I. Game Format
• CatCard is required to participate
• Game Formats depend on number of entries:
  i. One game to 21
  ii. Best two of three to 15
  iii. Best two of three to 21
• Service must be underhand
• Serves must travel diagonally into small box (no let serves).
• If server’s score is zero or even #, server serves from right box. If score is odd, server serves from left box.
• Shuttle hits the line it is in. Ceiling is out!

II. Scoring
• Rally scoring and each score is one point
• In doubles, the player on the right always starts the serve and, when a point is won, the players switch sides and the server then serves from the left, continuing to alternate until a serve is lost.
• The side winning a game shall serve first in the next game. The players change ends at the beginning of the second and third games. In the third game, players shall change sides when either team reaches eight points. If players forget to change ends, they shall do so as soon as their mistake is discovered.

III. Fault
• When the serving team makes a fault, it will result in the loss of serve. If the receiving team makes a fault it will result in a point for the serving team.
• A fault occurs when the feet of the player receiving the service are not in the service court diagonally opposite the server, until the service is delivered.
• A fault occurs during service or play if
  i. The shuttle falls outside the boundaries or passes through or under the net
  ii. Touches the roof, side walls, or the person
  iii. A shuttle falling on the line shall be ruled “in”. A served shuttle may contact the top of the net and go over in “fair” territory.
• A fault occurs if the shuttle is struck before it crosses to the striker’s side of the net. The striker may, however, follow the shuttle over the net with his/her racquet in the course of a swing.
• A fault occurs if the shuttle is hit twice, or is held on the racquet during the execution of a stroke; or if a shuttle is hit by a player and partner successively.
• A fault occurs if a player obstructs an opponent.
• If the server, in attempting to serve, misses the shuttle, it is not a fault.
IV. Doubles Modifications

- Outside sidelines (wide) and deepest baseline (long).
- Both players on a team serve before the other team serves.
- After player receives the serve diagonally across from the server all players are eligible to hit the shuttle.

V. Conduct

The Intramural Sports programs promote positive sportsmanship at all contests and activities. Unsportsmanlike conduct includes actions, which are unbecoming to an ethical, fair, and honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting.

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