

NEW LAWS

Introductory Explanation

by Neil Cameron,
Chairman of the Rules and
Laws Committee

A new set of Laws of the Game came into force on 1st January 1988. Copies of the text were sent to all National Associations in June and the full text will appear in the new IBF Statute Book planned to be available in September. This introduction is intended to give a summary of the changes in these new Laws.

Before looking at the changes in detail, it is worth restating why the revision was done at all. There were two reasons:

- (a) To rewrite the Laws in clearer, more readily translatable English
- (b) To simplify and improve the Laws, where possible.

It was originally hoped that the current very complicated Law on serving would fall within the scope of (b) but this has not proved possible, although study is continuing.

Perhaps the best and briefest summary is that the text of the Laws has changed substantially, but the Laws have not changed at all! Although that is not of course strictly true, it is a useful point to keep in mind in reviewing the detailed points which follow:

1. Court Equipment

The only changes of substance are regarding the net, the shuttle, and equipment approval.

1.1 The net tape must now rest upon the cord or cable.

This is because some new types of net with plastic tapes have been found to be unsatisfactory. Tapes extending above the cord allow shuttles which hit them to pass over too easily.

In addition there must be no gaps between the ends of the net and the posts, if necessary tying the ends of the net to achieve that.

1.2 Shuttles must now have 16 feathers. The old options of 14 or 15 feathers were rarely if ever used.

1.3 Approval of equipment is now extended from the racket, as formerly, to include the shuttle and all other items. (An IBF Equipment Approval Scheme is being implemented.)

2. Terminology

All references to "in" and "out" sides, and "innings" have been removed, as have the terms "balk" and "obstruction". In addition, "linesman" is now "Line Judge".

3. Service

Some minor changes are introduced into the new Law 11 on Service. The service is also described in "positive" terms so that any faults can be covered by one Law that says if any provision of Law 11.1 is infringed, the service is a "fault".

4. Play

4.1 It is now a "fault" if the shuttle is caught in or on the net after passing over it on service.

4.2 It is now also explicitly a "fault" if the shuttle touches any object or person outside the immediate surroundings of the court.

4.3 It is now no longer a "fault" to "put up the racket near the net on the chance of the shuttle rebounding from it" when the opponent has "a chance of striking the shuttle in a downward direction when quite near the net". The only exception is that it is still a "fault" if this action "prevents an opponent from making a legal stroke where the shuttle is followed over the net".

4.4 It is now a "fault" deliberately to distract an opponent "by any action such as shouting or making gestures".

4.5 If a shuttle disintegrates to such an extent that the base completely separates from the rest of the shuttle, it is a "let".

4.6 A shuttle which strikes a post and starts to fall towards the surface of the court on the striker's side of the net is now explicitly not in play.

Intervals

Five-minute intervals between the second and third games of matches. The onus is now on National Organisations to publish a decision **not** to allow such intervals. If they do **not** publish such a decision, then the interval is allowed.

Note that the new law allows National Organisations the flexibility to allow the five-minute interval in some categories of matches (e.g. National Championships) and not in others, although all International and IBF sanctioned events must allow such intervals.

Note also that the interval still has to be claimed.

A future point is that under the new Laws, strictly speaking, players may not leave the court at such intervals without the Umpire's consent.

These are the main changes, other than of detailed wording. Some final points which may be of interest:

"Recommendations to Court Officials" is a completely revised version of "Recommendations to Umpires" to be in line with the new Laws and current practice of controlling matches.

National and International Organisations have been asked to use these in preference to any locally developed texts.

The Rules and Laws Committee welcomes queries and comments about the Laws at any time. Three of these recent decisions (below) of general interest will illustrate this, and demonstrate that despite their major revision, the Laws remain dynamic and will need continual review in the years ahead.

Recent decisions of the Rules and Laws Committee

1. Should the Laws be changed to empower an umpire to overrule the decision of the Line

Judge, e.g. as in tennis, where he is certain a "clear error" has been made.

No. The Committee believe the appointment of neutral, well-trained Line Judges should mean this is quite unnecessary. We do not believe the experience in Tennis has been such that it is desirable in Badminton. Line Judges are best placed to make the decision - we should them to do it.

2. Should an under-net line be drawn across the court to help identify "invasions of the opponent's court"?

No. The need for additional lines on a court already crowded with lines seems unjustified. If court invasion is not that obvious it should probably not be penalised.

3. Should the Laws specify that testing the shuttle for correct pace should be done by players relevant to the event concerned? (E.g. by 12-year-olds if for a tournament for 12-year-olds.)

No. Whilst agreeing that this is a sensible application of the Law which would be used by an experienced referee, it is not in the Committee's opinion something that should appear in the Laws.

From 1st January 1988 the Laws will read as follows:-

N.B. All diagrams have been omitted but will, of course, appear in the 1987/88 statute Book.

1. COURT

1.1 The court shall be a rectangle and laid out as in the following Diagram "A" (except in the case provided for in Law 1.5) and to the measurements there shown, defined by lines 40 mm wide.

