

OFFICIAL RULES



AIBA

AMERICAN
BADMINTON
ASSOCIATION

OFFICIAL BADMINTON MAGAZINE

“BIRD CHATTER”

“BIRD CHATTER,” the only magazine published in the United States, entirely devoted to badminton, is the official publication of the American Badminton Association. There are four issues per season, between November and June. Price: \$1.50 per season for subscriptions from residents of United States and Canada (\$1.00 net per season for members of the American Badminton Association, such membership entitling them to a \$.50 refund upon request), and \$2.00 per season for subscriptions to be mailed outside the United States or Canada. For specimen copies (\$.25 for handling and mailing costs) or for season subscriptions contact “Bird Chatter,” Dolfield Rd., Owing Mills, Maryland.

Contains instructional material, tournament results, international news, where to get equipment and supplies, etc. A must for teachers, tournament players, and those who wish to follow the game and keep abreast of national and international events.

* * *

OFFICIAL HANDBOOK

Contains 68 pages of information about every phase of operations of the American Badminton Association: constitution, tournament regulations, exhibitions and amateur status rules, umpiring information, junior activities, regulations for the Thomas Cup international matches for men and the Uber Cup international matches for ladies, ranking rules, and many other activities.

This is an especially important reference for association and club officials, tournament chairmen and umpires. Contact Mr. T. M. Royce, 30th floor, Smith Tower, Seattle, Washington. Price: \$2.00 per copy for mailing addresses in the United States or Canada, \$2.50 for addresses outside the United States.

THE LAWS OF BADMINTON
and
OFFICIAL INFORMATION REGARDING
THE



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Laws of Badminton revised and adopted in 1956 by the
INTERNATIONAL BADMINTON FEDERATION

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AMERICAN BADMINTON ASSOCIATION
20 Wamesit Road, Waban 68, Mass.

THE LAWS OF BADMINTON

1. (a) COURT.—The court shall be laid out as in Diagram “A” (Page 5) (except in the case provided for in paragraph “b” of this Law) and to the measurements there shown and shall be defined by white, black or other easily distinguishable lines, $1\frac{1}{2}$ inches wide.

In marking the court, the width ($1\frac{1}{2}$ inches) of the center lines shall be equally divided between the right and left service-courts; the width ($1\frac{1}{2}$ inches each) of the short service line and the long service line shall fall within the 13 foot measurement given as the length of the service-court; and the width ($1\frac{1}{2}$ inches each) of all other boundary lines shall fall within the measurements given.

(b) Where space does not permit of the marking out of a court for doubles, a court may be marked out for singles only as shown in Diagram “B” (Page 5). The back boundary lines become also the long service lines, and the posts, or the strips of material representing them as referred to in Law 2, shall be placed on the side lines.

2. POSTS—The posts shall be 5 feet 1 inch in height from the floor. They shall be sufficiently firm to keep the net strained as provided in Law 3, and shall be placed on the side boundary lines of the court. Where this is not practicable, some method must be employed for indicating the position of the side boundary line where it passes under the net, e.g., by the use of a thin post or strip of material, not less than $1\frac{1}{2}$ inches in width, fixed to the side boundary line and rising vertically to the net cord. Where this is in use on a court marked for doubles it shall be placed on the side boundary line of the doubles court irrespective of whether singles or doubles are being played.

3. NET—The net shall be made of fine tanned cord of $\frac{3}{4}$ inch mesh. It shall be firmly stretched from post to post, and shall be 2 feet 6 inches in depth. The top of the net shall be 5 feet in height from the floor at the center, and 5 feet 1 inch at the posts, and shall be edged with a 3 inch white tape doubled and supported by a cord or cable run through the tape and strained over and flush with the top of the posts.

