



# Intramural Sports

# Badminton

## FOREWORD

The Intramural Sports Badminton league/s is organized for the purpose of offering current Santa Clara University students, faculty and staff the opportunity to participate in an atmosphere of mutual respect and good sportsmanship. Captains are expected to familiarize themselves and their teammates with these rules and the policies within the Intramural Sports Handbook. Any disruptive or unsportsmanlike conduct can be cause for suspending an individual and/or team for the program. The program is based upon cooperation and mutual respect among players and student supervisors.

## GENERAL RULES

- Open to all current SCU students, faculty, and staff. Players must bring valid SCU ACCESS card to every contest.
- **No** player is permitted to participate on two teams.
- Teams consist of a minimum of one female and one male player and a maximum of four players.
- A match consists of one men's singles game, one women's singles game, one mixed doubles game, and an additional mixed doubles game if a tiebreaker is needed.
- One point is awarded for each singles victory and two points for each doubles victory.
- A game is played to 15 points, win by 2.
- Matches are self-officiated. Please be honest and consistent in the calls.
- Both captains should report the results to the Intramural Sports Supervisor at the end of the match.
- Shuttlecocks and racquets are available for checkout at the Malley Center Front Desk.
- Players must wear non-marking closed toed shoes.
- Substitutions are permitted throughout the game.

## SAFETY CONSIDERATIONS AND INSURANCE COVERAGE

- Each player must have a signed "Release of Liability and Assumption of Risk for Use of Athletic Facilities and Programs" on file with the ACCESS office.
- **Player safety is of foremost concern.** This is enhanced by rule modification, staff training, and facility inspection.
- **Any and all injuries should be reported immediately to an Intramural Sports Staff member on-site at the event.**
- All jewelry should be removed prior to play.
- A player is not allowed to wear any equipment that, in the opinion of the Intramural Sports Staff, is unsafe or confusing (i.e. braces, sweatshirts, etc). Intramural Sports Staff will check for illegal or unsafe equipment before every game.
- Each participant is responsible for his/her own medical insurance coverage. **Santa Clara University does not provide insurance to individuals for any injury incurred in Intramural Sports participation.** The university also does not provide any services to prepare or maintain a player's readiness to participate. One must bring their own athletic tape to prepare to play.
- In the case that a participant sustains an injury that causes bleeding:
  - The participant must exit the area of play until the bleeding has been stopped and the wound is bandaged.
  - If blood stains any part of the participant's clothing, he or she may not return to the game until blood is no longer visible on the clothing.

## STARTING the GAME

- **GAME TIME IS FORFEIT TIME.**
- Both teams should check in with the on-site Intramural Sports Supervisor 10 minutes prior to game.
- Each player **MUST** show a valid ACCESS card prior to every Intramural Sports contest.
- After each match, report the score to the on-site Intramural Sports Supervisor.

## SERVING

- A serve may not be delivered until the receiver is ready.
- Some part of both feet of the server and receiver must remain in contact with the court, inside the boundary lines, until the shuttle leaves the racquet of the server.
- A serve which touches and passes over the net and falls within the diagonal service court and a shot during a rally which touches and passes over the net and falls within the legal boundary lines are both good.
- Shuttles falling on the lines are good.

- It is not a fault if the server completely misses the shuttle on the serve.
- “Let” is called when the receiver is not ready for the serve and when, after passing over the net on the serve or rally, the shuttle is caught in or on the net.

## SCORING

- Points may be scored only by the player or the side serving.
- A player continues to serve, alternating courts, until he or she commits an error.
  - SINGLES: On an error by the server, no points are scored and “service over” is called, in which the receiver becomes the server.
  - DOUBLES: When an error is committed by the first server of the serving side, no point is scored and a “second service” is called, in which the partner of the first server becomes the server. When an error is committed by the second server, no point is scored and a “service over” is called, in which the opposing side becomes the serving side.

## FAULTS

- Results of a fault committed by the serving side:
  - In Singles, a “service over”
  - In Doubles, either a “second service” or “service over” depending on whether one or both of the partners have served.
- Results of a fault committed by the receiving side:
  - Point for the serving player
- It is a fault if:
  - During the instant a shuttle is contacted on the serve, the shuttle is above the server’s waist, or the racquet head is above the hand.
  - During the serve, the shuttle does not fall within the boundaries of the diagonal service court.
  - During the serve, the feet of the server or the receiver are not within the boundaries of their respective service courts.
  - Before or during the serve, any player feints or balks the opponent.
  - During the service or rally, the shuttle contacts the walls, ceiling, player, or clothing; passes through or under the net; fails to pass the net; or does not fall within the boundaries of the court.
  - Any player reaches across the net to contact the shuttle, other than on a follow-through.
  - During play, any player’s person, clothing, or racquet touches the net or its supports.
  - The shuttle is hit more than once in succession by a player or is hit in succession by partners or caught or slung when struck.
  - A player obstructs an opponent or invades an opponent’s court.

## DOUBLES PLAY

- The side serving first in the first game has only one term of service in the first inning. If the first serving team commits a fault in the first inning, “service over” is called.
- Throughout the following innings, each partner on each side has a turn at service.
- Whenever a side becomes the serving side, the partner in the right hand service court serves first. The partners rotate courts only after winning a point. A player, who in the first inning served from the right service court should be in this court whenever the score for their side is zero or even.