1.2 The lines shall be easily distinguishable and preferably be coloured white or yellow.

1.3.1 To show the zone in which a shuttle of correct pace lands when tested (Law 4.4), an additional four marks 40 mm by 40 mm may be made inside each side line for singles of the right service court, 530 mm and 990 mm from the back boundary line.

1.3.2 In making these marks, their width shall be within the measurement given, *i.e.*, the marks will be from 530 mm to 570 mm and from 950 mm to 990 mm from the outside of the back boundary line.

1.4 All lines form part of the area which they define.

1.5 Where space does not permit the marking out of a court for doubles, a court may be marked out for singles only as shown in Diagram "B". The back boundary lines become also the long service lines, and the posts, or the strips of material representing them (Law 2.2), shall be placed on the side lines.

2. POSTS

2.1 The posts shall be 1.55 metres in height from the surface of the court. They shall be sufficiently firm to remain vertical and keep the net strained as provided in Law 3, and shall be placed on the doubles side lines as shown in Diagram "A".

2.2 Where it is not practicable to have posts on the side lines, some method must be used to indicate the position of the side lines where they pass under the net, *e.g.* by the use of thin posts or strips of material 40 mm wide, fixed to the side lines and rising vertically to the net cord.

- 2.3 On a court marked for doubles, the posts or strips of material representing the posts shall be placed on the side lines for doubles, irrespective of whether singles or doubles is being played.

3. NET

- 3.1 The net shall be made of fine cord of dark colour and even thickness with a mesh not less than 15 mm and not more than 20 mm.
- 3.2 The net shall be 760 mm in depth.
- 3.3 The top of the net shall be edged with a 75 mm white tape doubled over a cord or cable running through the tape. This tape must rest upon the cord or cable.
- 3.4 The cord or cable shall be of sufficient size and weight to be firmly stretched flush with the top of the posts.
- 3.5 The top of the net from the surface of the court shall be 1.524 metres at the centre of the court and 1.55 metres over the side lines for doubles.
- 3.6 There shall be no gaps between the ends of the net and the posts. If necessary, the full depth of the net should be tied at the ends.

4. SHUTTLE

Principles

The shuttle may be made from natural and/or synthetic materials. Whatever material the shuttle is made from, the flight characteristics, generally, should be similar to those produced by a natural feathered shuttle with a cork base covered by a thin layer of leather.

Having regard to the Principles:

4.1 General Design

- 4.1.1 The shuttle shall have 16 feathers fixed in the base.
- 4.1.2 The feathers can have a variable length from 64 mm to 70 mm, but in each shuttle they shall be the same length when measured from the tip to the top of the base.
- 4.1.3 The tips of the feathers shall form a circle with a diameter from 58 mm to 68 mm.
- 4.1.4 The feathers shall be fastened firmly with thread or other suitable material.
- 4.1.5 The base shall be:
– 25mm to 28 mm in diameter
– rounded on the bottom.

4.2 Weight

The shuttle shall weigh from 4.74 to 5.50 grams.

4.3 Non-Feathered Shuttle

- 4.3.1 The skirt, or simulation of feathers in synthetic materials, replaces natural feathers.
- 4.3.2 The base is described in Law 4.1.5.
- 4.3.3 Measurements and weight shall be as in Laws 4.1.2, 4.1.3 and 4.2. However, because of the difference of the specific gravity and behaviour of synthetic materials in comparison with feathers, a variation of up to ten per cent is acceptable.

4.4 Shuttle Testing

- 4.4.1 To test a shuttle, use a full underhand stroke which makes contact with the shuttle over the back boundary line. The shuttle shall be hit at an upward angle and in a direction parallel to the side lines.
- 4.4.2 A shuttle of correct pace will land not less than 530 mm and not more than 990 mm short of the other back boundary line.

4.5 Modifications

Subject to there being no variation in the general design, pace and flight of the shuttle, modifications in the above specifications may be made with the approval of the National Organization concerned:

- 4.5.1 in places where atmospheric conditions due to either altitude or climate make the standard shuttle unsuitable; or
- 4.5.2 if special circumstances exist which make it otherwise necessary in the interests of the game.

5. RACKET

- 5.1 The hitting surface of the racket shall be flat and consist of a pattern of crossed strings connected to a frame and either alternately interlaced or bonded where they cross. The stringing pattern shall be generally uniform and, in particular, not less dense in the centre than in any other area.
- 5.2 The frame of the racket, including the handle, shall not exceed 680 mm in overall length and 230 mm in overall width
- 5.3 The overall length of the head shall not exceed 290 mm.
- 5.4 The strung surface shall not exceed 280 mm in overall length and 220 mm in overall width.
- 5.5 The racket:
- 5.5.1 shall be free of attached objects and protrusions, other than those utilised solely and specifically to limit or prevent wear and tear, or vibration, or to distribute weight, or to secure the handle by cord to the player's

hand, and which are reasonable in size and placement for such purposes; and

- 5.5.2 shall be free of any device which makes it possible for a player to change materially the shape of the racket.

6. APPROVED EQUIPMENT

The International Badminton Federation shall rule on any question of whether any racket, shuttle or equipment or any prototypes used in the playing of Badminton complies with the specifications or is otherwise approved or not approved for play. Such ruling may be undertaken on the Federation's initiative or upon application by any party with a bona fide interest therein including any player, equipment manufacturer or National Organization or member thereof.

