# ASI INTRAMURAL SPORTS

BADMINTON RULES

## GENERAL INTRAMURAL RULES

1. **ELIGIBILITY**
   a. Only LBSU Students, Faculty, Staff, and Alumni
   b. All participants must be **active members of the SRWC** and have a current Fusion Play account.
   c. Participants must present a CSULB Picture I.D. before the start of the game.
   d. Alumni may use Driver's License for picture I.D
   e. NO EXCEPTIONS! NO I.D., NO PLAY.

2. **ROSTERS**
   a. Players cannot play until they pay their $20 league fee.
   b. Players MUST BE on the Fusion Play roster in order to play.
   c. The minimum amount of players on a roster is 2.
   d. The maximum amount of players on a roster is 4.

3. **TRADES**
   a. Teams are allowed to add to their roster and trade players between teams up to the first game on the 4th week of games.
      a. There will be no exceptions for this rule.

4. **FORFEITS**

**Purpose**
Our season is short, and every scheduled game matters. Forfeits reduce playing opportunities for teams and participants who look forward to competing each week. To protect the integrity of the league and the experience of all players, the following forfeit policy applies.

    a. **Defaults**
        i. A default is recorded when your team forfeits the game by notifying the league supervisor that they are unable to attend the game at least 6 hours prior to game time.

        ii. If a team records two defaults in a single season, it qualifies as one forfeit.

        iii. If a team records three defaults in a single season, they are disqualified from playoff contention

    b. **Forfeits**
        i. A forfeit is recorded when your team does not notify the supervisor at all (no call no show) or notifies them but fails to do so at least 6 hours before game time.

        ii. Forfeit Penalty Structure

            1. The first and second forfeit will result in a $10.00 penalty that needs to be paid at the Intramural Desk one day prior to the team's next game. If the fee is no paid, the team will be removed from the schedule until the fee has been paid

            2. The third forfeit will result in elimination from playoff schedule

            3. The fourth forfeit will result in termination from the league

5. **SPORTSMANSHIP**
    a. Teams must display good sportsmanship throughout the intramural season in order to qualify for playoffs.
    b. Teams that fail to display good sportsmanship throughout the season can potentially be eliminated from the playoffs at the Recreational Sports Manager's discretion

6. **PLAYER CONDUCT**
    a. Actions that are potentially dangerous to participants, spectators, game officials or supervisors and/or conduct that is detrimental to the mission of the Intramural Sports Program will not be tolerated.
        a. No players may physically intimidate or verbally abuse Intramural Sports Staff. Violations of this nature are considered unsportsmanlike conduct and at the discretion of the game official or supervisor may result in an ejection.

b. Acts of aggression or physical violence will not be tolerated.  These include but are not limited to throwing a punch, kicking an individual or any other aggressive act.  Any player guilty of such an act immediately before, during, or after an Intramural Sports contest shall be expelled from further participation in Intramural Sports.

c. Leaving the Bench Area or Defensive Position to participate in an altercation:  A player, coach, or bench personnel shall be ejected if s/he leaves the bench or coaching area to participate in an altercation.  In addition, any player who leaves his position to participate in an altercation, regardless of his/her intentions, shall be ejected.

b. In any case, if you are ejected from the game for any reason, you are SUSPENDED for one week league play. The Recreational Sports Manager has the final say on the matter and can extend suspension if deemed necessary.


**THE GAME**

**1. START TIME**

a. Game time is start time. If the minimum number of players are not present at game time, there will be a five-minute grace period. After five minutes, the game will be forfeited. All players must check in with the ASI Intramural League Supervisor with their student ID card.


**2. THE PLAYERS**

a. All matched will be doubles format.

   a. If at any time during the game a team has does not meet the player requirement, the game is over.

b. Any team may pick up current rostered player(s) from another team in the same league (nomad) to play to avoid a forfeit. (See nomad section)


**3. TEAM SPOKESPERSON**

a. The team manager is the only person who may address the official and is the spokesperson for the team.


**4. THE COURT**

a. Games will take place in the MAC Gym of the Student Recreation and Wellness Center.


**5. EQUIPMENT/ DRESS CODE**

   **a. UNIFORM**

a. A player with blood anywhere on their uniform will be instructed to leave the game until the uniform has been changed or approved after an evaluation by an ASI Intramural Sports supervisor or an ASI facility supervisor.

   b. **DRESS CODE**

      a. Closed-toe shoes must be worn at all times during play.

      b. Athletic attire must be worn at all times during play.

      c. Wearing a hat is not allowed during play.

      d. Intramural officials can remove a player for improper dress code at their discretion.

