

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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