7. PLAYERS

- 7.1 "Player" applies to all those taking part in a match.
- 7.2 The game shall be played, in the case of doubles, by two players a side, or in the case of singles, by one player a side.
- 7.3 The side having the right to serve shall be called the serving side, and the opposing side shall be called the receiving side.

8. TOSS

- 8.1 Before commencing play, the opposing sides shall toss and the side winning the toss shall exercise the choice in either Law 8.1.1 or Law 8.1.2.
- 8.1.1 To serve or receive first.
- 8.1.2 To start play at one end of the court or the other.
- 8.2 The side losing the toss shall then exercise the remaining choice.

9. SCORING

- 9.1 The opposing sides shall play the best of three games unless otherwise arranged.
- 9.2 Only the serving side can add a point to its score.
- 9.3 In doubles and Men's singles a game is won by the first side to score 15 points, except as provided in Law 9.6.
- 9.4 In Ladies' singles a game is won by the first side to score 11 points, except as provided in Law 9.6.
- 9.5.1 If the score becomes 13 all or 14 all (9 all or 10 all in Ladies' singles), the side which first scored 13 or 14 (9 or 10) shall have the choice of "setting" or "not setting" the game (Law 9.6).
- 9.5.2 This choice can only be made when the score is first reached and must be made before the next service is delivered.
- 9.5.3 The relevant side (Law 9.5.1) is given the opportunity to set at 14 all (10 all in Ladies' singles) despite any previous decision not to set by that side or the opposing side at 13 all (9 all in Ladies' singles).
- 9.6 If the game has been set, the score is called "Love All" and the side first scoring the set number of points (Law 9.6.1 to 9.6.4) wins the game.
- 9.6.1 13 all setting to 5 points
- 9.6.2 14 all setting to 3 points
- 9.6.3 9 all setting to 3 points
- 9.6.4 10 all setting to 2 points
- 9.7 The side winning a game serves first in the next game.

10. CHANGE OF ENDS

- 10.1 Players shall change ends:
- 10.1.1 at the end of the first game;
- 10.1.2 prior to the beginning of the third game (if any); and
- 10.1.3 in the third game, or in a one game match, when the leading score reaches:
– 6 in a game of 11 points
– 8 in a game of 15 points
- 10.2 When players omit to change ends as indicated by Law 10.1, they shall do so immediately the mistake is discovered and the existing score shall stand.

11. SERVICE

- 11.1 In a correct service:
- 11.1.1 neither side shall cause undue delay to the delivery of the service;
- 11.1.2 the server and receiver shall stand within diagonally opposite service courts without touching the boundary lines of these service courts; some part of both feet of the server and receiver must remain in contact with the surface of the court in a stationary position until the service is delivered (Law 11.4);
- 11.1.3 the server's racket shall initially hit the base of the shuttle while the whole of the shuttle is below the server's waist;
- 11.1.4 the shaft of the server's racket at the instant of hitting the shuttle shall be pointing in a downward direction to such an extent that the whole of the head of the racket is discernibly below the whole of the server's hand holding the racket;
- 11.1.5 the movement of the server's racket must continue forwards after the start of the service (Law 11.2) until the service is delivered; and

- 11.1.6 the flight of the shuttle shall be upwards from the server's racket to pass over the net, so that, if not intercepted, it falls in the receiver's service court.
- 11.2 Once the players have taken their positions, the first forward movement of the server's racket is the start of the service.
- 11.3 The server shall not serve before the receiver is ready, but the receiver shall be considered to have been ready if a return of service is attempted.
- 11.4 The service is delivered when, once started (Law 11.2), the shuttle is hit by the server's racket or the shuttle lands on the floor.
- 11.5 In doubles, the partners may take up any positions which do not unsight the opposing server or receiver.

12. SINGLES

- 12.1 The players shall serve from, and receive in, their respective right service courts when the server has not scored or has scored an even number of points in that game.
- 12.2 The players shall serve from, and receive in, their respective left service courts when the server has scored an odd number of points in that game.
- 12.3 If a game is set, the total points scored by the server in that game shall be used to apply Laws 12.1 and 12.2.
- 12.4 The shuttle is hit alternately by the server and the receiver until a "fault" is made or the shuttle ceases to be in play.
- 12.5.1 If the receiver makes a "fault" or the shuttle ceases to be in play because it touches the surface of the court inside the receiver's court, the server scores a point. The server then serves again from the alternate service court.
- 12.5.2 If the server makes a "fault" or the shuttle ceases to be in play because it touches the surface of the court inside the server's court, the server loses the right to continue serving, and the receiver then becomes the server, with no point scored by either player.

