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McGILL INTRAMURALS BADMINTON RULEBOOK

Updated – August 2025

ID. CARDS

- Prior to the start of intramural games students must present their valid McGill ID card to the timer.
 Staff and Alumni must present their valid Sports Complex Membership Card or Intramural Access Card. Please indicate to the timer which team you will be playing for. NO ID. NO PLAY!
- All player IDs will be inspected by the scorekeeper and immediately handed back to the
 participant. IDs will NOT be kept by the scorekeeper and are not the responsibility of the McGill
 Intramural program.

DEFAULT RULE

- A five **(5) minute** delay to the start of the game will be granted if a team has an insufficient number of players to begin.
- Should a team not show up after the **5-minute** delay the game will be classified as a default. The offending team automatically loses the match **2-0 (21-0, 21-0) and is deducted 2 points.**
- If both teams do not have enough players, it will result in a double default.
- The defaulting team is also subject to a \$60 Default Fee (IM Handbook article 6.1).
- This fee must be paid <u>before the team's next game</u> or the team will be disqualified from their respective league.

EQUIPMENT

- Plastic badminton shuttles will be provided
- Players can use their own feather shuttles provided all players in the match agree to the switch

LEAGUE FORMAT

- · All leagues will be considered OPEN, meaning anyone can participate
- Tier 1 (Advanced), Tier 2 (Intermediate), and Tier 3 (Beginner) will be offered

SCORING

- Matches will be best 2 out of 3 sets
- A set is first to 21 points. Must win by 2 points

GAME MANAGEMENT

- A staff member will be on-site to help facilitate the matchups and game schedule
- Players/teams will be given a 5-minute warm-up period
- Players/teams must report the final score to the staff member on-site

RULES

International rules of badminton apply

LEAGUE MANAGEMENT

- <u>IM Leagues</u> will be used as the official league management site. Players/teams can view the schedule, results, and standings on this page.
- The regular season will be 6 games unless otherwise stated by the intramural office
- Only the top-finishing teams will advance into playoffs. The number of teams that advance into the playoffs is determined by the number of total players/teams in the league. Please refer to section 11.3.1 of the Intramural Handbook for full qualifying rules.

TEAM MEMBERS

- All teams are doubles but are allowed to have more than 2 people on their roster. Multiple people are allowed to "check-in" to the game.
- However, substitutions may only happen between sets. The same two players must play the entire set. You cannot substitute after each point.