

**FORMAT:** This is a league that takes place on Sundays. Playing format will depend on the number of teams that register. All games will be played in Guyer Gym, located inside the Student Recreation Facility.

**FORFEIT PROCEDURE:** If a player/team fails to show up at the scheduled game time, the opposing player who is present will automatically win the game by forfeit. The player who forfeited will be charged a \$25 fee on their University fee bill. In addition, a player who forfeits will have to consent to an additional \$25 re-entry fee on their University fee bill by 4:00pm the next day in order to remain in the league.

**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.
2. When serving, each player serves from the right hand court when their score is 0 or an even number, and from the left hand court when their score is odd.
3. Serve is underhand and contact must be below the server's waist.

**FAULTS ON SERVE:**

It is a fault on a serve if...

1. Service is overhand. Shuttle is hit at a point higher than the server's waist or any part of the racquet is higher than the 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 their face.

**BADMINTON DOUBLES MODIFICATIONS:**

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.

If you have any questions, please contact Kelsey Cato (Coordinator of Intramurals and Tournaments) at 860-486-2357 or by email: [Kelsey.Cato@UConn.edu](mailto:Kelsey.Cato@UConn.edu)