IM Sports - BADMINTON RULES - Singles
Official Badminton Rules with the following IM modifications and the IM General Rules will govern play.

ID+ CARDS: PSU ID+ Cards are required.

COIN TOSS: Before the game, the winner of the toss has a choice of serving first, receiving first or choosing court.

GAME and MATCH: All games will be to either 9 or 11 pts (depending on group size), win by 1 pt. Match is 2 of 3 games.

SCORING: Only the player that is serving may score a point. A player continues to serve, alternating courts until they commit an error.

Singles: On an error by the server, "service over" is called, no points are scored, and the receiver becomes the server.

SERVICE POSITION based on your score: The first serve of the game is made from the right service court and received in the diagonal right service court, as are all serves when the server's score is zero or an even number. When the server's score is an odd number, the serve is made from the left service court and received in the diagonal left service court.

FAULTS: A fault committed by the serving player in singles results in "service over". A fault committed by the player or side receiving results in a point for the serving player(s).

It is a fault if:
   a) During the instant the shuttle is contacted for a serve the shuttle is above the server's waist or the racket head is above the server's hand.
   b) During the serve the shuttle does not fall within the boundaries of the diagonal service court.
   c) During the serve the feet of the server or the receiver are not within the boundaries of their respective service courts. Feet on the boundary lines are considered out of bounds.
   d) Before or during the serve any player feints or balks the opponent.
   e) During the service or rally the shuttle contacts a wall, the ceiling, a player or clothing; passes through or under the net; fails to pass over the net; or does not fall within the court boundaries.
   f) Any player reaches across the net to contact the shuttle, other than on a follow-through.
   g) During play any player's person, clothing, or racket touches the net or supports.
   h) The shuttle is hit more than once in succession by a player or is hit in succession by partners or caught or slung when contacted. Racket frame shots and simultaneous striking of the base and feathers of the shuttle are legal if no slinging or catching occurs.
   i) A player obstructs an opponent or invades an opponent's court.
   j) In play, a player standing in bounds or out of bounds contacts the shuttle with any part of their person or is struck on any part of their person by the shuttle.

GENERAL: A serve may not be delivered until the receiver is ready. Some part of both feet of the server and the receiver must remain in contact with the court, inside the boundary lines, until the shuttle leaves the racket of the server. A serve that touches and passes over the net and falls within the diagonal service court; and shots during a rally that touches and passes over the net and falls within the legal boundary lines are both legal. Shuttles falling on the lines are in bounds. It is not a fault if the server completely misses the shuttle on the serve. "Let" is called when the receiver is not ready for the serve and when, after passing over the net on a serve or rally the shuttle is caught in or on the net.

ELIGIBILITY of CLUB BADMINTON PLAYERS: Second year+ badminton club players are restricted from the IM badminton tournament.

QUESTIONS: Intramural Office, 101 Intramural Bldg., 8am-5pm (M-F), (814) 865-5401

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