13. DOUBLES

- 13.1 At the start of a game, and each time a side gains the right to serve, the service shall be delivered from the right service court.
- 13.2 Only the receiver shall return the service: should the shuttle touch or be hit by the receiver's partner, the serving side scores a point.
- 13.3.1 After the service is returned, the shuttle is hit by either player of the serving side and then by either player of the receiving side, and so on, until the shuttle ceases to be in play.
- 13.3.2 After the service is returned, a player may hit the shuttle from any position on that player's side of the net.
- 13.4.1 If the receiving side makes a "fault" or the shuttle ceases to be in play because it touches the surface of the court inside the receiving side's court, the serving side scores a point, and the server serves again.
- 13.4.2 If the serving side makes a "fault" or the shuttle ceases to be in play because it touches the surface of the court inside the serving side's court, the server loses the right to continue serving, with no point scored by either side.
- 13.5.1 The player who serves at the start of any game shall serve from, or receive in, the right service court when that player's side has not scored or has scored an even number of points in that game, and the left service court otherwise.
- 13.5.2 The player who receives at the start of any game shall receive in, or serve from, the right service court when that player's side has not scored or has scored an even number of points in that game, and the left service court otherwise.
- 13.5.3 The reverse pattern applies to the partners.
- 13.5.4 If a game is set, the total points scored by a side in that game shall be used to apply Laws 13.5.1 to 13.5.3.
- 13.6 Service in any turn of serving shall be delivered from alternate service courts, except as provided in Laws 14 and 16.
- 13.7 The right to serve passes consecutively from the initial server in any game to the initial receiver in that game, and then consecutively from that player to that player's partner and then to one of the opponents and then the opponent's partner, and so on.
- 13.8 No player shall serve out of turn, receive out of turn, or receive two consecutive services in the same game, except as provided in Laws 14 and 16.
- 13.9 Either player of the winning side may serve first in the next game and either player of the losing side may receive.

14. SERVICE COURT ERRORS

- 14.1 A service court error has been made when a player:
 - 14.1.1 has served out of turn;
 - 14.1.2 has served from the wrong service court; or
 - 14.1.3 standing in the wrong service court, was prepared to receive the service and it has been delivered.

- 14.2 When a service court error has been made, then:
 - 14.2.1 if the error is discovered before the next service is delivered, it is a "let" unless only one side was at fault and lost the rally, in which case the error shall not be corrected.
 - 14.2.2 if the error is not discovered before the next service is delivered, the error shall not be corrected.
- 14.3 If there is a "let" because of a service court error, the rally is replayed with the error corrected.
- 14.4 If a service court error is not to be corrected, play in that game shall proceed without changing the players' new service courts (nor, when relevant, the new order of serving).

15. FAULTS

- It is a "fault":
 - 15.1 if a service is not correct (Law 11.1);
 - 15.2 if the server, in attempting to serve, misses the shuttle;
 - 15.3 if after passing over the net on service, the shuttle is caught in or on the net;
 - 15.4 if in play, the shuttle:
 - 15.4.1 lands outside the boundaries of the court;
 - 15.4.2 passes through or under the net;
 - 15.4.3 fails to pass the net;
 - 15.4.4 touches the roof, ceiling, or side walls;
 - 15.4.5 touches the person or dress of a player; or
 - 15.4.6 touches any other object or person outside the immediate surroundings of the court;

(Where necessary on account of the structure of the building, the local badminton authority may, subject to the right of veto of its National Organization, make bye-laws dealing with cases in which a shuttle touches an obstruction).
 - 15.5 if, when in play, the initial point of contact with the shuttle is not on the striker's side of the net. (The striker may, however, follow the shuttle over the net with the racket in the course of a stroke).
 - 15.6 if, when the shuttle is in play, a player:
 - 15.6.1 touches the net or its supports with racket, person or dress;
 - 15.6.2 invades an opponent's court with racket or person in any degree except as permitted in Law 15.5; or
 - 15.6.3 prevents an opponent from making a legal stroke where the shuttle is followed over the net;
 - 15.7 if, in play, a player deliberately distracts an opponent by any action such as shouting, or making gestures.
 - 15.8 if, in play, the shuttle:
 - 15.8.1 be caught and held on the racket and then slung during the execution of a stroke;
 - 15.8.2 be hit twice in succession by the same player with two strokes; or
 - 15.8.3 be hit by a player and the player's partner successively; or
 - 15.9 if a player is guilty of flagrant, repeated or persistent offences under Law 18.

16. Lets

- "Let" is called by the Umpire, or by a player (if there is no Umpire) to halt play.
- 16.1 A "let" may be given for any unforeseen or accidental occurrence.
- 16.2 If a shuttle, after passing over the net, is caught in or on the net, it is a "let" except during service.
- 16.3 If during service, the receiver and server are both faulted at the same time, it shall be a "let".
- 16.4 If the server serves before the receiver is ready it shall be a "let".
- 16.5 If during play, the shuttle disintegrates and the base completely separates from the rest of the shuttle, it shall be a "let".
- 16.6 If a Line Judge is unsighted and the Umpire is unable to make a decision, it shall be a "let".
- 16.7 When a "let" occurs, the play since the last service shall not count, and the player who served shall serve again, except when Law 14 is applicable.

17. SHUTTLE NOT IN PLAY

- A shuttle is not in play when:
 - 17.1 it strikes the net and remains attached there or suspended on top;
 - 17.2 it strikes the net or post and starts to fall towards the surface of the court on the striker's side of the net;
 - 17.3 it hits the surface of the court; or
 - 17.4 a "fault" or "let" has occurred.

