

Official Rule Book

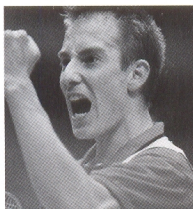


ADVISORY STAFF

"The Choice of Champions"



Zhang Ning (CHN)
China Open 2006 (6*)
Singles Winner



Peter Gade (DEN)
Singapore Open 2006 (5*)
Singles Winner



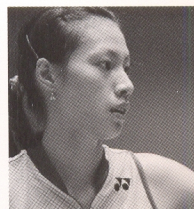
Lin Dan (CHN)
World Championships 2006 (7*)
Singles Winner



Candra Wijaya (INA)
Indonesia Open 2006 (6*)
Doubles Winner



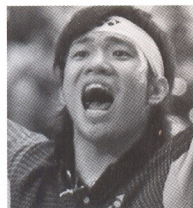
Tony Gunawan (USA)
Indonesia Open 2006 (6*)
Doubles Winner



Xie Xingfang (CHN)
World Championships 2006 (7*)
Singles Winner



Taufik Hidayat (INA)
Indonesia Open 2006 (6*)
Singles Winner



Koo Kien Keat (MAS)
Malaysia Open 2006 (4*)
Doubles Winner



Chan Chong Ming (MAS)
Malaysia Open 2006 (4*)
Doubles Winner



Gao Ling (CHN)
World Championships 2006 (7*)
Doubles Winner



Huang Sui (CHN)
World Championships 2006 (7*)
Doubles Winner



Bao Chunlai (CHN)
Korea Open 2006 (6*)
Singles Winner



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OFFICIAL RULES OF PLAY & COURT OFFICIALS HANDBOOK

TABLE OF CONTENTS

About USA Badminton	1
Simplified New Rally Points Scoring System	2
Tournament Operation	4
Tournament Definitions	4
Drug Testing	5
Badminton Etiquette	6
Laws of Badminton	6
Court and Court Equipment	6
Shuttle	7
Testing a Shuttle for Speed	8
Racket	8
Equipment Compliance	9
Toss	10
Scoring System	10
Change of Ends and Intervals	10
Service	10
Singles	11
Doubles	12
Service Court Errors	13
Faults	13
Lets	14
Shuttle Not in Play	15
Continuous Play, Misconduct, Penalties	15
Officials and Appeals	16
Appendices	17
Variations in Court and Equipment	17
Handicap Matches	17
Other Scoring System	18
Vocabulary	21
Badminton for Disabled People	23
Imperial Measurements	29
Index to the Laws of Badminton	29
Recommendations to Technical Officials	34
Introduction	34
Officials and Their Decisions	34
Recommendations to Umpires	35
General Advice on Umpiring	41
Instructions to Service Judges	42
Instructions to Line Judges	43
Blood Flowing Injuries	44
Clothing Regulations	44
USAB Tournament Regulations	52
The Draw	52
Seeds	52
Shadow Seeds	53
Geographical Distribution	54
Positioning of Byes and Seeds in the Draw	54
Qualifying Rounds	55
Additions to the Draw	55
Alterations to the Draw and Substitutions	57
Defaults	58
Ranking in Events Played Under the Pool System, Round Robin or in Groups	58
The Umpire Scoresheet	60



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ABOUT USA BADMINTON

USA Badminton (USAB) is the national governing body for the Olympic Sport of Badminton as recognized by the United States Olympic Committee (USOC) and the Badminton World Federation (BWF).

USAB, originally called the American Badminton Association, and later the United States Badminton Association (USBA), was formed in 1936 and became the fourteenth full member of the BWF in 1938. Membership has grown to include fifty state organizations and thousands of registered players who compete in five geographical regions.

After having been a demonstration sport at the 1972 Olympics in Munich, Germany and an exhibition sport in 1988 in Seoul, South Korea, badminton debuted as a full medal sport at the 1992 Games in Barcelona, Spain. In 1995, badminton made its debut in the Pan American Games. Also in 1995, the USAB formed its first full-time Resident Athlete Training Program for Olympic hopefuls at the U.S. Olympic Training Center in Colorado Springs, Colorado. In 1998, USAB named the Orange County Badminton Club as a National Training Center for USAB.

Each year, USAB sanctions hundreds of local, regional and national tournaments for players of all ages and skill levels. USAB National Ranking tournaments feature the nation's best athletes. Internationally, USAB fields and trains teams for the Olympic and Pan Am Games, World Championships, Thomas, Uber, and Sudirman Cups, and hosts the U.S. Open International Badminton Tournament.

USAB is committed to the growth of badminton in America. USAB supports a growing number of regional grassroots training programs for promising juniors. We strive to provide the best possible experience for all participants by encouraging, developing, and administering the sport on all levels.

Every new membership is a pledge of support to improve and expand the services provided to our members and athletes. Show your support to the growing number of USAB grassroots, educational, elite, and recreational programs and join the thousands of other players who have discovered the benefits of membership in USAB.

There are several membership types available for juniors, adults, and clubs. As an individual member in USAB, you will receive:

- Exclusive USAB Member Discounts on merchandise, educational materials and videos.
- USAB Membership Card — your passport to play in USAB sanctioned events.
- Airline Travel Discounts from United Airlines for travel

About USAB (cont.)

to all USAB sanctioned events.

- Quarterly issue of Newsletter, CrossCourt
- Liability insurance during sanctioned competitions.
- Current rule changes with the Official Rules of Play, detailing all rules governing competitions.
- A voice in USAB leadership through your vote.

**To join USAB and take
advantage of membership benefits,
please contact the National Office at
(719) 866-4808 or
usab@usabadminton.org**

SIMPLIFIED NEW RALLY POINTS SCORING SYSTEM

SCORING SYSTEM

A match consists of the best of 3 games of 21 points.

The side winning a rally adds a point to its score.

At 20 all, the side which gains a 2 point lead first, wins that game.

At 29 all, the side scoring 30th point, wins that game.

The side winning a game will serve first in the next game.

INTERVALS and CHANGE of ENDS

When the leading score reaches 11 points, players have a 60 second interval.

A 2 minute interval between each game is allowed.

In the third game, players change ends when a side scores 11 points.

SINGLES

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 service court.

If the server wins a rally, the server scores a point and then serves again from alternate service court.

If the receiver wins a rally, the receiver scores a point and becomes the new server.

DOUBLES

There is only one serve in doubles (see diagram on next page). The service passes consecutively to the players as shown in the attached diagram.

At the beginning of the game and when the score is even, the server serves from the right court. When it is odd, the server serves from the left court.

If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court.

If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side.

The player of the receiving side who served last stays in the same court from where he/she served last. The reverse pattern applies to the receiver's partner.

The players do not change their respective service courts until they win a point when their side is serving.

If players commit an error in the service court, the error is corrected when the mistake is discovered.

In a Doubles match, A & B against C & D, A & B won the toss and decided to serve. A to serve to C. A shall be the initial server while C shall be the initial receiver.

