubles play, either of the two winners may serve first and either of the two losers may receive first.
- c. The server will wait until their opponent is ready before serving. An attempt to return a serve by the receiving player acknowledges readiness.

G. TEAM BOX

- a. Only players and one (1) coach may be on the sideline.
- b. All other fans and spectators must remain in the spectator viewing areas designated by the Competitive Sports staff.
 - i. Any player, coach, or fan that interferes with the play of the game is subject to removal from the playing area.

H. DEFINITION OF PLAYING TERMS

- a. The outside boundary line is considered part of the playing court. Balls striking lines are considered in the court.
- b. A ball is considered out of bounds when it touches any surface or object outside of the marked boundary of the court. This applies to the net support side of the marked boundary of the court and to the net

support posts. A ball other than the serve may strike one or more times on the ceiling and/or fixtures or obstructions which intrude upon the height of the court or that of the surrounding play area and may still be in play by the offending team according to the rules as though the ball had not touched such obstructions. However, no such rebounding ball may legally strike above the opponent's side of the net, nor may it legally fall to the opponent's court. In touching the obstructions, should a ball come to rest or be wedged, the referee shall declare the ball dead.

- i. A player may go outside of the court and legally play a ball.
- ii. A ball caught or contacted by a player before it hits out-of-bounds is not judged as being out-of-bounds.
- iii. In returning the ball, a player may follow through over the net, providing their first contacts the ball on their own side of the net. Player(s) in the act of blocking may reach across the net but may not contact the ball until the opponent has hit the ball to return it. (May not reach across to block a serve or a set)
- iv. When only part of the ball crosses the net and is then contacted by an opponent, it is considered as having crossed the net. Any ball blocked across the net may be considered to have legally crossed the net.

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Competitive Sports

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