

# WESTERN WASHINGTON UNIVERSITY INTRAMURAL SPORTS

## BADMINTON LADDER RULES

All participants must read the Intramural Handbook and sign a Holds Harmless Agreement before participating. Both of these can be found on our website: <http://www.wwu.edu/campusrec>.

Below is a brief summary on the rules of the game, for a full and complete version of the I.B.F. (International Badminton Federation) rules please see: [http://www.worldbadminton.com/ibf\\_laws.html](http://www.worldbadminton.com/ibf_laws.html).

### Posting

1. The cost for signing up for the Ping Pong Ladder is \$5, payable at the Campus Recreation Office in the Student Recreation Center.
2. **By signing up for the Ladder, you agree to have your cell phone, email, and name given out.**
3. **A player may sign up once the ladder has started, they will be placed at the bottom of the ladder.**
4. After playing, fill out a Badminton score sheet and hand into Campus Recreation Office.
5. The Intramural Department will update ladder according to handed in score sheets weekly (Fridays).
6. **Ladder Information is available at the Campus Recreation Front Desk during the hours of 8am to 5pm Monday through Friday.**
7. Phone Number for the Front Desk is 360-650-3766.

### League

1. The league will be set up as a LADDER tournament.
2. **A player may challenge the person up to two levels above provided that player has not made or accepted another challenge.**
3. Challenges must be accepted within two days.
4. Challenges can be made by phone call or email so please be sure to check you email frequently.
5. You must play at least **once a week** or you will drop one place on the ladder
6. **Badminton Open Rec is available on Monday and Wednesdays in the Rec Center**

### A. MATCHES:

Each match is played to the best of three games. A game is won by the first side to score 11 points. A side need not win by two points to win a game.

### B. COMMENCING PLAY:

1. Before starting play, the opponents must decide who will have choice of starting options. That person shall have the option:
  - a. To serve or receive first; or
  - b. To start play at one end of the court or the other.
2. The opposing side shall exercise the remaining choice.

### C. SCORING:

1. The opposing sides shall play until one side wins two of three games.
2. You can only score points when serving.
3. A game is won by the first side to score 11 points. A team need not win by two points to win a game.
4. The side winning a game serves first in the next game.

#### **D. CHANGE OF ENDS:**

1. Players shall change ends:
  - a. at the end of the first game,
  - b. prior to the beginning of the third game, and
  - c. in the third game when the leading score reaches 6 points.
  - d. If the players fail to change ends at 6 points during the third game, they shall do so immediately when the mistake is discovered, and the existing score shall stand.

#### **E. SERVICE:**

1. The server and the receiver shall stand within diagonally opposite courts without touching the boundary lines of the service courts. Some part of both feet of the server and the receiver must remain in contact with the surface of the court in a stationary position until the serve is delivered.
2. The server's racket shall initially hit the base of the shuttle while the whole of the shuttle is below the server's waist.
3. There are no overhand serves in badminton. The head of the racket must be discernibly below the server's hand holding the racket.
4. The movement of the server's racket must continue forwards after the start of the service until the service is delivered.
5. The flight of the shuttle shall be upwards from the server's racket to pass over the net, so that if not intercepted, it falls in the receiver's service court.
6. The server shall not serve before the receiver is ready, but the receiver shall be considered to have been ready if a return of service is attempted.
7. The service is delivered when, once started, the shuttle is hit by the server's racket of the shuttle lands on the floor. *Note:* It is not a fault if the server, in attempting the serve, misses the shuttle. However, if the shuttle is touched by the racket, the service is considered to have been delivered.

#### **F. SINGLES SERVICE:**

1. The players shall serve from, and receive in, their respective right service courts when the server has not scored or has scored an even number of points in that game.
2. The players shall serve from, and receive in, their respective left service courts when the server has scored an odd number of points in that game.
3. The shuttle is hit alternately by the server and the receiver until a fault is made, or the shuttle ceases to be in play.

#### **G. SERVICE COURT ERRORS:**

1. A service court error has been made when a player:
  - a. has served out of turn,
  - b. has served from the wrong service court, or
  - c. standing in the wrong service court, was prepared to receive the service and it has been delivered.
2. When a service court error has been made, then,
  - a. if the error is discovered before the next service is delivered, it is a "let" unless only one side was at fault and lost the rally, in which case the error shall not be corrected.
  - b. if the error is not discovered before the next service is delivered, the error shall not be corrected.
3. If there is a "let" because of a service court error, the rally is replayed with the error corrected.
4. If a service court error is not to be corrected, play in that game shall proceed without changing the players' new service courts (nor, when relevant, the new serving order).

#### **H. FAULTS:** It is a fault:

1. if a service is not correct.
2. if, after passing over the net on service, the shuttle is caught in or on the net.
3. if, in play, the shuttle
  - a. lands outside the boundaries of the court,
  - b. passes through or under the net,

- c. fails to pass the net,
  - d. touches the roof, ceiling, or side walls, or
  - e. touches the person or dress of a player.
4. if, when in play, the initial point of contact with the shuttle is not on the striker's side of the net. The striker may, however, follow the shuttle over the net with the racket in the course of a stroke.
  5. if, when the shuttle is in play, a player
    - a. touches the net or its supports with racket, person, or dress, or
    - b. invades an opponent's court under the net with racket or person such that an opponent is obstructed or distracted, or
  6. if, in play, a player deliberately distracts an opponent by any action such as shouting or making gestures.
  7. if, in play, the shuttle
    - a. be caught and held on the racket and slung during the execution of a stroke.
    - b. be hit twice in succession by the same player with two strokes. A double hit by one player with one stroke is *not* a fault.
    - c. touches a player's racket and continues toward the back of that player's court.

**I. LETS: A 'LET' IS CALLED TO HALT PLAY.**

1. A let may be given for any unforeseen or accidental occurrence.
2. If a shuttle, after passing over the net, is caught in or on the net, it is a let except during service.
3. If the server serves before the receiver is ready, it shall be a let.
4. When a let occurs, the play since the last service shall not count, and the player who served shall serve again.