

Each player must present their own, valid LAKER ID Card before each contest to be eligible to participate.

1. Any player caught attempting to use another person's ID Card will be ejected and ineligible for participation in any Intramural Sports for a minimum of four-months from the date that they meet with the Assistant Director for Intramural Sports.
2. Students, faculty, and staff who have paid their Recreation & Wellness fees and have a valid LAKER ID are eligible to participate.

NO EXCEPTIONS!

Students, faculty, and staff who are eligible for entrance into the Student Activity Center: Fitness Center are eligible to participate. Intramural Sports are **FREE** for all participants.

All Intramural Sports participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Health Care Center before participating in Intramural Sports.

Game time is forfeit time, however the team that is present shall choose to accept the 10 minute grace period before games are forfeited.

The officiating will be done by officials who are in absolute control of the game. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a technical foul, ejection or forfeiture of the game. Spectators must also remain in the area designated by the officials. The official shall have the power to make decisions on any matters or questions not specifically covered in the rules.

I. Scoring

- 1.1 Best of three, 15 points per game
 - 1.1.1 Points scored by serving team only.
 - 1.1.2 Win by one point.

II. Serving

- 2.1 Serve underhand.
- 2.2 Serve diagonally.
- 2.3 If a point is scored by the server or serving team/switch sides of the court and serve again.
- 2.4 Before serving say your score first then your opponent's score.
- 2.5 Only one serve is allowed, unless the serve hits the net and goes into the correct service zone (this is a let-replay/reserve),
- 2.6 It is a fault/loss of serve if the serve is long, short, outside, or wrong court. If shuttle hits the line, it is good.
- 2.7 It is a fault if the server or receiver step out of their respective court before the serve is delivered (must stay in court).
- 2.8 Only the player to whom the serve is directed may take the service.
- 2.9 The server shall wait until her/his opponent is ready before serving.
- 2.10 Players change courts at the end of the game and the winner serves first.

III. Fault or Errors that Result in a Point or Sideout

- 3.1 If during play the shuttle falls outside the designated boundaries, goes through or under the net, or fails to pass over the net.
- 3.2 If shuttle touches a player or attire of a player.

- 3.3 If the shuttle, in play, is hit before it crosses the net. It is legal to hit it on your side and then to follow-through and break the plane of the net with racquet.
- 3.4 A player cannot touch the net with her/his racquet, body, or attire.
- 3.5 The shuttle cannot be hit twice in succession, either by the same person or players on the same side.
- 3.6 The shuttle cannot be held momentarily on the racquet and not distinctly hit.

IV. General Rules

- 4.1 If during play the shuttle hits the net and falls over to the opponent's side, it is a good hit.
- 4.2 During play if the shuttle hits the line, it is good.
- 4.3 Players should call the lines on their side of the court.
- 4.4 Any disagreements on calls should be replayed.

V. Doubles

- 5.1 In the first half-inning of doubles only one sideout is allowed to the side beginning the game. In subsequent innings each partner is allowed an out.
- 5.2 Remember in doubles serve always starts in right-hand court.
- 5.3 The server alternates courts on each point made until she/he loses the serve. The partner then starts service in her/his court, right or left as the case may be.
- 5.4 Partners must also receive in order.
- 5.5 Court lines: serve is short and wide, after the serve play the outside lines.

VI. Singles

- 6.1 The rules for singles and doubles are the same except: In SINGLES when the server's score is zero or an even number you serve from the right-hand court; when server's score is an odd number the serve is made from the left-hand court.
- 6.2 Both players change courts after each point is made.
- 6.3 Court lines: serve is long and narrow (inside lines).