

- University of Houston -
DEPARTMENT OF CAMPUS RECREATION

Badminton Doubles Tournament Rules
- SPRING 2007 -

The decision of the sport official and supervisor on rule interpretations, policies, and procedures are final.

Format:

- The Badminton Doubles Tournament will follow a single-elimination, double-elimination, or pool play format, depending on the number of entries. If the pool play format is utilized, the tournament will be as such: there will be pool play matches consisting of 2, 3, 4 or 5 teams. For the 2-team pools, both players will advance; for 3-team pools, the top 2 players advance; for 4-team pools, the top 3 players advance; and for the 5-team pools, the top 4 teams advance.

Equipment:

- Intramural Sports will provide rackets and shuttles for every match. However, players are encouraged to bring their own equipment. Equipment can also be checked out from Equipment Issue at the Welcome Desk of the CRWC.

The Game:

- A coin toss or racket spin will determine which team serves first. The loser of the coin toss will get to choose which half of the court they would like to start on.
- Play is started by an underhand serve, and a side can score only when serving. Each time an exchange or rally is won while serving, one point is recorded. If the exchange is lost while serving, the opposing side is given the serve and chance to score. **You must serve to score!**
- A match consists of **best two out of three** games. Change sides before the start of each game. If a third game is necessary, teams shall change sides when one team first reaches 8 points.
- If a player attempting a serve misses the shuttle completely, he may re-serve. An infinite number of attempts may be made, provided the racket does not touch the shuttle.
- A serve must be an underhand stroke and the shuttle must be contacted below the server's waist. The entire head of the racket must remain below the hand holding the racket.
- A serve is deemed completed as soon as the shuttle is struck by the racket.
- A shot falling inside the boundaries or directly on a line is considered good.
- The team that wins a game always serves first in the next game.
- The players on a team will alternate serving. No player shall serve for consecutive times.
- If the shuttle falls outside the boundaries, passes through or under the net, fails to pass the net, touches the roof or side walls, or touches a person, the rally ceases and the team committing the fault is penalized by loss of serve or the point.
- The shuttle may not be hit twice in succession before being returned to the opponent.
- The shuttle may not rest momentarily on the racket during the execution of the strokes (No Carrying, Slinging or Throwing of the Shuttle is allowed.).
- If a shuttle is hit into the net or caught in the net on the receiving side, it is not in play. If the shuttle goes over the net, a let results. The point is replayed. If the player attempted to play the shuttle that was caught in the net and in so doing, hit the net, then a "Fault" rather than a "let", would be called.