GENERAL RULES:

1. All players must present their valid Northeastern University Photo ID to play. No exceptions! Current, valid NU photo identification must be present in order to participate. Participation will be denied to anyone without their current, valid NU photo identification card.

2. Jewelry is not allowed to be worn by any participant during an Intramural event. Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered with a band-aid.

3. GAME TIME IS FORFEIT TIME! The minimum number of players must have their Husky Cards turned in, be present on the field and in uniform for a team not to forfeit. The team manager must be responsible for collecting his team’s IDs and registering their uniform numbers with the IM staff.

4. 3 Unsportsmanlike Penalties will result in a team disqualification regardless of the score. 2 Personal Unsportsmanlike Penalties will result in the player leaving the game. Only a team’s designated Captain is allowed to confer with the officials. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.

5. The supervisor on duty reserves the right to remove any player from competition who has violated any NU Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.

6. Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural managers and players should consider this rule their warning not to play in a dangerous or reckless manner.

THE GAME AND THE FIELD

1. Each match consists of three games to 15 points. The first team to win two games wins the match.

2. The match will begin with a coin flip with the winner having the option of serving first or choosing side.

3. Teams switch sides after the first and second game. They also switch when the leading score reaches 8 points in the third game.

4. Service
   • The server and receive shall stand in diagonally opposite courts without touching the boundary lines of these service courts. Some part of both feet must remain in contact with the surface of the court in a stationary manner until the serve is delivered.
   • The server’s racquet shall hit the base of the shuttle while the whole shuttle is below the server’s waist. There are no overhand serves in badminton.
   • The service is delivered once the shuttle is hit by the server’s racquet. If the server misses the shuttle, this does not count as a viable service attempt.
   • In singles, the server and returner shall begin in their right court if the server has an even number of points in the game. They shall begin in their left court if the server has an odd number of points in the game.
   • In doubles, the player who serves and receives at the start of the game shall serve from, or receive in the right service court when that player’s side has an even score. The reverse pattern applies to the players who do not serve or receive serve at the beginning of the game. Serve passes from initial server to initial returner to initial server’s partner to initial returner’s partner, and so on.
5. Service Court Errors:
   • a service error has been made when a player has served out of turn, has served from the wrong service court, or receives service in the wrong service court.
   • if a service error is discovered before the next service is delivered, it is a "let" unless only one side was at fault and lost the rally. In that case, the error shall not be corrected.

6. Faults occur:
   • if a service is incorrect.
   • after passing over the net, the shuttle is caught in or on the net.
   • if while in play the shuttle lands outside the court boundaries, passes through or under the net, fails to pass the net, touches the ceiling or walls, or touches the body or clothing of a person.
   • if a player contacts the shuttle on the opposing team's side of the net.
   • if a player touches the net or steps under the net into the opponent's court.
   • if a player deliberately distracts an opponent by shouting or making unnecessary gestures.
   • if the shuttle is caught and held on the racket, hit twice in succession by the same player with two separate strokes, is hit by a player and the player's partner successively, or touches a player's racquet and continues towards the back of the player's court.

7. "Lets" are called to halt play in the following instances:
   • any unforeseen or accidental occurrence.
   • if a shuttle, after passing over the net, is caught in the net, it is a let except during a service.
   • if the server serves before the returner is ready.
   • when a let occurs, the play since the last service shall not count, and the player who served shall serve again.