4. SHUTTLE—A shuttle shall weigh from 73 to 85 grains, and shall have from 14 to 16 feathers fixed in a cork, 1 inch to $1\frac{1}{8}$ inches in diameter. The feathers shall be from $2\frac{1}{2}$ to $2\frac{3}{4}$ inches in length from the tip to the top of the cork base. They shall have from $2\frac{1}{8}$ to $2\frac{1}{2}$

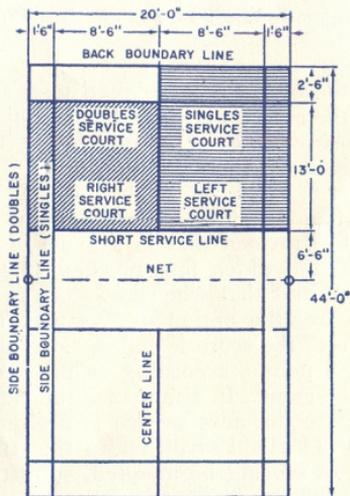


DIAGRAM A

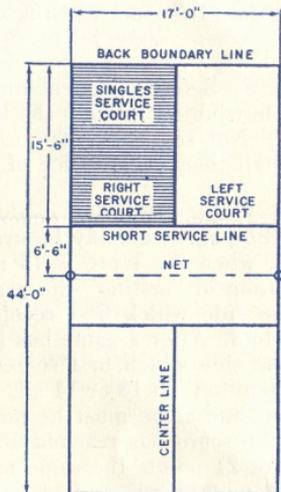


DIAGRAM B

inches spread at the top and shall be firmly fastened with thread or other suitable material.

Subject to there being no substantial variation in the general design, pace, weight and flight of the shuttle, modifications in the above specifications may be made, subject to the approval of the National Organization concerned (a) in places where atmospheric conditions, due either to altitude or climate, make the standard shuttle unsuitable; or (b) if special circumstances exist which make it otherwise expedient in the interests of the game.

A shuttle shall be deemed to be of correct pace if, when a player of average strength strikes it with a full underhand stroke from a spot immediately above one back boundary line in a line parallel to the side lines, and at an upward angle, it falls not less than 1 foot, and not more than 2 feet 6 inches, short of the other back boundary line.

5. (a) **PLAYERS**—The word “Player” applies to all those taking part in a game.

(b) The game shall be played, in the case of the doubles game, by two players a side, and in the case of the singles game, by one player a side.

(c) The side for the time being having the right to serve shall be called the "In" side, and the opposing side shall be called the "Out" side.

6. TOSS—Before commencing play the opposing sides shall toss, and the side winning the toss shall have the option of:—(a) Serving first; or (b) Not serving first; (c) Choosing Ends. The side losing the toss shall then have choice of any alternative remaining.

7. (a) SCORING—The doubles and men's singles game consists of 15 or 21 points, as may be arranged. Provided that in a game of 15 points, when the score is 13 all, the side which first reached 13 has the option of "setting" the game to 5, and that when the score is 14 all, the side which first reached 14 has the option of "setting" the game to 3. After a game has been "set" the score is called "love all," and the side which first scores 5 or 3 points, according as the game has been "set" at 13 or 14 all, wins the game. In either case the claim to "set" the game must be made before the next service is delivered after the score has reached 13 all or 14 all. Provided also that in a game of 21 points the same method of scoring be adopted, substituting 19 and 20 for 13 and 14.

(b) The ladies' single game consists of 11 points. Provided that when the score is "9 all" the player who first reached 9 has the option of "setting" the game to 3, and when the score is "10 all" the player who first reached 10 has the option of "setting" the game to 2.

(c) A side rejecting the option of "setting" at the first opportunity shall not be thereby debarred from "setting" if a second opportunity arises.

(d) In handicap games "setting" is not permitted.

8. The opposing sides shall contest the best of 3 games, unless otherwise agreed. The players shall change ends at the commencement of the second game and also of the third game (if any). In the third game the players shall change ends when the leading score reaches:—

(a) 8 in a game of 15 points;

(b) 6 in a game of 11 points;

(c) 11 in a game of 21 points;

or, in handicap events, when one of the sides has scored half the total number of points required to win the game (the next highest number being taken in case of fractions). When it has been agreed to play only one game the players shall change ends as provided above for the third game.