18. CONTINUOUS PLAY, MISCONDUCT, PENALTIES

- 18.1 Play shall be continuous from the first service until the match is concluded, except as allowed in Laws 18.2 and 18.3.
- 18.2 An interval not exceeding 5 minutes is allowed between the second and third games of all matches in all of the following situations:

- 18.2.1 in international competitive events;
 18.2.2 in IBF sanctioned events; and
 18.2.3 in all other matches (unless the National Organization has previously published a decision not to allow such an interval).
- 18.3 When necessitated by circumstances not within the control of the players, the Umpire may suspend play for such a period as the Umpire may consider necessary. If play be suspended, the existing score shall stand and play be resumed from that point.
- 18.4 Under no circumstances shall play be suspended to enable a player to recover his strength or wind, or to receive instruction or advice.
- 18.5.1 Except in the intervals provided in Laws 18.2 and 18.3, no player shall be permitted to receive advice during a match.
 18.5.2 Except at the conclusion of a match, no player shall leave the court without the Umpire's consent.
- 18.6 The Umpire shall be the sole judge of any suspension of play.
- 18.7 A player shall not:
 18.7.1 deliberately cause suspension of play;
 18.7.2 deliberately interfere with the speed of the shuttle;
 18.7.3 behave in an offensive manner; or
 18.7.4 be guilty of misconduct not otherwise covered by the laws of Badminton.
- 18.8 The Umpire shall administer any breach of Law 18.4, 18.5 or 18.7 by:
 18.8.1 issuing a warning to the offending side;
 18.8.2 faulting the offending side, if previously warned; or
 18.8.3 in cases of flagrant offence or persistent offences, faulting the offending side and reporting the offending side immediately to the Referee, who shall have the power to disqualify.
- 18.9 Where a Referee has not been appointed, the responsible official shall have the power to disqualify.

19. OFFICIALS AND APPEALS

- 19.1 The Referee is in overall charge of the tournament or event of which a match forms part.
- 19.2 The Umpire, where appointed, is in charge of the match, the court and its immediate surrounds. The Umpire shall report to the Referee. In the absence of a Referee, the Umpire shall report instead to the responsible official.
- 19.3 The Service Judge shall call service faults made by the server should they occur (Law 11).
- 19.4 A Line Judge shall indicate whether a shuttle is "in" or "out".
An Umpire shall:
- 19.5 uphold and enforce the Laws of Badminton and, especially call a "fault" or "let" should either occur, without appeal being made by the players;
- 19.6 give a decision on any appeal regarding a point of dispute, if made before the next service is delivered.
- 19.7 ensure players and spectators are kept informed of the progress of the match;
- 19.8 appoint or remove Line Judges or a Service Judge in consultation with the Referee;
- 19.9 not overrule the decisions of Line Judges and the Service Judge on points of fact;
- 19.10.1 where another court official is not appointed, arrange for their duties to be carried out;
- 19.10.2 where an appointed official is unsighted, carry out the official's duties or play a "let";
- 19.11 decide upon any suspension of play;
- 19.12 record and report to the Referee all matters in relation to Law 18; and
- 19.13 take to the Referee all unsatisfied appeals on questions of Law only.
 (Such appeals must be made before the next service is delivered, or, if at the end of a game, before the side that appeals has left the court.)

APPENDICES TO THE LAWS OF BADMINTON

APPENDIX 1

IMPERIAL MEASUREMENTS

The Laws express all measurements in metres or millimetres. Imperial measurements are acceptable and for the purposes of the Laws the following table of equivalent should be used:

15 millimetres	5/8 inch
20 millimetres	3/4 inch
25 millimetres	1 inch
28 millimetres	1 1/8 inches
40 millimetres	1 1/2 inches
58 millimetres	2 1/4 inches
64 millimetres	2 1/2 inches
68 millimetres	2 3/8 inches
70 millimetres	2 3/4 inches
75 millimetres	3 inches

220 millimetres	8 5/8 inches
230 millimetres	9 inches
280 millimetres	11 inches
290 millimetres	11 3/8 inches
380 millimetres	1 foot 3 inches
420 millimetres	1 foot 4 1/2 inches
490 millimetres	1 foot 7 1/2 inches
530 millimetres	1 foot 9 inches
570 millimetres	1 foot 10 1/2 inches
680 millimetres	2 feet 2 3/4 inches
720 millimetres	2 feet 4 1/2 inches
760 millimetres	2 feet 6 inches
950 millimetres	3 feet 1 1/2 inches
990 millimetres	3 feet 3 inches
1.524 metres	5 feet
1.55 metres	5 feet 1 inch
2.53 metres	8 feet 3 3/4 inches
3.88 metres	12 feet 9 inches
4.64 metres	15 feet 3 inches
5.18 metres	17 feet
6.1 metres	20 feet
13.4 metres	44 feet

APPENDIX 2

HANDICAP MATCHES

In handicap matches, the following variations in the Laws apply:

- "Setting" is not permitted (*i.e.*, Laws 9.5 and 9.6 do not apply).
- Law 10.1.3 will be amended to read:
 "In the third game, and in a one game match, when one side has scored half the total number of points required to win the game (the next higher number being taken in case of fractions)".

