

Western Kentucky University
Intramural-Recreational Sports
Doubles Badminton
Rules & Regulations
(Revised 12-19-19)

1. Tournament Rules

- The tournament will be single elimination.
- Participants will self-officiate each match using the honor system. If there is dispute that cannot be resolved, replay the point.

2. Game Rules

- Court and Equipment
 - Use the outside lines for all doubles matches.
 - Shuttlecocks—also known as ‘birdies’ or ‘birds’, are made of plastic with a round rubber base.
 - Each player may check out a racket from the intramural staff and is responsible for any damage that is not related to regular game play.
- Games and Scoring
 - Matches will consist of the best 2 out of 3 games that are played using rally scoring (meaning a player can score on his serve or on the opponent’s serve).
 - The first two games will be played to 15 points.
 - If necessary, the third game will be played to 11 points.
 - You must win by 2 points unless one team reaches the maximum number of points to be scored in a game.
 - The maximum number of points to be scored by one team is 17. Matches can be won 17-16
 - The team that wins a game will serve first in the next game.
- Serving
 - The winner of a coin toss will have the option of serving first, receiving first, or choosing a side on the court. The loser of the toss has the option of the remaining choices.
 - The serve must travel diagonally (cross-court) to be legal.
 - A serve that is totally missed may be attempted again.
 - Players will serve until the other team scores a point but must serve from alternating sides of the court (Example: Players **A** and **B** versus Players **C** and **D**. Player **A** serves and scores a point serving from the right half of the court. Player **A** will serve again but must serve from the left half of the court. Player **A** misses his next serve. It then becomes Player **C**’s turn to serve. He misses. It is now Player **D**’s turn to serve, and so on.).
 - The receiving team must remain on the same sides of the court throughout the opposing teams services.
 - When the receiving team scores, they will become the new servers.

- A team will forfeit the serve and the opposing team will be awarded a point if:
 - The birdie does not land in the proper diagonal of the court.
 - A server makes contact with the birdie above the waist.
 - Some part of the server's feet is not in contact with the appropriate court until the shuttle is contacted by the server.
- General Play
 - A serve that touches the net and lands in the proper court is in play.
 - A shuttle falling on any part of the line is in play.
 - A team will receive a point and the serve if the opponent:
 - Allows for a birdie to hit within the lines on their own side of the court.
 - Fails to hit the birdie within the confines of the opponent's court.
 - Hits the birdie through or under the net.
 - Makes any type of contact with the birdie with the body or clothing.
 - Touches the net or steps completely under the net.
 - Reaches across the net.
 - Obstructs the opponent's ability to return a shot.
 - "Carries" the birdie and allows for the shuttle to rest momentarily on the racquet.
 - Makes a "double hit" and strikes the birdie more than once before the birdie crosses the net.