Course of action / Explanation	Score			Service from Service Court	Server & Receiver	Winner of the rally
	Love All			Right Service Court. Being the score of the serving side is even.	A serves to C A and C are the initial server and receiver.	A & B.
A & B win a point. A & B will change service courts. A serves again from Left service court. C & D will stay in the same service courts.	1-0			Left Service Court. Being the score of the serving side is odd.	A serves to D	C & D.
C & D win a point and also right to serve. Nobody will change their respective service courts.	1-1			Left Service Court. Being the score of the serving side is odd.	D serves to A.	A & B.
A & B win a point and also right to serve. Nobody will change their respective service courts.	2-1			Right Service Court. Being the score of the serving side is even.	B serves to C	C & D
C & D win a point and also right to serve. Nobody will change their respective service courts.	2-2			Right Service Court. Being the score of the serving side is even.	C serves to B	C & D
C & D win a point. C & D will change service courts. C serves from Left service court. A & B will stay in the same service courts.	3-2			Left Service Court. Being the score of the serving side is odd.	C serves to A	A & B
A & B win a point and also right to serve. Nobody will change their respective service courts.	3-3			Left Service Court. Being the score of the serving side is odd.	A serves to C	A & B
A & B win a point. A & B will change service courts. A serves again from Right service court. C & D will stay in the same service courts.	4-3			Right Service Court. Being the score of the serving side is even.	A serves to D	C & D

Note that this means:

The service court of the server depends on the serving side's score, odd or even, the same as in singles.

The players change service courts only when a point is scored while their side is serving. In all other cases, the players continue to stay in the same service court from where they played previous rally. This shall guarantee that the serve alternates between the players.

TOURNAMENT OPERATION

A tournament represents one of badminton's best opportunities for public exposure. As such, it also holds true that any tournament worth holding also deserves good planning. Confusion in tournament management results in confused competitors who may not want to play again.

Before and after the event, make every effort to publicize the tournament. Contact local news media with dates, times, and competition venues. Also mention any prominent players from the local or national level who may be competing. Provide complete results to newspapers and television stations immediately following the finals, and follow up to make sure they received the information and to answer any questions.

All competitors should be made aware of the court assignments, match numbers, and match times. These should be included on the draw sheets, as well as posted in a public area for access by competitors and spectators.

Tournament directors should plan the match schedule well in advance and stick to the schedule, following the Laws of Badminton that allow a player 30 minutes between matches.

Special rules specific to individual sites should be properly posted and announced for complete understanding by all competitors. The tournament committee should make every effort to ensure that all competitors are informed of these special rules.

When establishing seeding and making the draw, seek help from local and regional associations who have experience in these areas. The USAB National Office will also provide assistance.

Umpires should be utilized in as many matches as possible, especially during semi-final and final rounds of competition in all tournaments. Tournament directors should request a list of USAB umpires from the USAB National Office.

The Laws of Badminton allow a rest period of (2) minutes between each game. When the leading score reaches 11 points, players have a (60) second interval. If accidents occur, the umpire (or tournament referee) may elect to suspend play. The tournament committee may choose to allow five-minute breaks between all games in senior events.

TOURNAMENT DEFINITIONS

The Badminton World Federation (BWF) recognizes the categories of tournaments, international matches and other events as defined in the following categories:

BWF Events (Level 1)

2.2.1	Thomas Cup	The men's world team championships.
2.2.2	Uber Cup	The women's world team championships
2.2.3	Sudirman Cup	The world mixed team championships.
2.2.4	World Junior Team	The world juniors' team championships.
2.2.5	World Championships	The world individual championships.
2.2.6	World Junior Championships	The world individual championships.
2.2.7	World Senior Championships	The world individual senior championships.

Super Series (Level 2)

The Super Series of tournaments having prize fund of US \$200,000 or more and the Super Series Masters Final.

Grand Prix (Level 3)

2.4.1	Grand Prix Gold	The Grand Prix series of tournaments having prize money of US \$120,000 or more.
2.4.2	Grand Prix	The Grand Prix series of tournaments having prize money of US \$50,000 or more.

Continental Events (Level 4)

2.5.1	International Challenge	The continental series of tournaments having prize money off US \$15,000 or more.
2.5.2	International Series	The continental series of tournaments having prize money of US \$5,000 or more.
2.5.3	Future Series	The continental series of tournaments having prize money of less than US \$5,000.

Junior Events

2.5.1	Junior International Challenge	The series of tournaments having prize money of US \$15,000 or more.
2.5.2	Junior International Series	The series of tournaments having prize money of US \$5,000 or more.
2.5.3	Junior Future Series	The series of tournaments having prize money less than US \$5,000.

DRUG TESTING

Because of drug testing rules adopted by both the International and USOC, it is possible that, sooner or later, all international and national athletes will be drug-tested.

Such testing will be unannounced, with individuals chosen at random.

Results of these tests are strictly confidential. Persons found to be in violation of current drug policies will be appropriately disciplined.

All USAB members should be aware that some common unrestricted medications or prescriptions may be on the "banned substance" list maintained by the USOC. Any number of substances, including over-the-counter cough medicines and cold remedies, may appear on the banned substance list. The USOC constantly revises this list.

To ensure compliance with drug testing policies, all athletes should contact the USOC DRUG EDUCATION HOTLINE at 800-233-0393. In addition to answering questions about banned substances, USOC personnel will provide the caller with the publication, *Drug Free*, upon request. There is no charge for this informative publication, which contains the most up-to-date information on drug-testing policies and procedures.

BADMINTON ETIQUETTE

IN TOURNAMENT

1. Send all entries in well before the deadline.
2. Do not withdraw from a tournament after the draw has been made except for illness, injury or personal emergency.
3. Be on court promptly when matches are called.
4. Restrict on-court warm-ups to the permitted time.
5. Accept the decisions of opponents and officials.
6. Thank the umpire and service judge after all matches and thank the organizers before leaving the tournament.

ON COURT

1. Loud, abusive or profane language, racquet throwing or hitting the shuttle indiscriminately is prohibited.
2. Be courteous to other players at all times.
3. Retrieve the shuttle at the end of a rally when it has fallen on your side of the net and return it promptly to your opponent.
4. When there is no umpire, call out the score before each service.
5. When there are no line judges always make fair, quick and accurate line calls. If in doubt, give your opponent the benefit.
6. After losing, acknowledge your opponent's strength.
7. Do not walk behind or beside a court while the shuttle is in play.

LAWS OF BADMINTON

DEFINITIONS

Player	Any person playing badminton
Match	The basic contest in badminton between opposing sides each of one or two players
Singles	A match where there is one player on each of the opposing sides
Doubles	A match where there are two players on each of the opposing sides
Serving side	The side having the right to serve
Receiving side	The side opposing the serving side
Rally	A sequence of one or more strokes starting with the service
Stroke	A forward movement of the player's racket.

1. COURT AND COURT EQUIPMENT

- 1.1 The court shall be a rectangle laid out with lines 1-1/2" wide as in Diagram A.
- 1.2 The lines shall be easily distinguishable and preferably be the colors, white or yellow.
- 1.3 All lines form part of the area which they define.
- 1.4 The posts shall be 5' 1" in height from the surface of the court and shall remain vertical when the net is strained as provided in Law 1.10. Posts shall not extend into the court.
- 1.5 The posts shall be placed on the doubles side lines as in Diagram A irrespective of whether singles or doubles is being played.
- 1.6 The net shall be made of fine cord of dark color and even thickness with a mesh of not less than 5/8" and not more than 3/4".
- 1.7 The net shall be 2' 6" in depth and at least 20' wide

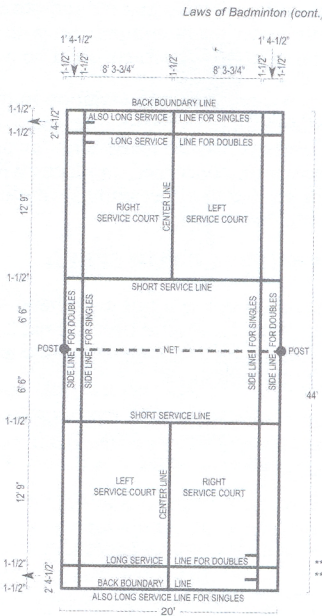
1.8 The top of the net must be edged with a 3" white cloth tape doubled over a cord or cable running through the tape. This tape shall rest upon the cord or cable.

