

Campus Recreation

University of South Carolina Student Life

Intramural 2v2 Badminton League

Please refer to the Participants' Manual for a complete list of all Intramural Sport guidelines & procedures

https://sc.edu/about/offices_and_divisions/campus_recreation/documents/intramural/intramural_participant_manual_21_22.pdf

A. General IM Procedures

- A. Teams should arrive 15 minutes before the game to check-in with the supervisor. All participants must display a valid Carolina Card before each game in order to play. You may also use your digital Carolina Card through the GET mobile app. No ID – No Play – No Exceptions!
- B. Teams are expected to begin the game at the schedule time. Game time is forfeit time!
 - i. Forfeits: If your team does not have the minimum amount needed to start your game at game time, you will receive a forfeit. The team's captain and co-captain will be suspended on IMLeagues until the forfeit fee is paid. You will also receive a 1.0 sportsmanship rating for that game
 - ii. Defaults: If you notify the IM office by 3:00 pm on the day of your game (*by 12:00 pm on Sunday for Sunday games) your team will receive a default (instead of a forfeit). You will not need to pay the \$15 re-entry fee and you will receive a 3.0 sportsmanship rating (instead of a 1.0)
 - iii. The UofSC Sport Programs Office can be reached:
 1. By email at sportprograms@mailbox.sc.edu
 2. By phone at 803.576.9387
 3. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D
- C. To receive the latest UofSC Intramural Sports schedules, scores, and updates be sure to download the IMLeagues app directly to your phone.
- D. No jewelry can be worn during games. Captains are responsible for making sure all jewelry is removed before a player takes the court.
- E. Sportsmanship: Each team will be given a sportsmanship rating 1-5, in accordance with the Participants' Manual, from the officiating crew/on-site supervisor following the game. If a player is ejected, their team may play down a person for the remainder of the game.
- F. Protest: The only 2 things that can be protested are rule interpretation & player eligibility.
 - i. In order to protest rule interpretation, you must tell the supervisor you wish to protest before the next serve.
 - ii. Player eligibility protests can be made before, during, or after the game to any supervisor or professional staff member.

B. Location

- A. Matches can be played at the Strom WFC Court 4.

C. The Game (Match)

- A. Players are eligible to play on up to one (1) team.
- B. The match will consist of a best two out of three games. The games will be to 21. All games are win by two points or first to 30.
- C. There is only one hit allowed before the shuttle goes over the net.
- D. To determine who serves first: volley for serve.
- E. The game will be self officiated.
- F. If there is a question on a call, play the point over.
- G. It is legal if the shuttle hits the net and goes over during play.

D. Serving

- A. To determine who serves first: volley for serve
- B. Players begin by serving from the right service court into the court diagonally opposite.
- C. When the server's score is an even number, players serve from the right service court.
- D. When the server's score is an odd number, players serve from the left service court.
- E. Players must make contact with the shuttle below their waist in an upwards direction.
- F. Only the player in the receiving box can hit the shuttle on a serve.
- G. A player's feet must be stationary and in their correct court upon delivery of the serve.

- H. If the shuttle hits the line, it is in.
- I. If a player misses the shuttle while serving, the rally goes to the other team.
- J. A shuttle can touch the net as long as it lands in the correct service court.
- K. The same player serves on each team until the opposite team wins a rally, and then serving alternates.

E. Faults

- A. If players hit the net with their racket or body parts during a rally, the point goes to the other team.
- B. If players touch the shuttle with anything other than the racket during the rally, the point goes to the other team.
- C. Players must make contact with the shuttle on their side of the court otherwise the point goes to the other team.
- D. Player's may not step on their opponent's side of the court during play.

F. Reporting Final Score

- A. At the end of each match please report the score to the Sport Programs Leader.

G. League Schedule

- A. Each team will play a three week league schedule and will be eligible for playoffs as long as they have completed and reported the results of all of their matches from the regular season.
- B. At the conclusion of the regular season, teams will be placed in a playoff bracket based on how they performed in the regular season.