

INTRAMURAL BADMINTON

SINGLES & DOUBLES TOURNAMENT



Register at event
(Registration will begin 30 minutes prior to start time)

Singles:

Men's	6:30 PM	Sunday, October 25 th
Women's	9:00 PM	Sunday, October 25 th

Doubles:

Men's	6:30 PM	Monday, October 26 th
Women's	8:00 PM	Monday, October 26 th
Co-Rec	9:00 PM	Monday, October 26 th



FORMAT: The exact tournament format will depend on the number of players/teams that register. All games will be played in Guyer Gymnasium located inside the Student Recreation Facility.

ELIGIBILITY: All full time undergraduate and graduate UConn students at the Storrs campus, as well as part time UConn students and Faculty/Staff who have purchased a membership to the Student Recreation Facility are eligible to participate. See Intramural Handbook page 6. Participants who need to purchase a membership must do so during office hours 8:30 AM – 9:00 PM, Monday through Friday. **Memberships will not be sold the day of the singles tournament.**

VALID ID CARDS: Before anyone can participate, **each player must scan their UCONN picture ID when they check in at all events.** If, for whatever reason(s), the ID is denied, the individual will not be allowed to participate in any Intramurals or Special Events at that time, **NO EXCEPTIONS.**

SCORING: A **game** consists of 15 points (win by two, 17 point cap).
A **set** consists of three games: best two out of three *.

* The first few rounds of games may be shortened to one game up to 15 points depending on the number of participants.

THE GAME RULES: The side that has the serve is called the “in” side and the side receiving the serve is called the “out” side. The game is begun by a racquet spin; the side winning the option may (a) serve first (b) receive (c) choose court. A player who commits an infraction of the rules has made a “fault.” A fault on the part of the server results in a loss of the serve, or if the fault is by the receiving side it is a point.

Singles: The server shall start by serving from the right hand service court to an opponent standing in his/her right hand service area. Players will receive alternate serves. Service is made from the right service area when the score of the server is zero or even, and from the left side when the score is odd. Players, therefore, must change service area whenever a point is scored.

Doubles:

The server shall start by serving from the right hand service court to an opponent standing in his/her right hand service area. The serve is made in the doubles court area and only the player standing in the proper service court may play the shuttle and return it. Players will receive alternate serves. The side starting the service has only one person serve during the first inning. In all subsequent innings each partner will serve. Players continue to serve until a “hand out” is made, at which point the other partner will serve until

such time as the opponents serve. Players, therefore, must change service area whenever a point is scored.

FAULTS ON SERVE:

- 1) Service is overhand. Shuttle is hit at a point higher than the server's waist or any parts of the racket is higher than server's hand holding the racket.
- 2) Shuttle is not hit to proper service area.
- 3) Server is not standing in the proper area to serve, is standing on the lines, or the receiver is not in a proper court area.
- 4) Server feints or balks opponent off balance.
- 5) Shuttle is hit outside the court, passes under the net, or touches person, dress, walls, or ceiling.
- 6) Striking shuttle before it crosses the net.
- 7) Net or supports are touched by player or racket.

ADDITIONS:

- 1) During a serve, both the server and receiver must stand in their respective courts.
Touching a line with the foot is considered out of the court.
- 2) If the shuttle hits the net on the serve and is otherwise good, it's legal.
- 3) A shuttle that touches the net during play is in play if it goes in the proper court.
- 4) A server who misses the shuttle completely during a serve doesn't commit a fault.
- 5) A shuttle that falls on the line is considered inbounds.
- 6) Any accidental hindrance is considered a let (ex. ball on court).
- 7) It is illegal for a player to hold up his/her racket to block a return at the net. They may hold it up, however, to protect his/her face.

Please read the Intramural Handbook. It is a written description of the regulations that govern the Intramural Sports Program. No matter what sport you play, these regulations govern your participation in our programs. It is imperative to the continuity of the program that all participants are aware of and abide by the regulations set forth by the Department of Recreational Services.

SPORTSMANSHIP: Good sportsmanship is required of all participants. Players, coaches, and spectators are to conduct themselves properly at all times. The Department of Recreational Services reserves the right to suspend or disqualify groups or individuals for unsportsmanlike conduct at any time. Unsportsmanlike conduct before, during, and/or after a game (event) will not be tolerated.

**If you have any questions please contact our staff @ 486-2357
or visit the department webpage at: web.uconn.edu/recreation**