

## Intramural Badminton

### Sports Union

University of Strathclyde Sports Union is responsible for administering the IM (Intramural) activities and as such, all decisions taken by the SU are to be abided by. The SU reserves the right to ban any participant from taking part in IMS activities for continued breach of code of conduct rules.

### General Conduct

IM activities are run in the spirit of good sportsmanship, and this should be upheld in matches. Participants in IM activities are representatives of Strathclyde University and as such, the conduct of players should be a credit to the University and not cause for complaint.

### Team Withdrawals

Any teams wishing to withdraw from the competition must do so 72 hours in advance of the competition, to allow the SU to make amendments to the match schedule.

### Competition Schedule

All teams will have a brief competition schedule outlined when initially entering teams (time of registration, match play, break, presentation). Match schedules will be drawn following the deadline for team entries and communicated to teams 1 week prior to the event.

### Results

Results should be reported to SU staff by team captain's as soon as possible after the game to allow results and group standings to be updated promptly.

### Scoring System

3 points will be awarded for a win and one point for a loss. League positions are determined by the first of the following rules:

### Game Rules & Format

- Matches will be played in 20 minutes rounds and matches are played on a standard doubles court with two players per team. Standard [Badminton World Federation](#) rules apply.
- **Each match shall play the best of three games to 11 points; games must be won by two clear points.**
- The activity leader will time 20 minutes per match, if the match has not finished before this time, then the team in the lead shall win the match.
- Every time there is a serve – there is a point scored, the side winning a rally adds a point to its score.
- There are no second serves.
- Teams switch sides after each game.
- Service starts diagonally in the right service court, serving to the opponent's right service court. The side that wins the rally serves again, but from the opposite service court. A team serves from the right service court for even scores and the left service court for odd scores.