APPENDIX 3

GAMES OF OTHER THAN 11 OR 15 POINTS

It is permissible to play one game of 21 points by prior arrangement. In this case the following variations in Laws 9.3, 9.5.1, 9.5.3 and 9.6 apply: Replace "13", "14" and "15" by "19", "20" and "21" respectively. To Law 10.1.3 shall be added "- 11 in a game of 21 points".

APPENDIX 4

VOCABULARY

This Appendix lists the standard vocabulary that should be used by Umpires to control a match.

1. Announcements and Introductions

- "Ladies and Gentlemen", this is;
 - 1.1.1 the semi-final, or final, of Men's Singles, etc. or
 - 1.1.2 the first singles of the Thomas Cup (Uber Cup) tie between (Country) and (Country).
- On my right (Name and Country)
 On my left (Name and Country)
- to serve to receive.

2. Start of Match and Calling the Score

- "Love all; play"
- "Service Over"
- "Second Server"
- ".....Game Point" *e.g.* "14 game point 6"
- ".....Match Point" *e.g.* "14 match point 8"
- ".....Game Point" *e.g.* "2 game point all"
- "Game won by (and the score)....."
- "Second game won by (and the score)....."
- "Are you setting?"
 - 2.9.1 "Setting 2 point; Love-all"
 - 2.9.2 "Setting 3 points; Love-all"
 - 2.9.3 "Setting 5 points; Love-all"
- "Game not set" (Call score "9-all, play"; "13-all, play", etc.)
- "One game all"
- "Court a five minute interval has been claimed"
- 2.13.1 "Courttwo minutes remaining"
- 2.13.2 "Court.....one minute remaining"

3. General Communication

- "Are you ready?"
- "Come here please"
- "Is the shuttle O.K.?"
- "Test the shuttle" (only for wobble, NOT speed)
- "Change the shuttle"
- "Do NOT change the shuttle"
- "Play a 'let'"
- "Change ends, please"
- "You served out of turn"
- 3.10 "You received out of turn"
- 3.11 "You must not interfere with the speed of the shuttle"
- 3.12 "The shuttle touched you"
- 3.13 "You touched the net"

- 3.14 "You are standing in the wrong court"
- 3.15 "You invaded your opponent's court"
- 3.16 "You obstructed your opponent"
- 3.17 "Fault – receiver"
- 3.18 "Service fault called"
- 3.19 "Play must be continuous"
- 3.20 "Play is suspended"
- 3.21(name of player) "Warning for misconduct"
- 3.22(name of player) "Fault for misconduct"
- 3.23 "Fault"
- 3.24 "Out"
- 3.25 "Line Judge – signal please"
- 3.26 "Service Judge – signal please"
- 3.27 "First server"
- 3.28 "Wipe the court"
- 4. *End of Match*
- 4.1 "Match won by " (In team event, use name of country).
- 5. *Scoring*

0 – Love	10 – Ten
1 – One	11 – Eleven
2 – Two	12 – Twelve
3 – Three	13 – Thirteen
4 – Four	14 – Fourteen
5 – Five	15 – Fifteen
6 – Six	16 – Sixteen
7 – Seven	17 – Seventeen
8 – Eight	18 – Eighteen
9 – Nine	

APPENDIX 5

BADMINTON FOR DISABLED PEOPLE

The following amended Laws of Badminton are applicable to the various categories of disabled people as listed:

- (a) **AMBULANT** (no change in the Laws)
Persons requiring no mechanical aid to perambulation.
- (b) **SEMI-AMBULANT**
Persons capable of erect perambulation but only with mechanical aid such as:-
crutch(es)
stick(s)
support frame
leg brace(s)
artificial leg(s)
- (c) **NON-AMBULANT**
Persons whose disabilities dictate that they adopt a sedentary posture using such support as:-
chair
wheel-chair
stool.

LAW SEMI-AMBULANT NON-AMBULANT

- 11.1.3 No change As some medical conditions which render a player "Non-Ambulant" may also positively preclude compliance, these Laws to be deleted in entirety.
- 11.1.4

11.1.2 The wording of this Law to be extended so as to require every part of the server's and the receiver's "mechanical aid" or "support" that is in contact with the surface of the court also to be within the appropriate service court and in a stationary position until the service is delivered. The word "diagonally" to be deleted.

- 12. *Singles Play*
Shaded area indicates extent of court.

As only ONE service court exists at each end, references to 'left' and 'Right' and 'alternate service occur' do not apply.

- 13. *Doubles Play*
Shaded area indicates extent of court.

Players must serve from and receive within the same service courts, as adopted at the beginning of a game, throughout that game.

When the service is not returned or a "fault" is made by the receiving side, and the serving side thereby scores a point: the service passes to the other player of the serving side and is delivered from the other service court and continues to alternate thus as long as the serving side continues to score.

- 15.4.5 The wording of this Law to be extended so as to make it a "fault" if the player or his "mechanical aid" or "support" touches the shuttle.

All other Laws

To remain unchanged for all classifications. (This includes Law 4 with the pace of the shuttle being measured against the length of a standard court by an able-bodied or ambulant player. A shuttle passing this test is suitable for play by all.)