1.9 The cord or cable shall be stretched firmly, flush with the top of the posts.

1.10 The top of the net from the surface of the court shall be 5' at the center of the court and 5' 1" over the side lines for doubles.

1.11 There shall be no gaps between the ends of the net and the posts. If necessary, the full depth of the net shall be tied at the ends.

DIAGRAM A. Court which can be used for singles or doubles play.



** Optional testing marks shown on page 11.

2. SHUTTLE

2.1 The shuttle may be made from natural and/or synthetic materials. From whatever material the shuttle is made, 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.

2.2 Feathered Shuttle

2.2.1 The shuttle shall have 16 feathers fixed in the base.

2.2.2 The feathers shall be measured from the tip to the top of the base and in each shuttle shall be of the same length. This length can be between 2-3/8" and 2-3/4".

2.2.3 The tips of the feathers shall lie on a circle with a diameter from 2-1/4" to 2-5/8".

2.2.4 The feathers shall be fastened firmly with thread or other suitable material.

2.2.5 The base shall be 1" to 1-1/8" in diameter and rounded on the bottom.

2.2.6 The shuttle shall weigh from 4.74 to 5.50 grams.

2.3 Non-feathered Shuttle

2.3.1 The skirt, or simulation of feathers in synthetic materials, replaces natural feathers.

2.3.2 The base is described in Law 2.2.5.

2.3.3 Measurements and weight shall be as in Laws 2.2.2, 2.2.3, and 2.2.6. However, because of the difference in the specific gravity and other properties of synthetic materials in comparison with feathers, a variation of up to 10 percent shall be acceptable.

2.4 Subject to there being no variation in the general design, speed and flight of the shuttle, modifications in the above specifications may be made with the approval of the Member Association concerned, in places where atmospheric conditions due to either altitude or climate make the standard shuttle unsuitable.

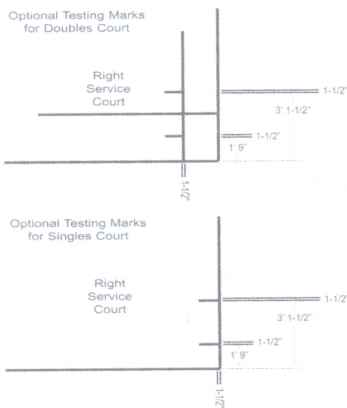
3. TESTING A SHUTTLE FOR SPEED

3.1 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.

3.2 A shuttle of correct speed will land not less than 1' and not more than 3' 3" short of the other back boundary line as in Diagram B.

DIAGRAM B

Laws of Badminton (cont.)



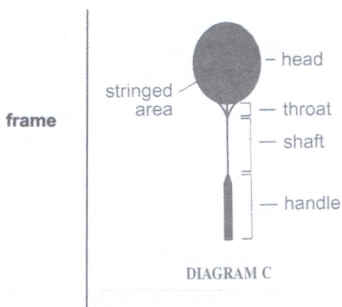
4. RACKET

4.1 The frame of the racket shall not exceed 2' 2-3/4" in overall length and 9" in overall width, as illustrated in Diagram C.

- 4.1.1 The handle is the part of the racket intended to be gripped by a player.
- 4.1.2 The stringed area is the part of the racket with which it is intended the player hits the shuttle.
- 4.1.3 The head bounds the stringed area.
- 4.1.4 The shaft connects the handle to the head (subject to Law 4.1.5).
- 4.1.5 The throat (if present) connects the shaft to the head.

DIAGRAM C

4.2 The Stringed Area



4.2.1 Shall be flat and consist of a pattern of crossed strings either alternately interlaced or bonded where they cross. The stringing pattern shall be generally uniform and, in particular, not less dense in the center than in any other area; and

4.2.2 Shall not exceed 11" in overall length and 8-5/8" in overall width. However, the strings may extend into an area which otherwise would be the throat, provided that the width of the extended stringed area does not exceed 1-3/8" and provided that the overall length of the stringed area does not then exceed 1' 1".

4.3 The Racket

4.3.1 Shall be free of attached objects and protrusions, other than those used 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 is reasonable in size and placement for such purposes; and

4.3.2 Shall be free of any device that makes it possible for a player to change materially the shape of the racket.

5. EQUIPMENT COMPLIANCE

The BWF shall rule on any question of whether any racket, shuttle or equipment or any prototype used in the playing of badminton complies with the specifications. Such ruling may be undertaken on the Federation's initiative or on application by any party with a bona fide interest, including any

player, equipment manufacturer or Member Association or member thereof.

6. TOSS

6.1 Before play commences, a toss shall be conducted and the side winning the toss shall exercise the choice in either Law 6.1.1 or 6.1.2:

6.1.1 To serve or receive first; or

6.1.2 To start play at one end of the court or the other.

6.2 The side losing the toss shall then exercise the remaining choice.

7. SCORING SYSTEM

7.1 A match shall consist of the best of three games, unless otherwise arranged (Appendix 2 and 3).

7.2 A game shall be won by the side which first scores 21 points, except as provided in Law 7.4 and 7.5.

7.3 The side winning a rally shall add a point to its score. A side shall win a rally, if the opposing side commits a 'fault' or the shuttle ceases to be in play because it touches the surface of the court inside the opponent's court.

7.4 If the score becomes 20-all, the side which gains a 2 point lead first, wins that game.

7.5 If the score becomes 29-all, the side scoring the 30th point shall win that game.

7.6 The side winning a game shall serve first in the next game.

8. CHANGE OF ENDS and INTERVALS

8.1 Players shall change ends:

8.1.1 At the end of the first game;

8.1.2 At the end of the second game, if there is to be a third game; and

8.1.3 In the third game when a side first scores 11 points.

8.2 If players omit to change ends as indicated in Law 8.1, they shall do so as soon as the mistake is discovered and the shuttle is not in play. The existing score shall stand.

8.3 When the leading score reaches 11 points, players have a 60 second interval.

8.4 A 2 minute interval between each game is allowed.

9. SERVICE

9.1 In a correct service,

9.1.1 Neither side shall cause undue delay to the delivery of the service once server and receiver are ready for the service. On completion of the backward movement of server's racket head, any delay in

the start of the service (Law 9.2), shall be considered to be an undue delay;

9.1.2 The server and receiver shall stand within diagonally opposite service courts (Diagram A) without touching the boundary lines of these service courts;

9.1.3 Some part of both feet of the server and receiver must remain in contact with the surface of the court in a stationary position from the start of the service (Law 9.2) until the service is delivered (Law 9.3);

9.1.4 The server's racket shall initially hit the base of the shuttle;

9.1.5 The whole shuttle shall be below the server's waist at the instant of being hit by the server's racket. The waist shall be considered to be an imaginary line round the body, level with the lowest part of the server's bottom rib;

9.1.6 The shaft of the server's racket at the instant of hitting the shuttle shall be pointing in a downward direction.

9.1.7 The movement of the server's racket must continue forwards after the start of the service (Law 9.2) until the service is delivered (Law 9.3);

9.1.8 The flight of the shuttle shall be upwards from the server's racket to pass over the net so that, if not intercepted, it lands in the receiver's service court (i.e., on or within the boundary lines); and

9.1.9 In attempting to serve, the server shall not miss the shuttle.

9.2 Once the players are ready for the service, the first forward movement of the server's racket head shall be the start of the service.

