

INTRAMURAL

Badminton Doubles

Registration Date: March 20th (Monday) – March 24th (Friday)
Tournament Date: March 29th (Wednesday)

FORMAT: The exact tournament format will depend on the number of teams that register. All games will be played in Guyer Gymnasium located inside the Student Recreation Facility.

FORFEIT PROCEDURES:

1. If a team fails to have the required number of participants at the scheduled game time, the opposing team who is present will automatically win the game by forfeit. Depending on the format of the tournament, the team who forfeited may remain eligible for the remainder of the tournament. However, the captain of the forfeited team will be charged a \$25 fee on their University fee bill.
2. If a team chooses to withdraw from the tournament for any reasons after the schedule has been posted on IMLeagues, the captain will be charged the \$25 forfeit fee.

THE GAME RULES:

1. Scoring: All games will use rally scoring up to 21 points, win by two, 30 point cap. A match consists of a best 2 out of 3 sets. First few rounds of games may be shortened to one game up to 21 points depending on the number of participants registered for the tournament.
2. The server shall start by serving from the right hand service court to an opponent standing in his/her right hand service area. The serve is made in the doubles court area and only the player standing in the proper service court may play the shuttle and return it. Players continue to serve until a "side out" is made, at which point the other team will serve. Service is made from the right service area when the score of the server is zero or even, and from the left side when the score is odd. The server, therefore, must change service area whenever a point is scored.

FAULTS ON SERVE:

- 1) Service is overhand. Shuttle is hit at a point higher than the server's waist or any parts of the racquet is higher than server's hand holding the racquet.
- 2) Shuttle is not hit to proper service area.
- 3) Server is not standing in the proper area to serve, is standing on the lines, or the receiver is not in a proper court area.
- 4) Server feints or balks opponent off balance.
- 5) Shuttle is hit outside the court, passes under the net, or touches person, dress, walls, or ceiling.
- 6) Striking shuttle before it crosses the net.
- 7) Net or supports are touched by player or racquet.

ADDITIONS:

- 1) During a serve, both the server and receiver must stand in their respective courts. Touching a line with the foot is considered out of the court.
- 2) If the shuttle hits the net on the serve and is otherwise good, it's legal.
- 3) A shuttle that touches the net during play is in play if it goes in the proper court.
- 4) A server who misses the shuttle completely during a serve doesn't commit a fault.
- 5) A shuttle that falls on the line is considered inbounds.
- 6) Any accidental hindrance is considered a let (ex. ball on court).
- 7) It is illegal for a player to hold up his/her racquet to block a return at the net. They may hold it up, however, to protect his/her face.

If you have any questions regarding the intramural badminton rules, please contact Nick D'Amato (Coordinator for Intramurals and Tournaments) at 860-486-8126 or e-mail: Nicholas.damato@uconn.edu

Schedules and results will be available on the IMLeagues webpage.



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