RECOMMENDATIONS TO COURT OFFICIALS

1. INTRODUCTION

- 1.1 The Recommendations to Court Officials are issued by the IBF in its desire to standardise the control of the game in all countries and in accordance with its Rules.
- 1.2 The purpose of these Recommendations is to advise Umpires how to control a match firmly and with fairness, without being officious, while ensuring that the Laws of the Game are observed. These Recommendations also give guidance to Service Judges and Line Judges as to how to carry out their duties.
- 1.3 All court officials should remember that the game is for the players.

2. OFFICIALS AND THEIR DECISIONS

- 2.1 The Umpire reports to and acts under the authority of the Referee (or the responsible official, in the absence of a Referee).
- 2.2 A Service Judge is normally appointed by the Referee but can be removed by the Umpire in consultation with the Referee.
- 2.3 Line Judges are normally appointed by the Referee but a Line Judge can be removed by the Umpire in consultation with the Referee.
- 2.4 An official's decision is final on all points of fact for which that official is responsible.
- 2.5 When another official is unsighted, the Umpire makes the decision. When no decision can be given, a "let" is called.

3. RECOMMENDATIONS TO UMPIRES

- 3.1 Before the match, the Umpire shall:
 - 3.1.1 obtain the scorepad from the Referee;
 - 3.1.2 ensure that any scoring device to be used is working;
 - 3.1.3 see that the posts are on the lines, or that the tapes are correctly placed;
 - 3.1.4 check the net for the height and ensure that there are no gaps between the ends of the net and the net posts;
 - 3.1.5 ascertain whether they are any bye-laws regarding the shuttle hitting an obstruction;
 - 3.1.6 ensure that the Service Judge and Line Judges know their duties and that they are correctly placed (sections 5 and 6);
 - 3.1.7 ensure that a sufficient quantity of tested shuttle (Law 4) are readily available for the match in order to avoid delays during play; and
 - 3.1.8 inform the Referee or appropriate official of any violations of the Tournament Regulations concerning advertising or coloured clothing.
- 3.2 To start the match, the Umpire shall:
 - 3.2.1 ensure that the toss is fairly carried out, and that the winning side and the losing side exercise their choice correctly (Law 8);
 - 3.2.2 note, in the case of doubles, the names of the players starting in the right service court. (Similar notes must be made at the start of each game.) This enables a check to be made at any time to see if the players are in the correct service court. If during the game a player commits a service court error unnoticed, so that the players have to stay wrong, change the note accordingly; and
 - 3.2.3 (In a tournament) announce the match by calling "Ladies and Gentlemen", this is the semi-final (or final) of the Men's singles (or, etc.) between and "On my right X; and on my left Y" (pointing to right and left as this is said). "X to serve".
or
(In a team event)
"This is the first singles (or, etc.) of the (e.g.) Thomas Cup tie between A and B (country names)". "On my right A is represented by X; and on my left B is represented by Y" (pointing to right and left as this is said). "A to serve; love all; play".
(Refer thereafter only to teams, i.e., A and B, rather than players, X and Y).
In Doubles, identify server and receiver by announcing "On my right A is represented by W and X; and on my left B is represented by Y and Z. A to serve; X to Y; love all; play".
- 3.3 During the match the Umpire shall record and call the score.
 - 3.3.1 Always call the server's score first.
 - 3.3.2 In singles, when a player loses his service call "Service over" followed by the score in favour of the new server.
 - 3.3.3 In doubles, at the beginning of a game call the score only, and continue to do so as long as the first player serves. When the right to serve is lost call "Service over" followed by the score in favour of the new server. When the first server loses his right to serve, call the score followed by

"Second server".

Continue this as long as the second player serves. When a side loses the right to serve call

"Service over"

followed by the score in favour of the new server.

- 3.3.4 When a side reaches 14, or in the case of a Ladies' singles 10, call on the first occasion only in each game "Game point", or "Match point" when applicable.

If a further game or match point occurs after setting, call it again on the first occasion. "Game point" where applicable should always immediately follow the server's score and precede the receiver's score.

- 3.3.5 When appropriate, ask the relevant player (side):

"Are you setting?"

and, if the answer is affirmative, call:

"Setting points; love-all" (and "second server", if appropriate)

or, if the answer is negative, call:

"Game not set".

- 3.3.6 At the end of every game, "game" must always be called immediately the conclusive rally has ended, regardless of applause. Where appropriate, this constitutes the start of any interval allowed under Law 18.2. After each game, call:

"Game won by [name(s) or player(s), or team (in a team event)] [score]"

or if the game wins the match, call:

"Match won by [name(s) of player(s), or team (in a team event)] [scores]"

- 3.3.7 To start the second game, call:

"Second Game, love-all, play".

- 3.3.8 If there is to be a third game, call:

"One game all" immediately after the call in Recommendation 3.3.6.

If a five minute interval is being claimed, call:

"A five minute interval has been claimed".

After three minutes have elapsed, call:

"[Court] (if appropriate), two minutes remaining". Repeat the call.

After four minutes have elapsed, call:

"[Court] (if appropriate), one minute remaining". Repeat the call.

To start the third game, call:

"Final game; love-all; play".