9.3 Once started (Law 9.2), the service is delivered when the shuttle is hit by the server's racket or, in attempting to serve, the server misses the shuttle.

9.4 The server shall not serve before the receiver is ready. However, the receiver shall be considered to have been ready if a return of service is attempted.

9.5 In doubles, during the delivery of service (Law 9.2, 9.3), the partners may take up any positions within their respective courts, which do not unsight the opposing server or receiver.

10. SINGLES

10.1 Serving and Receiving Courts

10.1.1 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.

10.1.2 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.

10.2 Order of Play and Position on Court

10.2.1 In a rally, the shuttle may be hit by the server and the receiver alternately, from any position on that player's side of the net, until the shuttle ceases to be in play (Law 15).

10.3 Scoring and Serving

10.3.1 If the server wins a rally (Law 7.3), the server shall score a point. The server shall then serve again from the alternate service court.

10.3.2 If the receiver wins a rally (Law 7.3), the receiver shall score a point. The receiver shall then become the new server.

11. DOUBLES

11.1 Serving and Receiving Courts

11.1.1 A player of the serving side shall serve from the right service court when the serving side has not scored or has scored an even number of points in that game.

11.1.2 A player of the serving side shall serve from the left service court when the serving side has scored an odd number of points in that game.

11.1.3 The player of the receiving side who served last shall stay in the same service court from where he/she served last. The reverse pattern shall apply to the receiver's partner.

11.1.4 The player of the receiving side standing in the diagonally opposite service court to the server shall be the receiver.

11.1.5 The players shall not change their respective service courts until they win a point when their side is serving.

11.1.6 Service in any turn of serving shall be delivered from the service court corresponding to the serving side's score, except as provided in Laws 12.

11.2 Order of Play and Position on Court

11.2.1 After the service is returned, in a rally, the shuttle may be hit by either player of the serving side and either player of the receiving side alternately, from any position on that player's side of the net, until the shuttle ceases to be in play (Law 15).

11.3 Scoring and Serving

11.3.1 If the serving side wins a rally (Law 7.3), the serving side shall score a point. The server shall then serve again from the alternate service court.

11.3.2 If the receiving side wins a rally (Law 7.3), the receiving side shall score a point. The receiving side shall then become the new serving side.

11.4 Sequence of Serving

In any game, the right to serve shall pass consecutively:

11.4.1 From the initial server who started the game from the right service court

11.4.2 To the partner of the initial receiver. The service shall be divided from the left service court,

11.4.3 To the partner of the initial server

11.4.4 To the initial receiver,

11.4.5 To the initial server and so on.

11.5 No player shall serve or receive out of turn, or receive two consecutive services in the same game, except as provided in Laws 12.

11.6 Either player of the winning side may serve first in the next game, and either player of the losing side may receive first in the next game.

12. SERVICE COURT ERRORS

12.1 A service court error has been made when a player:

12.1.1 Has served or received out of turn; or

12.1.2 Has served or received from the wrong service court;

12.2 If a service court error is discovered, the error shall be corrected and the existing score shall stand.

13. FAULTS

It shall be a "fault":

13.1 If a service is not correct (Law 9.1);

13.2 If, in service, the shuttle:

13.2.1 Is caught on the net and remains suspended on its top;

13.2.2 After passing over the net, is caught in the net; or

13.2.3 Is hit by the receiver's partner;

13.3 If in play, the shuttle:

13.3.1 Lands outside the boundaries of the court (i.e. not on or within the boundary lines);

13.3.2 Passes through or under the net;

13.3.3 Fails to pass over the net;

13.3.4 Touches the ceiling or side walls;

13.3.5 Touches the person or dress of a player;

13.3.6 Touches any other object or person outside the court;

(Whenever necessary on account of the structure of the building, the local badminton authority may, subject to the right of veto of its Member Association, make by-laws dealing with cases in which a shuttle touches an obstruction).

13.3.7 Is caught and held on the racket and then slung during the execution of a stroke;

13.3.8 Is hit twice in succession by the same player. However, a shuttle hitting the head and the stringed area of the racket in one stroke shall not be a 'fault';

13.3.9 Is hit by a player and the player's partner successively; or

13.3.10 Touches a player's racket and does not travel towards the opponent's court;

13.4 If, in play, a player:

13.4.1 Touches the net or its supports with racket, person or dress;

13.4.2 Invades an opponent's court over the net with racket or person except that the striker may follow the shuttle over the net with the racket in the course of a stroke after the initial point of contact with the shuttle is on the striker's side of the net;

13.4.3 Invades an opponent's court under the net with racket or person such that an opponent is obstructed or distracted; or

13.4.4 Obstructs an opponent, i.e. prevents an opponent from making a legal stroke where the shuttle is followed over the net;

13.4.5 Deliberately distracts an opponent by any action such as shouting or making gestures;

13.5 If a player is guilty of flagrant, repeated or persistent offenses under Law 16;

14. LETS

14.1 "Let" is called by the umpire, or by a player (if there is no umpire), to halt play.

14.2 It shall be a 'let', if:

14.2.1 The server serves before the receiver is ready (Law 9.5);

14.2.2 During service, the receiver and the server are both faulted;

14.2.3 After the service is returned, the shuttle is:

14.2.3.1 Caught on the net and remains suspended on its top, or

14.2.3.2 After passing over the net is caught in the net;

14.2.4 During play, the shuttle disintegrates and the base completely separates from the rest of the shuttle;

14.2.5 In the opinion of the umpire, play is disrupted or a player of the opposing side is distracted by a coach;

14.2.6 A line judge is unsighted and the umpire is unable to make a decision; or

14.2.7 Any unforeseen or accidental situation has occurred.

14.3 When a 'let' occurs, play since the last service shall not count and the player who served last shall serve again.

15. SHUTTLE NOT IN PLAY

A shuttle is not in play when:

15.1 It strikes the net or post and starts to fall towards the surface of the court on the striker's side of the net;

15.2 It hits the surface of the court; or

15.3 A 'fault' or 'let' has occurred.

16. CONTINUOUS PLAY, MISCONDUCT, PENALTIES

16.1 Play shall be continuous from the first service until the match is concluded, except as allowed in Laws 16.2 and 16.3.

16.2 Intervals

16.2.1 Not exceeding 60 seconds during each game when the leading score reaches 11 points; and

16.2.2 Not exceeding 120 seconds between the first and second game and between the second and third game shall be allowed in all matches.

(For a televised match, the Referee may decide before the match that intervals as in Law 16.2 is mandatory and of fixed duration).

16.3 Suspension of Play

16.3.1 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.

16.3.2 Under special circumstances the Referee may instruct the umpire to suspend play.

16.3.3 If play is suspended, the existing score shall stand and play shall be resumed from that point.

16.4 Delay in Play

16.4.1 Under no circumstances shall play be delayed to enable a player to recover strength or wind or to receive advice.

16.4.2 The umpire shall be the sole judge of any delay in play.

16.5 Advice and Leaving the Court

16.5.1 Only when the shuttle is not in play (Law 15), shall a player be permitted to receive advice during a match.

16.5.2 No player shall leave the court during a match without the umpire's permission, except during the intervals as described in Law 16.2.

16.6 A player shall not:

16.6.1 Deliberately cause delay in, or suspension of, play;

16.6.2 Deliberately modify or damage the shuttle in order to change its speed or its flight;

16.6.3 Behave in an offensive manner; or

16.6.4 Be guilty of misconduct not otherwise covered by the Laws of Badminton.

16.7 Administration of Breach

16.7.1 The umpire shall administer any breach of Law 16.4, 16.5, or 16.6 by:

16.7.1.1 Issuing a warning to the offending side;

16.7.1.2 Faulting the offending side, if previously warned. Two such faults by a side shall be considered to be a persistent offense; or

16.7.2 In cases of flagrant offense, persistent offenses or breach of Law 16.2, the umpire shall fault the offending side and report the offending side immediately to the Referee, who shall have the power to disqualify the offending side from the match.