If, inadvertently, the players omit to change ends as provided in this Law at the score indicated, the ends shall be changed immediately the mistake is discovered, and the existing score shall stand.

9. (a) **DOUBLES PLAY**—It having been decided which side is to have the service, the player in the right-hand service-court of that side commences the game by serving to the player in the service-court diagonally opposite. If the latter player returns the shuttle before it touches the ground, it is to be returned by one of the “in” side, and then returned by one of the “out” side, and so on, till a fault is made or the shuttle ceases to be “in play” (see paragraph (b)). If a fault is made by the “in” side, the servers’ hand is out, and as the side beginning a game has only one hand in its first innings (see Law 11), the player of the opposing side in the right-hand service-court now becomes the server; but if the service is not returned, or the fault is made by the “out” side, the “in” side scores a point. The “in” side players then change from one service-court to the other, the service now being from the left-hand service-court to the player in the service-court diagonally opposite. So long as a side remains “in,” service is delivered alternately from each service-court into the one diagonally opposite, the change being made by the “in” side when, and only when, a point is added to its score.

(b) The first service of a side in each inning shall be made from the right-hand service-court. A “Service” is delivered as soon as the shuttle is struck by the server’s racket. The shuttle is thereafter “in play” until it touches the ground, or until a fault or “let” occurs, or except as provided in Law 19. After the service is delivered, the server and the player served to may take up any position they choose on their side of the net, irrespective of any boundary lines.

10. The player served to may alone receive the service, but should the shuttle touch, or be struck by, his partner the “In” side scores a point. No player may receive two consecutive services in the same game, except as provided in Law 12.

11. The side beginning a game has only one hand in its first innings. In all subsequent innings each partner on each side has a hand, the partners serving consecutively. The side winning a game shall always serve first in the next game, but either of the winners may serve and either of the losers may receive the service.

12. If a player serves out of turn, or from the wrong service-court (owing to a mistake as to the service-court from which service is at the time being in order), *and his side wins the rally*, it shall be a “Let,” provided that such “Let” be claimed or allowed before the next succeeding service is delivered.

If a player standing in the wrong service-court takes the service, *and his side wins the rally*, it shall be a "Let," provided that such "Let" be claimed or allowed before the next succeeding service is delivered. If in either of the above cases the side at fault *loses the rally*, the mistake shall stand and the players' position shall not be corrected during the remainder of that game.

Should a player inadvertently change sides when he should not do so and the mistake not be discovered until after the next succeeding service has been delivered, the mistake shall stand, and a "Let" cannot be claimed or allowed, and the players' position shall not be corrected during the remainder of that game.

13. SINGLES PLAY—In singles Laws 9 to 12 hold good except that:—

(a) The players shall serve from and receive service in their respective right-hand service-courts only when the server's score is 0 or an even number of points in the game, the service being delivered from and received in their respective left-hand service-courts when the server's score is an odd number of points.

(b) Both players shall change service-courts after each point has been scored.

14. FAULTS—A fault made by a player of the side which is "in," puts the server out; if made by a player whose side is "out," it counts a point to the "In" side.

It is a fault:—

(a) If in serving, the shuttle at the instant of being struck be higher than the server's waist, or if any part of the head of the racket, at the instant of striking the shuttle, be higher than any part of the server's hand holding the racket.

(b) If, in serving, the shuttle falls into the wrong service-court, (i.e., into the one not diagonally opposite to the server), or falls short of the short service line, or beyond the long service line, or outside the side boundary lines of the service-court into which service is in order.

(c) If the server's feet are not in the service-court from which service is at the time being in order, or if the feet of the player receiving the service are not in the service-court diagonally opposite until the service is delivered. (See Law 16.)

(d) If before or during the delivery of the service any player makes preliminary feints or otherwise intentionally balks his opponent.

(e) If, either in service or play, the shuttle falls outside the boundaries of the court, or passes through or under the net, or fails to

pass the net, or touches the roof or side walls, or the person or dress of a player. (A shuttle falling on a line shall be deemed to have fallen in the court or service-court of which such line is a boundary.)