- 3.3.9 In the third game, or in a one game match, call the score followed by "Change ends" when the leading score reaches 6 or 8, as appropriate (Law 10.1.3).

Once the players have changed ends the score should be repeated, followed by "play".

- 3.3.10 At the end of the match immediately take the completed scorepad to the Referee.

- 3.4 If a Service Judge is appointed, the Umpire shall especially watch the receiver.

- 3.5 The Umpire should always look to the Line Judge(s) when the shuttle lands close to a line, and always when the shuttle lands out, however far. The Line Judge is entirely responsible for the decision.

- 3.6 During the match the Umpire shall:

- 3.6.1 if possible, keep aware of the status of any scoring device; and

- 3.6.2 when the shuttle falls outside a line for which the Umpire is responsible in the absence of a Line Judge, or if the Line Judge is unsighted, call:

"Out"

before calling the score.

- 3.7 During the match the Umpire shall use the standard vocabulary in Appendix 4 of the Laws of Badminton.

- 3.8 During the match the following situations should be watched for and dealt with as detailed.

- 3.8.1 A player sliding under the net or throwing a racket into the opponent's court should be faulted under Law 15.6.2.

- 3.8.2 A player shouting to a partner who is about to hit the shuttle should not necessarily be regarded as distracting his opponent. Calling "no shot", "fault", etc. should be considered a distraction.

- 3.8.3 Coaching during a match from off court should be prevented. If this cannot be controlled by the Umpire, the referee should be informed immediately.

- 3.8.4 Players going off court to wipe their hands, etc. If play is not held up, this is acceptable, but if one side is ready to play, the offending side may have to be reminded

that leaving the court needs the Umpire's permission (Law 18.5.2; and if necessary Law 18.8 should be applied).

- 3.8.5 Changing the shuttle during the match should not be unfair. If both sides agree to the change, there should be no objection by the Umpire. If only one side wishes to change the shuttle, the Umpire should take the decision, having the shuttle tested if necessary.

- 3.8.6 Law 15.8 A double hit by one player with one stroke is not a "fault".

- 3.9 Ensure that players do not leave the court without the Umpire's permission.

- 3.10 Injury or sickness during a match must be handled carefully and flexibly. The Umpire must determine the severity of the problem as quickly as possible. Normally, the only people that should be allowed on court are a doctor or paramedical, and the Referee.

The opposing side must not be put at a disadvantage and Laws 11.1.1 and 18.4 should be applied appropriately.

- 3.11 If play has been suspended, call "Play is suspended" and record the score, server, receiver, correct service court and ends.

When play resumes call "Are you ready", call the score (and, if appropriate "first server") and "play".

- 3.12 A shuttle whose speed has been interfered with should be discarded.

- 3.13 Misconduct

3.13.1 Record and report to the Referee any incidents of misconduct and the action taken.

3.13.2 If Law 18.8 is to be applied, call "come here please" to the offending player, and call "..... (name of player), warning for misconduct" or "..... (name of player), fault for misconduct", at the same time raising the right hand above your head.

4. GENERAL ADVICE ON UMPIRING

This section gives general advice which should be followed.

- 4.1 Know and understand the "Laws of Badminton".

- 4.2 Call promptly and with authority, but, if a mistake is made, admit it, apologize and correct it.

- 4.3 All announcements and calling of the score must be done distinctly and loudly enough to be heard clearly by players and spectators.

- 4.4 When a doubt arises in your mind as to whether an infringement of the Laws has occurred or not, "fault" should not be called and the game allowed to proceed.

- 4.5 Never ask spectators nor be influenced by their remarks.

- 4.6 Motivate your other Court Officials, e.g., by discreetly acknowledging the decisions of Line Judges and establishing a working relationship with them.

5. INSTRUCTIONS TO SERVICE JUDGES

- 5.1 The Service Judge shall sit on a low chair by the post, preferably opposite the Umpire.

- 5.2 The Service Judge is responsible for judging that the server delivers a correct service (Law 11.1). If not, call "fault" loudly and use the approved hand signal to indicate the type of infringement.

- 5.3 The approved hand signals are:

The approved hand signals can be found in the new Statute Book.

- 5.4 The Umpire may arrange with the Service Judge any extra duties to be undertaken, provided that the players are so advised.

6. INSTRUCTIONS TO LINE JUDGES

- 6.1 Line Judges should be sited on chairs in prolongation of their lines at the ends and sides of the court and preferably at the side opposite to the Umpire. (See diagrams.)

An ideal distance from the line is about 2 metres.

- 6.2 A Line Judge is entirely responsible for the line(s) assigned. If the shuttle lands out, no matter how far, call "Out" promptly in a clear voice, loud enough to be heard by the players and the spectators and, at the same time, signal by extending both arms horizontally so that the Umpire can see clearly.

If the shuttle falls in, the Line Judge shall say nothing, but point to the line with the right hand.

- 6.3 If unsighted, inform the Umpire immediately by putting both hands up to cover the eyes.

- 6.4 Do not call or signal until the shuttle has touched the floor.

- 6.5 Calls should always be made, and no anticipation made of umpiring decisions, e.g. that the shuttle hit a player.