17. OFFICIALS AND APPEALS

17.1 The Referee shall be in overall charge of the tournament or event of which a match forms part.

17.2 The umpire, where appointed, is in charge of the match, the court and its immediate surroundings. The umpire shall report to the referee.

17.3 The service judge shall call service faults made by the server should they occur (Law 9.1).

17.4 A line judge shall indicate whether a shuttle landed 'in' or 'out' on the line(s) assigned.

17.5 An official's decision is final on all points of fact for which that official is responsible except that if, in the opinion of the umpire, it is beyond reasonable doubt that a line judge has clearly made a wrong call, the umpire shall overrule the decision of the line judge.

17.6 An umpire shall:

17.6.1 Uphold and enforce the Laws of Badminton and, especially, call a 'fault' or 'let' should either occur;

17.6.2 Give a decision on any appeal regarding a point of dispute, if made before the next service is delivered;

17.6.3 Ensure players and spectators are kept informed of the progress of the match;

17.6.4 Appoint and/or replace line judges or a service judge in consultation with the Referee;

17.6.5 Where another court official is not appointed, arrange for that official's duties to be carried out;

17.6.6 Where an appointed official is unsighted, carry out the official's duties or play a 'let';

17.6.7 Record and report to the Referee all

matters in relation to Law 16; and

17.6.8 Report 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 match, before the side that appeals has left the court).

APPENDIX 1

VARIATIONS IN COURT AND EQUIPMENT

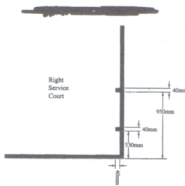
1. Where it is not practicable to have posts on the sidelines, some method shall be used to indicate the position of the sidelines where they pass under the net, e.g. by the use of thin posts or strips of material 1-1/2" wide, fixed to the side lines and rising vertically to the net cord.
2. A court may be marked out for singles only as shown in Diagram E. The back boundary lines become also the long service lines and the posts or the strips of material representing them shall be placed on the side lines.
3. The top of the net from the surface of the court shall be 5' at the center of the court and 5'1" over the side lines.

DIAGRAM E

Court which can only be used for singles play
****Optional testing marks**



DIAGRAM E. Court which can only be used for singles play.
 ** Optional testing marks.



**** Optional testing marks for singles court**

APPENDIX 2

HANDICAP MATCHES

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

1. No variation shall be permitted in the number of points required to win a game.

2. Law 8.1.3 shall be amended to read: "in the third game, and in a match of one game, 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

OTHER SCORING SYSTEM

It is permissible to play by prior arrangement, either:

1. One game of 21 points, or
2. The best of 3 games of 15 points in case of doubles and men's singles and 11 points in case of women's singles

In case of 1 above, the following variation shall apply to the Laws of Badminton:

8. CHANGE OF ENDS

8.1 In a one game match, players shall change ends when a side first scores 11 points.

In case of 2 above, the following variation shall apply to the Laws of Badminton:

7. SCORING SYSTEM

7.1 A match shall consist of the best of three games, unless otherwise arranged (Appendix 2 and 3).

7.2 In doubles and men's singles a game shall be won by the side which first scores 15 points, except as provided in Law 7.5.

7.3 In women's singles a game shall be won by the side which first scores 11 points, except as provided in Law 7.5.

7.4 The side winning a rally shall add a point to its score (Law 10.3 or 11.3). A side shall win a rally, if the opposing side commits a 'fault' or the shuttle ceases to be in play because it touches the surface of the court inside the opponent's court.

7.5 If the score becomes 14-all (10-all in women's singles), the side which first scored 14 (10 in women's singles) points shall exercise the choice in either Law 7.5.1 or 7.5.2:

7.5.1 To continue the game to 15 (11) points, i.e. not to 'set' the game; or

7.5.2 To 'set' the game to 17 (13) points.

7.6 The side winning a game shall serve first in the next game.

8. CHANGE OF ENDS

8.1 Players shall change ends:

8.1.1 At the end of the first game;

8.1.2 At the end of the second game, if there is to be a third game; and

8.1.3 In the third game when a side first scores:

8.1.3.1 6 points in a game of 11 points; or

8.1.3.2 8 points in a game of 15 points.

8.2 If the ends are not changed as indicated in Law 8.1, it shall be done so as soon as the mistake is discovered and when the shuttle is not in play. The existing score shall stand.

10. SINGLES

10.1 Serving and Receiving Courts

10.1.1 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.

10.1.2 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.

10.2 Order of Play and Position on Court

In a rally, the shuttle may be hit by the server and the receiver alternately, from any position on that player's side of the net, until the shuttle ceases to be in play (Law 15).

10.3 Scoring and Serving

10.3.1 If the server wins a rally (Law 7.4), the server shall score a point. The server shall then serve again from the alternate service court.

10.3.2 If the receiver wins a rally (Law 7.4), the receiver shall score a point. The receiver shall then become the new server.

11. DOUBLES

11.1 Serving and Receiving Courts

11.1.1 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

11.1.2 The player who serves or receives 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.

11.1.3 The player who serves or receives at the start of any game shall serve from, or receive in, the left service court when that player's side has scored an odd number of points in that game.

11.1.4 The reverse pattern shall apply to the partners.

11.1.5 The player of the receiving side positioned in the diagonally opposite service court to the server shall be the receiver.

11.1.6 Service in any turn of serving shall be delivered from alternate service courts, except as provided in Laws 12 and 14.

11.2 Order of Play and Position on Court

After the service is returned, in a rally, the shuttle may be hit by

either player of the serving side and either player of the receiving side alternately, from any position on that player's side of the net, until the shuttle ceases to be in play (Law 15).

11.3 Scoring and Serving

11.3.1 If the serving side wins a rally (Law 7.4), the serving side shall score a point. The server shall then serve again.

11.3.2 If the receiving side wins a rally (Law 7.4), the receiving side shall score a point. The receiving side shall then become the new serving side.

11.4 Sequence of Serving

In any game, the right to serve shall pass consecutively:

11.4.1 From the initial server,

11.4.2 To the initial receiver,

11.4.3 To the partner of the initial receiver,

11.4.4 To the player of the initial serving side who is standing in the right service court (Law 11.1.2),

11.4.5 To the partner of the player stated in 11.4.4 and so on.

11.5 No player shall serve or receive out of turn, or receive two consecutive services in the same game, except as provided in Laws 12 and 14.

11.6 Either player of the winning side may serve first in the next game, and either player of the losing side may receive first in the next game.

12. SERVICE COURT ERRORS

12.1 A service court error has been made when a player:

12.1.1 Has served or received out of turn; or

12.1.2 Has served or received from the wrong service court;

12.2 If a service court error is discovered before the next service is delivered:

12.2.1 If one side made the error and won the rally, it shall be a 'let';

12.2.2 If one side made the error and lost the rally, the error shall not be corrected;

12.2.3 If both sides made an error, it shall be a 'let'.

12.3 If there is a 'let' because of a service court error, the rally shall be replayed with the error corrected.

12.4 If a service court error is discovered after the next service has been delivered, the error shall not be corrected and the play in that game shall proceed without changing the players' new service courts (nor, when relevant, the new order of serving).