(f) If the shuttle "in play" be struck before it crosses to the striker's side of the net. (The striker may, however, follow the shuttle over the net with his racket in the course of his stroke.)

(g) If, when the shuttle is "in play," a player touches the net or its supports with racket, person or dress.

(h) If the shuttle be hit twice in succession by the same player, or be hit by a player and his partner successively, or if the shuttle be not distinctly hit or the base of the shuttle be hit by the frame, shaft or handle of the racket. (See Interpretation 2.)

(i) If in play a player strikes the shuttle (unless he thereby makes a good return) or is struck by it, whether he is standing within or outside the boundaries of the court.

(j) If a player obstructs an opponent.

(k) If Law 16 be transgressed.

15. GENERAL—The server may not serve till his opponent is ready, but the opponent shall be deemed to be ready if a return of the service be attempted.

16. The server and the player served to must stand within the limits of their respective service-courts (as bounded by the short and long service, the center, and side lines), and some part of both feet of these players must remain in contact with the ground in a stationary position until the service is delivered. A foot on or touching a line in the case of either the server or the receiver shall be held to be outside his service-court. (See Law 14(c)). The respective partners may take up any position, provided they do not unsight or otherwise obstruct an opponent.

17. If, in service, the shuttle touches the net it is a "Let," provided the service be otherwise good. If in the course of a rally the shuttle touches and passes over the net it does not invalidate the stroke. It is a good return if the shuttle having passed outside either post drops on or within the boundary lines of the opposite court. A "Let" may be given by the umpire for any unforeseen or accidental hindrance. If, in service, the shuttle strikes the top of the net, and is then struck or touched by the player served to, it is assumed that the shuttle would have fallen into the proper service-court, and it is a "Let."

If, in service, or during a rally, a shuttle, *after passing over the net*, is caught in or on the net, it is a "Let." When a "Let" occurs, the

play since the last service shall not count and the player who served shall serve again.

18. If the server, in attempting to serve, misses the shuttle, it is not a fault; but if the shuttle be touched by the racket, a service is thereby delivered.

19. If, when in play, the shuttle strikes the net and remains suspended there, or strikes the net and falls towards the ground on the striker's side of the net, or hits the ground outside the court and an opponent then touches the net or shuttle with his racket or person, there is no penalty, as the shuttle is not *then* in play.

20 If a player has a chance of striking the shuttle in a downward direction when quite near the net, his opponent must not put up his racket near the net on the chance of the shuttle rebounding from it.

This is obstruction within the meaning of Law 14 (j).

A player may, however, hold up his racket to protect his face from being hit if he does not thereby balk his opponent.

21. It shall be the duty of the umpire to call "fault" or "let" should either occur, without appeal being made by the players, and to give his decision on any appeal regarding a point in dispute, if made before the next service; and also to appoint linesmen at his discretion. An umpire's decision shall be final, but he shall uphold the decision of a linesman. Where, however, a referee is appointed, an appeal shall lie to him from the decision of an umpire on questions of law only.

22. Play shall be continuous from the first service till the match be concluded; except that (a) in countries where climatic conditions render it desirable, there shall be allowed, subject to the previously published approval of the national organization concerned, an interval not exceeding five minutes between the second and third games of a match, either singles or doubles or both; and (b) when necessitated by circumstances not within the control of the players, the umpire may suspend play for such a period as he may consider necessary. If play be suspended the existing score shall stand and play be resumed from that point. Under no circumstances shall play be suspended to enable a player to recover his strength or wind, or to receive instruction or advice. No player shall be allowed to leave the court until the match be concluded, without the umpire's consent. The umpire shall be the sole judge of any suspension of play and he shall have the right to disqualify an offender.

INTERPRETATIONS

1. Any movement or conduct by the server that has the effect of breaking the continuity of service after the server and receiver have taken their positions to serve and to receive the service is a preliminary feint. (See Law 14(d))

2. It is a fault under Law 14 (h) :—

(a) If the shuttle be held on the racket during the execution of a stroke, i.e., if it be caught and slung instead of being distinctly hit, or

(b) If the shuttle be hit twice during the execution of a stroke. But it is *not* a fault (provided the stroke be otherwise legitimate) :

(c) If the base and feathers of the shuttle be struck simultaneously.

