Number of Players
- Games may begin with a minimum of 2 players per team
  - All teams will have a maximum roster size of 4 players
- Teams may use up to a maximum of 2 NOMADS*. (Read “Nomads” heading for further details)

Defaults
- Games will start on time as scheduled.
- For every minute that a team is late their opponent will be given 2 points towards their total score in the first set
- If a team does not show by 10 minutes past the scheduled time, the team will lose by default.
  - The default score will be recorded as 3-0

Equipment and Uniforms
- All scheduled games will receive 2 birdies to play
- All players must wear proper athletic attire (no jeans or boots) and non-marking shoes must be worn.
- Face masks are welcomed and encouraged during check-in and during physical play
- Players are required to bring their own racquets or sign out racquet from the RAWC Control Desk
  - PLEASE NOTE: There are limited amount of racquets available to be signed out

Length of Games and Scoring System
- All matches will consist of a best 3 out of 5 set game or best score after 45 minutes
- Matches will be played to 21 points
  - Players must win by 2 points or first to receive 25 points
- If a third match cannot be completed in the time given, a combined total of 15 points must be scored in the current set in order for the set to count
I.E. Team 1 has 10 points & Team 2 has 8 points the set will count and Player 1 will be awarded the win \((\text{Player 1 Points} + \text{Player 2 Points} = \text{must equal 15 points or more})\)

- The league runs through a point system:
  - WIN = 3 points
  - TIE = 1 point
  - LOSS = 0 point
  - DEFAULT = -1 point

**OFFICIALS**

- Badminton is a self-officiated sport

**ELIGIBILITY**

- Players (including late players) must check-in on the game sheet before every game in order to participate.
- No spectators are allowed on team benches, except for a Registered Coach and/or team captain on the team roster.
- For eligibility rules, please refer to the UTM Intramurals Student Handbook.

**START OF MATCH & PLAY**

- Players will compete in doubles competition in a standard badminton match, following Badminton Canada rules.
- All Badminton matches will be played on a standard doubles badminton court in the Recreation, Athletics & Wellness Centre.
- During service, the birdie must make contact with the racquet below the waist to be a legal serve.
- Players will underhand serve the birdie cross court within the single’s lines on the court, and alternate striking the birdie over the net until one player is unable to return a shot, or the birdie lands outside the court/into the net.
- A point is awarded to the player who hit the winning shot of the rally.

- Serves are to be taken according to the score – when your score is even, you serve from the right side of the court, when your score is odd, serve from the left side.
TIME OUTS
- Teams are allowed one 30-second timeout per match (either in set 1 or set 2).
- Time-outs cannot be used in the third set.

SUBSTITUTIONS, FOULS & EJECTIONS
- No substitutions will be allowed in badminton doubles match
- Teams may select a different member from their team roster week to week but will not be allowed to substitute during the game
  - This is to uphold the integrity of singles competition
- Verbal abuse of the other players, teammate or game manager will not be tolerated.
- Participants who display unsportsmanlike behavior will be followed up with the UTM Intramurals Administration Staff.
- Fighting, verbal slurs and excessive verbal abuse will not be tolerated.
- An ejection will result in an appearance before the administration staff. **NOTE: the minimum penalty for fighting is a one-year suspension.**

TIE BREAKING RULE & PLAYOFFS
- There are no time limits during the playoff matches
- All playoff will be best of 5 and played to 21 points
  - Players must win by 2 points or first to receive 25 points
- A NOMAD may not be used during a playoff game

NOMADS
- * NOMAD: A player registered with the league who is used to by a team to compete in a game where they cannot field enough of their own registered players to begin the game or reach the max playing roster size
- Teams using a NOMAD must have 1 player from their roster signed in.
- Teams can only have a NOMAD if their team cannot field the minimum amount of players to begin a game or reach the max playing roster size.
- Once a team reaches a roster size of 2 registered players, the NOMAD can no longer play in that game (A registered player is defined as a player on the original team roster).
- A NOMAD may not be added as a substitute and will no longer be permitted to play when a player on the original team roster signs in.