16. CONTINUOUS PLAY, MISCONDUCT & PENALTIES**16.2 Intervals**

16.2.1 Not exceeding 90 seconds between the first and second game; and

16.2.2 Not exceeding 5 minutes between the second and third game shall be allowed in all matches.

APPENDIX 4**VOCABULARY**

This Appendix lists the standard vocabulary that shall be used by the Umpire to control a match.

1. Announcements and Introductions

1.1 'Ladies and Gentlemen:

1.1.1 On my right, ... (player name), ... (country name), and on my left, ... (player name), ... (country name); or

1.1.2 On my right, ... (player names), ... (country name), and on my left, ... (player names), ... (country name)

1.1.3 On my right, ... (country / team name), represented by ... (player name), and on my left, ... (country/team name), represented by ... (player name); or

1.1.4 On my right, ... (country / team name), represented by... (player names), and on my left, ... (country / team name), represented by ... (player names)

1.2.1 ... (player name) to serve; or

1.2.2 ... (country/team name) to serve;

1.3.1 ... (player name) to serve to ... (player name);

1.3.2 ... (player name) to ... (player name);

To be used in the order shown in the table below, as appropriate:

Event	Singles	Doubles
Individual	1.1.1, 1.2.1	1.1.2, 1.3.1
Team	1.1.3, 1.2.2	1.1.4, 1.2.2, 1.3.2

2. Start of Match and Calling the Score

2.1 'Love all; play.'

2.2 'Service over'

2.3 'Interval'

2.4 'Court ... ' (number) '20 seconds'

2.5 '... game point ... ' e.g. '20 game point 6', or '29 game point 28'

2.6 '... match point ... ' e.g. '20 match point 8', or '29 match point 28'

2.7 '... game point all' e.g. '29 game point all'

2.8 'First game won by ... '(in team event, use name of country / team) ... (score)'

- 2.9 'Second game'
- 2.10 '... match point all' e.g. '29 match point all'
- 2.11 'Second game won by ...' '(in team event, use name of country / team) ... (score)'
- 2.12 'One game all'
- 2.13 'Final Game'

3. General Communication

- 3.1 'Choose your end'
- 3.2 'Are you ready?'
- 3.3 'You missed the shuttle during service'
- 3.4 'Receiver not ready'
- 3.5 'You attempted the return of service'
- 3.6 'You must not influence the line judge'
- 3.7 'Come here'
- 3.8 'Is the shuttle OK?'
- 3.9 'Test the shuttle'
- 3.10 'Change the shuttle'
- 3.11 'Do not change the shuttle'
- 3.12 'Play a let'
- 3.13 'Change ends'
- 3.14 'You did not change the ends'
- 3.15 'You served from the wrong service court'
- 3.16 'You served out of turn'
- 3.17 'You received out of turn'
- 3.18 'You must not interfere with the shuttle'
- 3.19 'The shuttle touched you'
- 3.20 'You touched the net'
- 3.21 'You are standing in the wrong service court'
- 3.22 'You distracted your opponent'
- 3.23 'Your coach distracted your opponent'
- 3.24 'You hit the shuttle twice'
- 3.25 'You slung the shuttle'
- 3.26 'You invaded your opponent's court'
- 3.27 'You obstructed your opponent'
- 3.28 'Are you retiring?'
- 3.29 'Fault – receiver'
- 3.30 'Service fault called'
- 3.31 'Service delayed, play must be continuous'
- 3.32 'Play is suspended'
- 3.33 ' ... '(name of player) warning for misconduct'
- 3.34 ' ... '(name of player) fault for misconduct'
- 3.35 'Fault'
- 3.36 'Out'
- 3.37 'Line judge – signal'

3.38 'Service judge – signal'

3.39 'Correction IN'

3.40 'Correction OUT'

3.41 'Wipe the court'

4. End of Match

4.1 'Match won by ... '(name of player/team) ... (scores)'

4.2 '... '(name of player/team) retired'

4.3 '... '(name of player/team) disqualified'

5. Scoring

0 - Love	11 - Eleven	22 - Twenty-two
1 - One	12 - Twelve	23 - Twenty-three
2 - Two	13 - Thirteen	24 - Twenty-four
3 - Three	14 - Fourteen	25 - Twenty-five
4 - Four	15 - Fifteen	26 - Twenty-six
5 - Five	16 - Sixteen	27 - Twenty-seven
6 - Six	17 - Seventeen	28 - Twenty-eight
7 - Seven	18 - Eighteen	29 - Twenty-nine
8 - Eight	19 - Nineteen	30 - Thirty
9 - Nine	20 - Twenty	
10 - Ten	21 - Twenty-one	

APPENDIX 5

(as from 1 August 2004)

BADMINTON FOR DISABLED PEOPLE

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

IBAD * CLASSIFICATIONS

The system is a functional classification system for all physical disabilities. The minimum disabilities described hereafter may be increased, but not decreased without the approval of the IBAD Annual General Meeting. Any such changes are not official unless printed as an update to the IBAD manual. Further details can be obtained from IBAD (see "Members" section for contact details).

WHEELCHAIR CLASS 1 – BMW 1

Tetraplegic player with the lesion above C8. Minimal motor losses may be seen in the playing hand, but these losses are not significant. Slight changes of trunk position are secured by the free hand holding, pushing or propping the wheelchair or thigh. Lower part of the trunk keeps in contact with the back of the seat. Backward movements of the arm are reduced because of missing trunk rotation. Deliberate movements of the wheelchair are mostly disadvantageous.

CPs:

Severe diplegia.

Minimal limitations in control of upper extremities.

Moderate trunk balance disorders.

Severe Spasticity in lower extremities (Spasticity grade scale for muscle tone: 4).

WHEELCHAIR CLASS 2 – BMW 2

Paraplegic Players with the lesion above T12. Slight changes of trunk position are secured by the free hand holding, pushing or propping the wheelchair or thigh. Lower part of the trunk keeps in contact with the back of the seat. Backward movements of the arm are reduced because of missing trunk rotation. Deliberate

movements of the wheelchair are mostly disadvantageous.

CPs:

Moderate diplegia.

Moderate disorders in trunk balance.

Moderate spasticity in lower extremities (Spasticity grade scale for muscle tone: 3).

WHEELCHAIR CLASS 3 – BMW 3

Paraplegic Players with the lesion L1 and below. Minimal disability is lost of muscular power at least 20 points in one or both lower limbs.

Sitting upright, normal arm and trunk movements can be seen. Trunk movements to increase reach are only possible by using free arm to prop, hold or push at wheelchair or thigh. Deliberate movements of the wheelchair are possible. When starting with one hand forward trunk can not lean forward optimally. Lateral movements are not possible without assistance from the free arm.

CPs:

Slight diplegia.

Minimal trunk balance problems.

Slight spasticity in lower extremities.

Cannot play standing.

STANDING BELOW WAIST CLASS 1 – BMSTL 1

Very severe impairments of legs (poor static and dynamic balance)

1. Severe polio of both legs
2. Single AK plus single BK (below knee amputation)
3. Incomplete spinal cord injury of comparable profile
4. Severe diplegia
5. Severe hemiplegia with playing arm included

STANDING BELOW WAIST CLASS 2 – BMSTL 2

The player is standing and has a reduction of muscular power of at least 20 points in one or both lower limbs or equivalent disability.

Profile - Moderate impairments of the legs

1. One non-functional leg
2. Polio on one leg
3. Single AK
4. Stiff hip and stiff knee (together)
5. Hip luxation with visible shortening
6. Two moderate legs
7. Polio
8. Double BK
9. Incomplete Spinal Cord Injury (SCI), spina bifida level S1

STANDING BELOW WAIST CLASS 3 – BMSTL 3

The player is standing and has a reduction of muscular power of 10 to 19 points in one or both lower limbs or equivalent disability.