**6. JEWELRY**

   a. Jewelry is not permitted; players must remove all jewelry before the start of a game.

   b. If jewelry is not removed, an administrative technical foul will be assessed.

**BADMINTON RULES**

1. All matches will be self-officiated by league participants in accordance with the rules below. Once matches are completed, results will be reported to intramural staff. Intramural staff will be present to provide clarification to leagues rules if necessary.

2. **GAME LENGTH**

   **a.** All matches will be doubles format and will be self-officiated.

   **b.** Teams will be playing best of 3 with a time limit of 50 minutes

   **a.** At the end of the 50-minute period, if the best of 3 is not completed, the winner will be declared by the amount of games won and if needed the amount of points scored at the end of the time limit.

2. **THE SERVE**

   a. Players must serve the shuttle diagonally and always start the game from the right-hand box. A player shall always serve from the left-hand box if they have an odd number of points, and right-hand box if they have 0 or an even number of points (see point 6 for further explanation).

   b. Receiving players do not swap sides of court.

   c. Every time there is a serve, a point is scored.

   d. If the serving side wins the rally, the serving side scores a point and the same server serves again from the alternate box.

   e. If receiving side wins the rally, the receiving side scores a point. The receiving side becomes the new serving side.

f. The order of the server depends on the score.  Example, if receivers score a point bringing their score to 4 (even) and become the new servers whomever is in the right-hand box at the time becomes the new server (because all even scores are served from the right-hand box).  If the score had been 5 (odd) whomever was stood in the left-hand box would become the new server.

g. The shuttle must reach your opponents' service box in their half of the court.

h. The serve is good even if the shuttlecock hits the top of the net providing it reaches the service boundaries.

i. Overarm service is not allowed so underarm action should always be used, swinging the racquet from below your waist.

j. If your first serve goes out, then your opponent wins the point and the service turns over.

3. **SCORING**

a. Games are played to 21 points, win by 2. There is a hard cap of 28 points for all games.

b. When the serving team's score is even (0, 2, 4, 6, 8, 10) the player who was the first server in the game for that team will be in the right/even court when serving or receiving; when odd (1, 3, 5, 7, 9) that player will be in the left/odd court when serving or receiving.

4. **LINE CALLS**

a. A ball contacting any part of any lineis considered "in."

5. **FAULTS**

1) A player loses the rally if they commit any of the following faults;

2) Fail to return the shuttle into their opponents' side of the court

3) If the player touches the net with their racquet or body when the shuttle is in play

4) If the player contacts the shuttle on the opponents' side of the net

5) If the shuttle is hit twice in succession

6) If the server misses the shuttle while serving

7) If the shuttle touches the body or the players clothing

6. **DETERMINING SERVING TEAM**

a. A game of rock, paper, scissors will be played before each match to determine which team serves.

## NOMAD POLICY

**Purpose:** To establish a guideline for teams short of the minimum number of participants required to participate in a scheduled intramural game the opportunity to field a competitive roster without compromising the integrity of the league.

**NOMAD DEFINITION:** Any current LBSU student/faculty/staff/alumni with an active SRWC membership and eligible Fusion Play account; rostered and playing an intramural sport

**HOW IT WORKS:** Any team may pick up current rostered player(s)from another team in the same league to play for their team to avoid forfeit and play competitively. Teams must be scheduled for a sanctioned intramural game and have at least one less player that the required minimum per sport. Teams may only add enough nomads to bring their team roster up to the required minimum needed to participate.

**TEAM ELIGIBILITY:**

i. Teams must announce nomads to officials and opposing captain during pregame captains meeting

ii. Teams may only pick up enough players to field the minimum required participants as defined by sport

iii. If at any time during the game a current rostered player signs in, a corresponding nomad must sign out.

iv. Teams are responsible for the sportsmanship/actions of entire team

v. Teams may NOT use nomads during the playoffs

**NOMAD ELIGIBILITY**

vi. Nomads must be eligible to participate in LBSU Intramural Activities

vii. Nomads must prove that they have a current Fusion Play account

viii. If a nomad is currently not on a roster, they will automatically be added to the first team they play with.

ix. Nomads cannot play in playoffs

x. Any sportsmanship/behavior penalties will carry over to Nomads current team.