## SINGLES PLAY

- The first serve of the game is made from the right service court and received in the diagonal right service court, as are all serves when the server’s score is zero or an even number.
- When the server’s score is odd, the serve is made from the left service court and received in the diagonal left service court.

## CONDUCT

- The value of Intramural Sports is in playing, not in winning - so you, your team, and your fans are expected to **behave in a sportsmanlike manner at all times, both on and off the field.**
- Profanity, intimidation, abusive language, threats, fighting or other physical contact is not tolerated and will result in disciplinary action as defined below.
- Possession or consumption of alcohol or illegal substances is not allowed. Any individual suspected of being “under the influence” will be asked to leave the facility immediately. Bellomy Field, the Malley Center and Stanton Field are facilities where no alcoholic beverages are permitted.
- Officials are fellow SCU students and must be treated with respect at all times.
- All students participating in Intramural Sports will be held to the Student Conduct Code in the SCU Student Handbook for more detailed info please visit the Office of Student Life website at <http://www.scu.edu/governance/student/index.cfm>

***Disciplinary action includes but is not limited to:***

- Immediate participant ejection (must leave the facility within two minutes or game is forfeited)
- Ejected participant must meet with the Assistant Director of Recreation and/or Intramural Sports Coordinator staff.
- Two ejections within the intramural season (academic year) results in an automatic suspension from the program for that academic year. For example, if a participant is ejected from a flag football game & then a basketball game they may be suspended from all future play in the Intramural Sports program.
- Suspensions are a minimum two games (participant may not attend team's games during the suspension).
- Possible referral to Office of Student Life and/or Campus Safety.

***Appealing disciplinary action includes:***

- A written request for reinstatement and a meeting with Assistant Director of Recreation and/or Intramural Sports Coordinators needs to be requested within 5 business days of the decision.

***Sportsmanship Rating:***

To ensure the conduct guidelines listed above, sportsmanship ratings will be assigned by the Intramural Student Coordinators and/or Officials and/or IM Supervisors on site at the conclusion of each IM competition. The sportsmanship rating for each team will be listed on the score sheet of each competition and will not be posted online. The intent of this new system is to allow Intramural Student Coordinators to resolve sportsmanship conduct concerns to prevent potential disciplinary action. Intramural Student Coordinators will address sportsmanship rating concerns with team captains as they arise. You may request your team's sportsmanship ratings by emailing intramurals@scu.edu.

Team sportsmanship is rated according to the following scale and criteria;

***4 points: Excellent Sportsmanship***

Respect shown to the game and staff by participants and spectators at all times. Participants speak to staff members appropriately in all situations. Players cooperate fully with the officials about rule interpretations and calls. The captain also has full control of his/her teammates and calmly converses with officials about rule interpretations and calls.

Teams that win by forfeit will receive a "4."

***3 points: Acceptable Sportsmanship/Good Conduct***

Team members and spectators are respectful of opponents and officials except for one or two minor incidents which may or may not merit a warning from officials or other IM Staff members. Participants question an official's judgment/rule interpretation in a disrespectful manner. Minor incidents such as trash talk, cursing in any manner, or mocking the skill level of an opponent might occur such that an official is prompted to provide 1-2 verbal warnings and might also include a yellow card (soccer), unsportsmanlike flag (flag football), technical foul (basketball) or something of the like. Teams that receive 1 yellow card, an unsportsmanlike flag or technical foul (or the equivalent) will receive no higher than a "3" rating.

Teams that default will receive a "3."

***2 points: Sportsmanship Needs Improvement***

Team members repeatedly question the judgment of or an official's abilities. They, and/or spectators are disrespectful of opponents and/or officials on a number of occasions which may or may not warrant various sport specific penalties. Captain exhibits minor control over his/her teammates and spectators. Teams having a player ejected for an unsportsmanlike act will receive no higher than a "C" rating, including ejections for use of an invalid ID/ineligible player.

Teams that forfeit without providing proper courtesy notice will receive a "2."

***1 point: Unacceptable Sportsmanship***

Teams constantly comment to the officials and/or opposing teams from the field and/or sidelines. Majority of individuals on this team are disrespectful of opponents or officials on a regular basis. The team captain exhibits no control over teammates or himself/herself. Teams focus more on bickering with officials than playing the game.

Multiple unsportsmanlike calls and/or technical occur.

See Disciplinary Action listing above for possible sanctions applied. Intramural Staff working the competition will be required to submit an Incident Report for any teams receiving a D rating.

The team captain will be required to meet with the Assistant Director of Recreation and/or Intramural Sports Coordinator staff prior to their next scheduled competition and the team will not be eligible to return to participate until approved by the Assistant Director of Recreation and/or Intramural Sports Coordinator staff.

***0 points: Season Ending Rating***

The following actions can result in an "0 point" sportsmanship rating:

Team is completely uncooperative and out of control before, during, or after intramural sports contest(s).

Team captain (spokesperson) exhibits loss of control over self, the team, and/or the spectators.

Multiple ejections or blatant unsportsmanlike conduct that endangered participants, fans, officials, or supervisors.  
Fighting or contest ended due to extenuating conduct circumstances: Includes threatening an employee. If involved in a fight your team could be removed from the league for the remainder of the season.  
Instances include multiple players being ejected for sportsmanship reasons;  
A team accumulating 4 sportsmanship technicals/penalties in the game;  
Physical contact, threats, and/or attempts to injure other participants or intramural staff. All players on the team roster will be suspended from intramural sports program for an unspecified period of time.  
The incident will be referred to the Office of Student Life and/or Campus Safety

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