Very mild impairments in legs

Single stiff ankle

Amputation of forefoot through all metatarsals (minimal 1/3 of foot)

Hip subluxation

Restriction movement of one hip or knee or ankle

Polio: loss of at least 10 points in muscles strength in one or both lower extremity

STANDING ABOVE WAIST CLASS 1 – BMSTU 4

Severe impairments of non-playing arm

Minimal disability: loss of 50 points or

Single AE (Above or through elbow joint amputation)

Brachial plexus lesion with paralysis of the whole arm
Shortening of the arm through the elbow without a functional hand.
And comparable disabilities

The playing arm has a considerable loss of speed during maximal swing action; caused by loss of muscle strength, range of movement or co-ordination problems. The loss of speed must be in the hitting direction.

- Muscle strength is not more than grade 4 on the MRC scale in the hitting direction (forehand or backhand) of one of the participating joints
- The range of movement's loss of 30-50% for ante-flexion of the shoulder, extension of the elbow, pronation of the forearm.
- In co-ordination as in spastic monoplegia and athetosis a slight degree.
- And comparable disabilities.

STANDING ABOVE WAIST CLASS 2 – BMSTU 5

Severe to moderate impairment of NON-PLAYING ARM

Minimal disability: loss of 30 points or

Single BE (below elbow but through or above wrist joint)

Brachial plexus lesion with some residual functions

Dysmelia or similar disabilities comparable with single BE

THE PLAYING ARM

Very mild impairment of playing arm

Finger amputation/dysmelia with functional grip

Stiff wrist with functional grip

Weakness of the hand or joints of the arm

Comparable impairment profile

LES AUTRES (OTHER LOCOMOTOR DISABILITIES) BASED

The disability must be permanent (Stationary or Progressive).

BACK AND TORSO

Severely reduced mobility of a permanent nature and / or as in scoliosis measuring over 60 degrees curve as measured by the Cobb method. X – Ray proof is necessary.

DWARFS

The maximum height for a dwarf to meet minimum disability is 142 centimeters for male and 136 centimeters for female. The athlete must exhibit other disabilities besides being of small stature therefore excluding a pituitary dwarf.

NOTES

1. Competitors with progressive locomotive disabilities e.g. Multiple Sclerosis, must be classified at the start of each sanctioned competition.
2. Example of conditions not eligible: persons with severely reduced mental capacity. Further persons with heart, chest, abdominal, skin, ear and eye diseases without locomotor disability.

COMPETING IN A CLASS WITH LESSER DISABILITY

When an athlete chooses to compete in a class with less disabled athletes he/she must stay in the same class for that particular competition.

BADMINTON FOR DISABLED PEOPLE: AMENDMENTS TO LAWS OF BADMINTON

1. COURT AND COURT EQUIPMENT

- 1.1 The court shall be a rectangle laid out with lines 40mm wide as in Diagram A in the Laws of badminton. The fol-

lowing courts shall be used for the disabled:

1.1.1 Wheelchair badminton: the courts for singles and doubles shall be as shown in Diagrams F, G, H and I, respectively.

1.1.2 Standing badminton (below waist classes 1 and 2): the court for singles shall be as shown in Diagram J.

1.4 The posts shall be the following heights from the surface of the court and shall remain vertical when the net is strained as provided in Law 1.10:

1.4.1 Wheelchair badminton: 4'

1.4.2 Standing badminton: 4'6"

1.10 The top of the net from the surface of the court shall be the following heights at the center of the court and over the side lines for doubles, respectively:

1.10.1 Wheelchair badminton: 4'5" and 4'6"

1.10.2 Standing badminton: 5' and 5'1"

9. SERVICE

9.1 In a correct service:

9.1.2 The server and receiver shall stand within diagonally opposite service courts or be within the respective service courts without touching the boundary lines of these service courts;

9.1.3 [This Law applies to standing badminton, above body disability only.] in wheelchair badminton: at the start of the service the wheels of both the server and the receiver must be stationary.

9.1.5 In standing badminton the whole shuttle shall be below the server's waist at the instant of being hit by the server's racket; in sitting and wheelchair badminton, the whole shuttle shall be below the server's armpit at the instant of being hit by the server's racket;

9.7 In doubles for standing badminton the partners may take up any positions their respective courts which do not unsight the opposing server or receiver and in doubles for sitting and wheelchair badminton, the partners shall be in the adjoining service court.

10. SINGLES

10.1 Serving and Receiving Courts

10.1.1 The players shall serve from, and receive in, their respective service courts.

11. DOUBLES

11.1 Serving and Receiving Courts for Standing Badminton

11.1.1 In standing Badminton, a player of the serving side shall serve from the right service court at the start of the game or when the serving side has not scored or has scored an even number of points in that game.

11.1.2 In standing Badminton, a player of the serving

side shall serve from the left service court when the serving side has scored an odd number of points in that game.

11.1.3 In standing Badminton, the reverse pattern shall apply to the partners.

13. FAULTS

13.2.5 In wheelchair badminton, the whole of the wheelchair is considered part of the player's body.

16. CONTINUOUS PLAY

In wheelchair badminton:

16.1 Play shall be continuous from the first service until the match is concluded, except as allowed in Laws 16.2, 16.3, 16.9 and 16.10.

16.9 A player may be allowed to leave the court for an interval not exceeding three minutes during a match in order to catheterise. He/she shall be accompanied by an official.

16.10 A player may be allowed to repair a damaged wheelchair provided it is done in the quickest possible time. If the player has to leave the court, he/she shall be accompanied by an official.

18. LIMITATION OF MOVEMENT

18.1 In wheelchair badminton:

18.1.1 At the moment a player strikes the shuttle some part of the trunk shall be in contact with the seat of the wheelchair.

18.1.2 When the shuttle is in play, the feet shall remain in contact with the footrest. The feet may be fixed to the footrest.

18.1.3 At no time when the shuttle is in play may any part of the feet come into contact with the floor. In particular, a player may not use the feet for braking or for support.

18.1.4 Just before and at the moment that a player strikes the shuttle, the player may not touch the floor with the hands for support.

18.1.5 When the shuttle is in play, a mounted footrest may not touch the floor.

19. WHEELCHAIR EQUIPMENT

19.1 A player's body may be fixed to the wheelchair with an elastic belt.

19.2 A wheelchair may be equipped with a rear supporting wheel, which may extend beyond the main wheels.



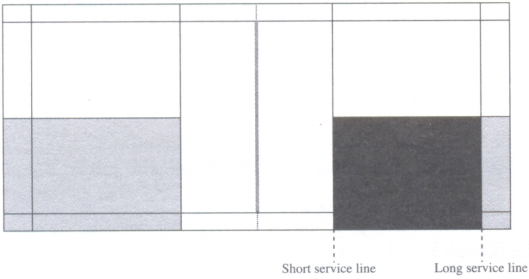
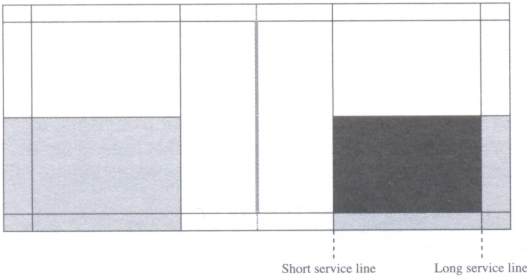
Note: In all diagrams that follow  = court area for play and  = service area

