ELIGIBILITY RULES:
1. You must have a Runner ID to participate. NO ID, NO PLAY…NO EXCEPTIONS!!
2. No Person shall play on more than one single sex and co-rec. team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.
3. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly Campus Recreation activities for a period of time determined by the Coordinator of Intramural Sports and Sport Clubs.

SPECIFICS
1. Each game is played to 15 points, with players scoring a point whenever they win a rally regardless of whether they served (this differs from the old system where players could only win a point on their serve and each game was played to 15 points). A match is the best of three games.
2. At the start of a match, the shuttlecock is tossed in the air and whichever side the corked end points will be the side that serves first
3. Ladder scheduling will be used for this league

Rules of Badminton
Singles
Serving and receiving
1. You shall serve from, and receive in, the right service court when you or your opponent has scored an even number of points in that game.
2. You shall serve from, and receive in, the left service court when you or your opponent has scored an odd number of points in that game.
3. The shuttlecock must pass over the short service line on the opponents' court or it will count as a fault.
4. You and your opponent will hit the shuttle alternately until a 'fault' is made or the shuttle ceases to be in play.

Scoring and Serving
1. You score a point and serve again from the alternate service court when your opponent makes a 'fault' or the shuttle ceases to be in play because it touches the surface of your opponent's side of court.
2. No points will be scored when you make a 'fault' or the shuttle ceases to be in play because it touches the surface of your side of court. The serving right will then be transferred to your opponent.
3. If the score becomes 14-all, the side which first scored 14 shall exercise the choice to continue the game to 15 points or to 'set' the game to 17 points.

Service court errors
1. A service court error has been made when a player has served out of turn, has served from the wrong service or standing on the wrong service court while being prepared to receive the service and it has been delivered.
2. If a service court error is discovered after the next service had been delivered, the error shall not be corrected. If a service court error is discovered before the next service is delivered, the following rules apply.
3. If both sides committed an error, it shall be a 'let'. If one side committed the error and won the rally, it shall be a 'let'. If one side committed the error and lost the rally, the error shall not be corrected.
4. If there is a 'let' because of a service court error, the rally is replayed with the error corrected. If a service court error is not to be corrected, play in that game shall proceed without changing the player's new service courts.
Faults
The rules of badminton consider the following as faults:

1. If the shuttle lands outside the boundaries of the court, passes through or under the net, fails to pass the net, touches the ceiling or side walls, touches the person or dress of a player or touches any other object or person.
2. If 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.)
3. If a player touches the net or its supports with racket, person or dress, invades an opponent's court over the net with racket or person except as permitted.
4. If a player invades an opponent's court under the net with racket or person such that an opponent is obstructed or distracted or obstructs an opponent, that is prevents an opponent from making a legal stroke where the shuttle is followed over the net.
5. If a player deliberately distracts an opponent by any action such as shouting or making gestures.
6. If the shuttle is caught and held on the racket and then slung during the execution of a stroke.
7. If the shuttle is hit twice in succession by the same player with two strokes.
8. If the shuttle is hit by a player and the player's partner successively or touches a player's racket and continues towards the back of that player's court.
9. If a player is guilty of flagrant, repeated or persistent offences under Law of Continuous Play, Misconduct, Penalties.
10. If, on service, the shuttle is caught on the net and remains suspended on top, or, on service, after passing over the net is caught in the net.

Lets
1. 'Let' is called by the umpire, or by a player (if there is no umpire), to halt play.
   A 'let' may be given for any unforeseen or accidental occurrence. The rules of badminton consider the following as 'lets':
2. If a shuttle is caught in the net and remains suspended on top or, after passing over the net, is caught in the net, it shall be a 'let' except on service.
3. If, during service, the receiver and server are both faulted at the same time, it shall be a 'let'.
4. If the server serves before the receiver is ready, it shall be a 'let'.
5. If, during play, the shuttle disintegrates and the base completely separates from the rest of the shuttle, it shall be a 'let'.
6. If a line judge is unsighted and the umpire is unable to make a decision, it shall be a 'let'.
7. A 'let' may occur following a service court error. When a 'let' occurs, the play since the last service shall not count and the player who served shall serve again, except where in situations where the Law of Service Court Errors is applicable.

Shuttle not in play
1. A shuttle is not in play when it strikes the net and remains attached there or suspended on top.
2. A shuttle is not in play when it strikes the net or post and starts to fall towards the surface of the court on the striker's side of the net.
3. A shuttle is not in play when it hits the surface of the court or a 'fault' or 'let' has occurred.