



Recreational Sports

Old Dominion University
Recreational Sports - Intramurals
Badminton Rules

1. ELIGIBILITY

- a. Each student must sign a **RELEASE AND ASSUMPTION OF RISK** form (which releases the university and university employees and officers of liability in case of bodily injury).
- b. All Full-time Students (undergraduate and graduate enrolled continuously in at least 3 credit hours), faculty and staff.
- c. Any person having been classified as a **PROFESSIONAL** athlete in a particular sport will not be eligible to participate in that sport or a related sport. They may, however, participate in other non-related activities.
- d. Current members of ODU varsity roster for intercollegiate athletic teams are not eligible to participate in that same sport or a related sport for that academic school year. Individuals who are trying out for an intercollegiate team but who are not on a permanent roster will be permitted to participate until they are placed on a permanent roster. If they are placed on a permanent roster they will then become ineligible for that sport. Red shirted athletes will not be eligible to play that same or related sport.
- e. A former varsity athlete from any institution shall be ineligible to compete in that sport for the academic school year. Such individuals are limited to one per team roster.
- f. Current sport club members listed on a sport club roster with our office, are limited to two (2) per team roster and are ineligible for individual/dual activities in his/her related sport.
- g. Once a player has played in a game for a specific team, he/she will not be permitted to play on any other teams within that division/league for the duration of that season and/or tournament. A player can only play for (1) single sex team and (1) co-rec team. **Penalty:** Any games in which the illegal player participated in will result in a **FORFEIT**.

2. GENERAL REGULATIONS

- a. All teams must submit a roster prior to the entry deadline date as indicated in the Intramural-Recreational Sports Calendar of Events.
- b. Each team/organization must have a representative in attendance at the mandatory info meeting on the date indicated in the Intramural-Recreational Sports Calendar of Events.
- c. All team members must have a valid ODU or EVMS ID card at every intramural event in order to participate. There are **NO EXCEPTIONS!**



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3. CAPTAINS

- a. Each captain will be responsible for the behavior and discipline of his/her team and sideline.
- b. Team captains are eligible to file protests to the Intramural Sports office regarding player eligibility, but not on matters that concern the judgment of the officials. All protests must be made within 24hrs from the time of the incident.
- c. The captain will act as a spokesperson for his/her team in discussion with game officials or in matters concerning the team or individual players unless signified to the game officials that someone else will be the spokesperson. In such a case, the captain will relinquish the rights as spokesman in favor of the person appointed for this stated period.
- d. It will be the responsibility of each captain to keep the players in the designated team area. If a team receives multiple warnings for unsportslike behavior, that team will forfeit the game. Unsportsmanlike behavior between players and between coaches and players is also grounds for forfeiture.

4. TEAM

- a. Doubles are limited to two players (male/male or male/female or female/female).

5. TIME FACTORS

- a. Once the Intramural Staff states that the game is ready to begin, and the stated game time is the current time or that time has passed, both teams must be prepared to participate in the scheduled game. If they are not able the offending team will receive a forfeit.
- b. All matches will be limited to (25) minutes. No new game will start after (25) minute mark, but a game in progress will be played until its conclusion. Make sure to request the official game time.

6. INJURED PLAYER & BLOOD RULE

- a. Injured player and Blood Rule. An injured or apparently injured player, who is discovered by an official while the ball is dead, shall be removed from the playing area until the bleeding is stopped and cleaned with the appropriate medical treatment. A player that suffers a head, spinal, neck injury, or an injury that is considered to be considered severe must have a doctor's approval (in writing) to the Assistant Director of Intramurals before they are permitted to participate in another game.

7. GAME RULES

- a. **Service:** The right of service is decided by a flip of a coin. The winner has the choice of service or ends



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- b. Scoring:** A match will consist of playing a best-of-three series. The double and singles game consists of 15 points. When the score is 13 and all, the side that first reached 13 has the option of “setting” the game to 5, and when the score is 14 all, the side that first reached 14 has the option of “setting” the game to 3. If the game is not set, you must win by 2.
- c. The Game:** The first service of a side in each inning shall be made from the right-hand service court to the player in the service court diagonally opposite. The side winning a game shall always serve from and receive service in their respective right-hand service courts only when the server’s score is 0 or there is an even number of points in the game.
- d. Doubles:** A team’s player’s change from one service court to the other when a point is added to its score. After the service is delivered, the server and the player served to many take up any position they choose. The side beginning a game has only has one person serve in its first inning. Thereafter each side has partners serving consecutively. The side winning the game shall always serve first in the next game, but either of the winners or losers may serve and/or receive the service.
- e. Faults:**
 - i.** If, in serving, the shuttle falls into the wrong service court, or falls short of the short line, or beyond the long service line, or outside boundary lines of the service court into which service is in order.
 - ii.** If the server’s and receiver’s feet are not in the service court at all times of service.
 - iii.** If the shuttle “in play” is struck before it crosses the strikers side of the net. (The striker may follow the shuttle over the net with the racket in the course of his stroke).
 - iv.** If, when the shuttle is “in play,” a player touches the net or its support with the racket, person, or dress.
 - v.** If the shuttle is hit twice in succession by the same person.
 - vi.** If the shuttle is hit with the racket frame or handle (wood shot)
- f. General:**
 - i.** The boundary lines are in play If, in service, a shuttle after passing over the net is caught in or on the net, it is a “let.” When a “let” occurs, the play since the last service shall not count, and the player who served it shall serve again.
 - ii.** If the server, in attempting to serve, misses the shuttle, it is not at fault; but if the racket touches the shuttle, a service is thereby delivered.