

Princeton University Intramural Sports Badminton Doubles Rules



I. EQUIPMENT/UNIFORM/ELIGIBILITY

- A. All players must present their Princeton University I.D. to the IM Supervisor to participate.
- B. Equipment will be provided
- C. Shoes must be worn at all times, and must be non-marking soles.
- D. No hats with brims, or jewelry are allowed to be worn during play.
- E. All players must play in at least **ONE** regular season game in order to be eligible for playoffs.
- F. Players are only eligible to play for **ONE** team.
- G. Only 1 Badminton Club player is eligible to be on a team's roster.
- H. Each team is allowed a maximum of 5 substitutes per roster.

II. NUMBER OF PLAYERS/GAME TIME/FORFEIT PENALTY

- A. 2 Players constitute a team. Both partners must be present to play.
- B. Matches are scheduled to last 30 minutes in length
- C. **A team that fails to arrive within 10 minutes after starting time will forfeit the game.** A default loss is only awarded if 1 player arrives and will stay to scrimmage the other players. If a scrimmage does not occur, the game will result in a forfeit and \$25.00 will be charged to that team.
 - i. A team that has 2 forfeits will be removed from the league.
 - ii. A team that has 2 defaults will be removed from the league.
 - iii. A team that has a combination of 1 forfeit and 1 default will be removed from the league.

III. GENERAL RULES

- A. **NET:** The height of the top of the net shall be 5 feet at the center
- B. **TOSS:** Before play begins, opponents toss a coin to decide order of service and choice of courts. The winner of the toss has the choice of service, choice of courts; and the loser has the remaining option.
- C. **SCORING:** A game consists of 21 points/rally scoring when a team must win by 2 with a cap at 30. A match shall be 2 out of 3 games.
- D. **COURT:** The singles court is the narrow inside lines. The doubles court is the wider outside lines. The back line is the wide outside line and is the same in singles and doubles games.
- E. **SERVICE:** For both singles and doubles play the side serving is considered the "in" side and the side receiving is considered the "out" side.
- F. **DOUBLES:** The side beginning the game has only one serve in the first inning (only one player does the serving before the service is awarded to the other side).
- G. The server may not serve unless his opponent is ready. **HOWEVER**, the opponent shall be deemed ready if a return of the service is attempted.

- H. Partners may take up ANY position on the courts provided they do not obstruct an opponent in any manner.
- I. If in service or rally a shuttle after passing over the net is caught or on the net, it is a LET.
- J. A server in attempting to serve, misses the shuttle - it is not a fault, but if the shuttle is touched by the racket, a service is thereby delivered.
- K. The shuttle is dead (out of play):
 - a. as soon as it hits the net and remains suspended there
 - b. strikes the net and falls to the ground, or hits outside the boundary line.
 - c. If an opponent then touches the net or shuttle with his racket or person, there is no penalty as the shuttle is not then in play.
- L. During play, a player may hold his racket to protect his face, but he cannot put his racket up near the net on the chance of the shuttle rebounding off it, thereby obstructing the smash of an opponent.
- M. If in the course of SERVICE or RALLY the shuttle touches and passes over the net, the stroke is NOT invalidated.
- N. A service (or any other shot) which hits the top of the net and continues on into the proper court is a legal hit and must be played.

IV. SERVICE FAULTS

- A. Racket head higher than server's hand.
- B. Shuttle contacted higher than server's waist.
- C. Shuttle falls outside service court (on the line is good).
- D. Some part of BOTH feet (server's receiver) must remain in contact with the ground until the service is delivered.
- E. Shuttle falls into wrong service court.
- F. Shuttle falls short of the short service line.
- G. Shuttle falls behind the long service line.
- H. Server's feet not in the service court from which service is taken.
- I. Receiver's feet not in the service court diagonally opposite server when service is delivered.
- J. Before or during service, a player makes a preliminary feint or otherwise balks his/her opponent.

V. FAULTS: It is a fault if -

- A. Either in SERVICE or PLAY, the shuttle falls outside the boundaries of the court or passes through or under the net; or fails to pass the net or touches the roof, side walls or the person/dress of a player.
- B. The shuttle in play is struck before it crosses to the striker's side of the net (follow through may be over the net).
- C. When the shuttle is in play, PLAYER touches the net or it's supports with a racket, person, or dress.
- D. More than one person hitting the shuttle before it crosses the net OR one person hitting it twice before it crosses the net.
- E. The shuttle is caught or slung.
- F. A player strikes the shuttle (unless he thereby makes a good return) or is struck by it whether he is standing WITHIN or OUTSIDE the boundaries of the court.
- G. If the shuttle is held on the racket (i.e., caught or slung) during the execution of a stroke.