3. It is obstruction if a player invade an opponent's court with racket or person in any degree except as permitted in Law 14(f).

(See Law 14 (j))

4. Where necessary on account of the structure of a building, the local Badminton Authority may, subject to the right of veto of its National Organization, make by-laws dealing with cases in which a shuttle touches an obstruction.

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THE AMERICAN BADMINTON ASSOCIATION

OFFICIAL ORGANIZATION FOR
UNITED STATES BADMINTON PLAYERS

1. The American Badminton Association is the official association of organized badminton in the United States. As such it gives out to its Member Clubs not only the official rules of play, as laid down by the International Badminton Federation, but also other pertinent information for the benefit of these clubs and their players.

2. Some of this information may also be obtained by groups outside its membership, such as schools, colleges, church and community groups, etc., but it may be limited in scope and material.

3. A few of the more important items which the Association covers are:

a. All tournaments are conducted under standard regulations, and must receive sanctions to be held, thus insuring proper operation for the benefit of the contestants.

b. Amateur standards have been established to preserve the proper distinction in competitive sports between those who play for the sport itself and those who use the sport for their livelihood, primarily through exhibiting for money, selling badminton goods or teaching where not authorized.

c. National rules for umpiring are controlled by a national Rules Committee and a nation-wide Umpires Association, thus insuring a uniform code for all playing areas.

d. The Juniors, under 18 years of age as of October 1st of each year, have their special development activities and both intersectional and national tournaments, all under programs which steadily improve each year.

e. Many sectional adult tournaments, and an annual national tournament played in a different location each year, open at the present time to players from all over the world who are qualified, are scheduled under a committee of national jurisdiction. These are real competitive events but invariably social activities are closely allied with tournament plans.

f. Individuals and teams of men and women of top ranking calibre are selected for international exhibitions and for our Thomas Cup and Uber Cup matches, the United States being highly regarded in the international world of badminton.

g. BIRD CHATTER, a national magazine, is published under the guidance and backing of the national association, providing a means of getting information on all phases of badminton, much of which is unobtainable from any other source.

4. For the pleasure of your group, whether any are competitively minded or not, a membership in the Association, at extremely nominal rates, will bring you greater knowledge of the game and the advantages listed above. Contact the Association by directing your inquiries to The American Badminton Association, 905 South Los Robles, Pasadena, California.

VALUABLE HINTS ON PLAY AND OPERATING TOURNAMENTS

1. *Forehand Grip*—In general, when gripping the racket hold it as if you were shaking hands with it. This may seem unnatural to you but practice and patience will make it become a habit.
2. *Backhand Grip*—Allow the hand to turn slightly and place your thumb against the back of the handle. The opposite side of the racket head is where you contact the shuttle for backhand shots.
3. *Holding Racket*—Do not hold it too tightly for it makes your wrist and arm tense and strained. This is particularly important when serving low serves and making net shots.
4. *Position of Racket*—Do not let the racket hang loosely down at your side, keep the racket head well up and ready for any kind of shot.
5. *Wrist*—Do not use a stiff wrist, as in tennis. Cock the wrist with the head of the racket back. If you swing through without a swishing sound your racket is probably locked and you will lose the impetus of the racket head.
6. *Reaching*—Hit your shots at full length of your arm, particularly overhead clears, smashes and drops, drives, and many net shots.
7. *Footwork*—Footwork is the most important factor in getting the body in position to make the correct stroke. Make forehand strokes with the left foot forward, and backhand strokes with the right foot forward (reverse for lefthanded players). Starting and turning quickness are more important than straightaway speed, and short steps are better than long strides. Avoid stroking with both feet directly facing the net.
8. *Serving*—Either foot forward may be used but most players find it more comfortable to have the left foot in front (right for lefties). Drop the shuttle with the arm extended and strike it below the waist. To avoid service faults have the racket shaft pointed downward upon contact.
9. *Follow Through*—The racket should follow the shot all the way through, continuing in the direction of the actual shot.
10. *Scoring*—Games are usually 15 points, except for ladies' or junior girls' singles which are 11 points. If the score is tied at 13 or 14 all,

