I. **Policy and Procedures**
   A. For all Policy and Procedures, please refer to Columbia University's Intramural Handbook which can be found on perec.columbia.edu under Intramurals, Rules & Policies, as well as under Handbooks/Manuals on the Columbia University’s imleagues.com website. All Intramural participants are responsible for knowing all of the Intramural Policy and Procedures.
   B. Leagues offered:
      1. **Open Singles**: a mixed gender league
      2. **Open Doubles**: a mixed gender league that is open for anyone to register and participate. This league is encouraged for teams not looking for gender-specific requirements.
   C. All players must present a valid Columbia University identification (CUID) and a Dodge Fitness Center membership to Intramural Staff in order to play.
   D. All games will be played in the University “Blue” Gym in the Dodge Fitness Center.

II. **Scoring System**
   A. A match consists of the best of 3 games of 21 points, win by 2.
   B. Every time there is a serve, there is a point scored.
   C. At 29 all, the side scoring the 30th point, wins the game.
   D. The side winning a game serves first in the next game.
   E. In the third game, players change ends when the leading score reaches 11 points.
   F. Participants are required to report their own match scores to the Intramural Supervisor.

III. **Basic Rules**
   A. It is not a fault if you miss the shuttle while serving.
   B. The boundary and service lines are considered in play.
   C. A fault occurs if the following are to happen:
      a. The shuttle does not land in the correct service court.
      b. The server steps forward as he/she serves.
      c. Hitting the shuttle twice in succession by a player or team.
      d. A player touching the net or poles with his body or racket while the shuttle is in play.
      e. A serve or shot lands outside the court boundaries, passes under or through the net, touches any obstruction or a player’s body or clothing.
      f. The shuttle is struck before it crosses the net to the striker’s side of the net. You may follow through over the net.
**Singles**

A. At the beginning of the game (0-0) and when the server’s score is even, the server serves from the right service court. When the server’s score is odd, the server serves from the left service court.
B. If the server wins a rally, the server scores a point and then serves again from the alternate service court.
C. If the receiver wins a rally, the receiver scores a point and becomes the new server. They serve from the appropriate service court - left if their score is odd, and right if their score is even.

**Doubles**

A. A side has only one ‘service’.
B. The service passes consecutively to the players.
C. At the beginning of the game and when the score is even, the server serves from the right service court. When it is odd, the server serves from the left court.
D. If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.
E. If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.
F. The players do not change their respective service courts until they win a point when their side is serving.

**Only the captain or designated captain can approach officials or activity supervisors during or after the game.**

Email intramurals@columbia.edu with any questions.

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