

RECREATIONAL BADMINTON POLICIES

The purpose of these policies is to provide for a fair, equitable, rate of court access for all players.

1. **Registration:** All players must register before playing, either through a semester registration or a one-day pass.
2. **Clothespins:** Clothespins are used to wait for a turn to play on a court.

Players will be given a clothespin when they register. They must write their name or nickname and the first letter of their last name on their clothespin.

A player clips their clothespin on the net cord at the north side of a court to wait for a turn to play or practice on that court. When a clothespin is added to a net cord, it should be clipped below any other clothespins that are already there.

The top four clothespins on the net cord should be owned by the players currently playing on the court.

When a game or practice ends, the players who have been playing remove their clothespins from the net cord. Then the four players whose clothespins are now at the top of the net cord get their turn to play or practice.

Notes:

- Teams should piggyback their clothespins together.
- A player can only use one clothespin.
- A player's clothespin can't be in a "waiting to play" position on a net cord while they are playing. Their clothespin must be one of the top four clips on the court they are playing on.

3. **Partner:** If you do not yet have a partner, you may put your clothespin on a net cord at the court and actively seek a partner. Please try to find a partner before your turn comes up. If you can't find a partner, please see a club officer such as the president, vice president, secretary, treasurer or club liaison of the club. They will help you find a partner. Please do not wait until the last minute to find a partner or your turn may be forfeited for not having a partner. Players who are unable to find a partner by the conclusion of a game and their turn is next, must move their clips down and allow those with a partner to play, until a partner is secured. A player who just finished playing a game is not eligible to serve as a partner for a player whose turn just came up, unless there is no one else waiting to play.
4. **Fairness Participation:** Players are not allowed to use double-dip techniques to secure more games such as switching courts back and forth with multiple partners, switching partners back and forth between multiple courts simultaneously, or using multiple clothespins in different courts at the same time. If you must move to another court, you must move with your partner or

if you are going to switch partners, be sure you notify the current partner and stay with the new partner. Switching partners between courts to obtain advantage of more games is prohibited.

5. **Warm-up time:** On-court pre-match warm-up time is a maximum of 5 minutes.
6. **Challenge Court Rules:** Play one game to 21 points. The winning team may stay on the court for a maximum of 3 games. The losing team leaves the court and moves their clothespins to the bottom of the net cord to wait for their next turn. The Challenge Courts are the center court on the East side of the gym and the court to the north of the center court.
7. **Regular Court Rules:** Play two games to 21 points. At the conclusion of the second game both teams must leave the court and move their clothespins to the bottom of the net cord. The players from each team may continue to play together or seek different partners. If both teams choose to place their clothespins at the court where they just played, the winning team of the second game has priority over the losing team.
8. **Singles Games:** Singles games are not allowed unless there are no people waiting for a court.
9. **Shuttle Rules for Challenge Courts:** Every player must contribute shuttles equally to the game, in fairness to other players. Therefore, please be sure you have shuttles available before the start of the game. Shuttles can be placed at the bottom of the pole on either side of the court. To begin a game, the team who serves first provides the shuttle. A serving team can be determined by launching the shuttle up above the net and letting it land on the court. The landing direction of the shuttle's cork determines which team serves first. Once that shuttle is worn out, it's the other team's turn to provide a new shuttle. Upon this shuttle wearing out, the turn goes back to the first team and so forth; teams will take turns to provide shuttles until the game concludes. After the first match, the new challenging team coming to the court provides the new shuttle to start a game and the teams take turns providing shuttles one by one until the game concludes. It's important to remember that all players must contribute shuttles.
10. **Shuttle Rules for Regular Courts:** Each player needs to have shuttles and contribute to the court in a fair manner. Shuttles can be placed at the bottom of the pole on either side of the court. The serving team is responsible for providing the first shuttle. A serving team can be determined by launching the shuttle up above the net and letting it land on the court. The landing direction of the shuttle's cork determines which team serves first. Once that shuttle is worn out, it is the other team's turn to provide a shuttle and vice-versa. It's important to remember that all players must contribute shuttles.
11. **Board Member:**
 - Dr. Carlos Martinez—Campus Liaison
 - Sonny Lim— President
 - Jessie Jaseen—Vice President
 - Eric Bopp—Treasurer
 - Karyee Chan—Secretary