or at 9 or 10 all for ladies' or junior girls' singles, it is then a (deuce) set game. You may then elect to play or not to play extra points to finish the game, and this is called "setting the game." In a game of 15 points and when the score is 13 all the side which first reached 13 may "set" for 5 points. Should the score reach 14 all, the side which first reached 14 may "set" for 3 points. If you do not decide to "set," the game will continue to 15 points. In a game of 11 points, it may be "set" for 3 points at 9 all and 2 points at 10 all, or "no set" and play to 11 points. See Page 6, Law 7, for a more detailed explanation.

11. *Faults*—The following subparagraphs describe in non-technical language some of the commoner faults. Consult the Laws of Badminton, pages 8 and 9, Law 14, and Interpretations on page 11, for more complete details:

- a. If you hit the base of the shuttle with anything except the strings of the racket.
- b. If the shuttle is held on the racket during the execution of the stroke (caught and slung instead of being distinctly hit).
- c. If you stand on a boundary line when serving or receiving the serve.
- d. If, while serving, you hit the shuttle when it is above the waist.
- e. If, while serving, you hit the shuttle at a time when any part of the head of the racket is higher than any part of your racket hand.
- f. If you touch the net or posts with your racket or any part of your person or clothing while the shuttle is in play. Also you cannot invade your opponent's court with person or racket while the shuttle is in play, except to follow through a shot (see par. i).
- g. If, when serving or receiving, and after you have taken position in your court, you lift either foot off the floor or slide it out of its original position after the server has started his motion and before the shuttle is hit. You may raise part of one or both of your feet, but some part of each foot must remain in contact with the floor and in a stationary position from the time you take your position until the shuttle is hit by the server. For greater clarification this is the general pattern to follow:
 - (1) The server takes position, with both feet on the floor and remains in a stationary position.
 - (2) The receiver takes position, with both feet on the floor and remains in a stationary position.
 - (3) The server now starts his motion to deliver the serve and must

not lift either foot, entirely, off the floor until contact has been made with the shuttle.

(4) The receiver in turn must not lift either foot, entirely, off the floor until the shuttle is hit.

h. If, before or during the delivery of the service, you or your partner make a preliminary feint or otherwise intentionally balk either of your opponents.

i. If you reach over the net to hit the shuttle, but you may hit it on your side and follow over the net, providing your follow through does not hit the net.

TOURNAMENT OPERATIONS—A few general comments.

1. A tournament worth holding deserves good planning. Confusion in management means confused contestants and many may not want to play again.

2. Where the time element for completion of certain rounds is important, be strict in the times for the matches, always recognizing that the players are human. Don't brow beat them or make it a military split second job.

3. Special rules should be properly posted or announced for complete understanding, and many criticisms will be avoided.

4. There is plenty of material available for help on seeding, making the draw, umpires, score sheets, etc. Obtain it from your sport shops, professionals, nearby clubs or associations who have run tournaments before, or ask leading players or officials who have been connected with competitive events.

5. It is better to supply one grade and weight of shuttles than to have competitors furnishing their own. This maintains better uniformity and practically always costs everyone less.

6. Try to use umpires on at least all rounds from the semi-finals on but select as qualified group as possible. When holding Junior events it is wise to umpire each match.

7. National rules for the United States have mandatory rest periods of 5 minutes between the second and third games for all Junior events, for men's and ladies' singles, and for veterans' doubles.

8. Except for these rest periods play is continuous. If accidents occur the umpire (or tournament referee if there is no umpire on the match) may make special rulings to cover the situation. Towel wiping, drinking water and the like are to be permitted in the confines of the court only and are not to be used for stalling. (See Law 22)



SPALDING

SETS THE PACE IN SPORTS