DIAGRAM F



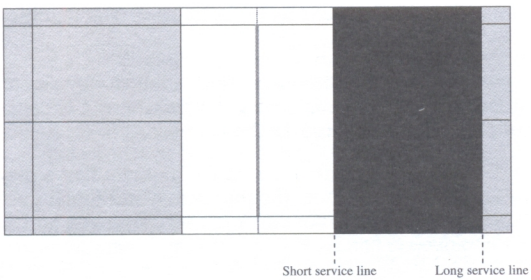
Court and service court for singles badminton wheelchair class 3 – BMW3

DIAGRAM G



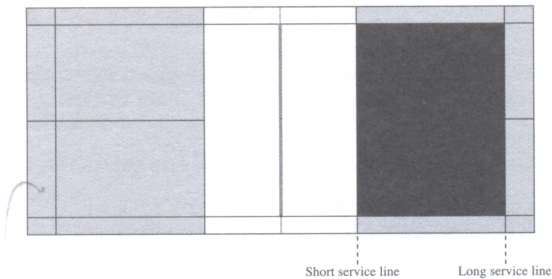
Court and service court for singles badminton wheelchair classes 1 & 2 – BMW 1 & 2

DIAGRAM H



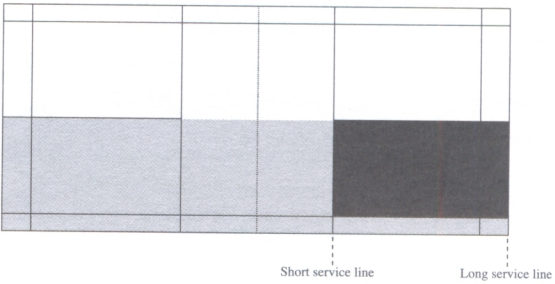
Court and service court for doubles badminton wheelchair class 3 – BMW3

DIAGRAM I



Court and service court for doubles badminton wheelchair classes 1 & 2 – BMW 1 & 2

DIAGRAM J



Court and service court for singles standing badminton below waist classes 1 & 2

Standing Below Waist Class 3 and Above Waist disability courts

Such disabilities will play normal court size in accordance with BWF Laws for both singles and doubles.

APPENDIX 6

IMPERIAL MEASUREMENTS

The Laws express all measurements in meters or millimeters. Imperial measurements are acceptable and for the purposes of the Laws the following table of equivalence should be used:

Millimeters	Inches	Millimeters	Feet	Inches
15	$\frac{5}{8}$	380	1	3
20	$\frac{3}{4}$	420	1	$4\frac{1}{2}$
25	1	490	1	$7\frac{1}{2}$
28	$1\frac{1}{8}$	530	1	9
40	$1\frac{1}{2}$	570	1	$10\frac{1}{2}$
58	$2\frac{1}{4}$	680	2	$2\frac{3}{4}$
64	$2\frac{1}{2}$	720	2	$4\frac{1}{2}$
68	$2\frac{3}{4}$	760	2	6
70	$2\frac{3}{4}$	950	3	$1\frac{1}{2}$
75	3	990	3	3
220	$8\frac{3}{4}$			
230	9			
280	11			
290	$11\frac{1}{4}$			
		Meters	Feet	Inches
		1.524	5	
		1.550	5	1
		2.530	8	$3\frac{3}{4}$
		3.880	12	9
		4.640	15	3
		5.180	17	
		6.100	20	
		13.400	44	

APPENDIX 7

INDEX TO THE LAWS OF BADMINTON

This index is intended to assist with speedier reference to the Laws. It is not intended to be definitive and the full text of the Laws should always be consulted for certainty.

- Advice** not allowed during match 16.5.1
- Appeals** what, when, to whom 17.6.2, 17.6.8
umpire's decision 17.6.1-2
only on question of Law 17.6.8
- Behave** in an offensive manner 16.7.3, 16.8, R3.13
- Call** scores, etc., Ap4, R3.3-3.3.12
how? use standard vocabulary R3.7
- Ceiling** fault if shuttle in play touches 13.2.4

Change	ends 8.1 forgot to change ends 8.2 shuttle R3.8.5, R3.12
Clothing	fault if shuttle in play touches 13.2.5
Coaching	not allowed 16.5.1, R3.8.3
Continuous	play 16.1, 16.4
Cord or cable	1.9
Correcting	an error (see 'let') R4.2 an error re changing ends 8.2
Court	layout and size 1.1 and diagram A
Delay	player not cause 16.7.1 serve/receive 9.1.1, 13.1, R3.8.4 umpire sole judge 16.6
Disqualify	16.8.3, warning card R3.3.13
Distract	opponent: fault 13.4.3, 13.5
Doubles	number of players a side Definitions start right service court 11.1 only receiver to return service 11.2 play after return of service 11.3.1-2 scoring 11.4 where to serve/receive 11.5 the right to serve 11.7 receive/serve out of turn 11.8 serving first in next game 11.9
Double hit	13.6.2 by one player with one stroke = OK R3.8.6, but see 13.6.3
Duties of Officials	referee 17.1-2, 17.6.8 umpire 17.2, 17.6.1-8, R3-4 service judge 17.3, R5 line judge 17.4, R6
Enforce Laws	umpire's duty to 17.6.1 using standard vocabulary R3.7, Ap4
Equipment	approval by BWF 5
Extra duties	by service judge R5.4
Faults	cause suspension of play 16.7.1 delay service 9.1.1
Faults (cont.)	foot fault 9.1.2, 13.1 (both server and receiver) hitting shuttle on other side of net 13.3 in service - shuttle caught on net 13.8 shuttle caught in net 13.8 (see 14.3 for during play) misconduct 16.7.3-4 server misses shuttle 9.3 service - if not as 9.1 then = fault interfere with speed of shuttle 16.7.2 when shuttle in play does not pass net, lands outside court, or hits anything 13.2.1-6 list of, 13.2.1-6
Flagrant	or persistent offenses 13.7, 16.7-8
Follow shuttle over net	OK if in course of a stroke 13.3

Foot fault	for both server and receiver 9.1.2-3, 13.1
Game	number of points in men's and ladies' games 7.2-3, Ap3
Games	per match 7.1
Gestures	fault 13.5
Handicap	matches, no setting Ap2
Hit	shuttle in succession by both partners, fault 13.6.3 shuttle twice by one player with two strokes, fault 13.6.2 shuttle twice by one player with one stroke R3.8.6
In charge	of line = line judge 17.4, 17.5 overall = referee 17.1 of serving = service judge 17.3, 17.5 of the match and the court = umpire 17.2
Injury/Sickness	16.4, 16.7.1, R3.10
Instructions	from off court 16.5.1, R3.8.3
Interfere	with shuttle 16.7.2
Intervals	in play 16.2
Laws	enforced by umpire 17.6.1
Leaving court	when not allowed 16.5.2
Let	following service court errors 14.8 unsighted line judge and umpire unable to decide 14.7 unforeseen/accidental occurrence 14.2 = replay 14.9 shuttle disintegrates 14.6 shuttle caught on, or, after passing over, in net 14.3 (but on service it is a fault 13.8) simultaneous faults during service by server and receiver 14.4 umpire to halt play 14.1
Line judge	duties 17.4 signals R6
Lines	width, color 1.1.2 are part of area defined 1.3
Match	numbers of games 7.1, Ap3
Misconduct	16.7 not specifically mentioned 16.7.4 warning card R3.13
Net	color 1.6 construction 1.6-11 depth 1.7 tape at top 1.8 height above floor 1.10 (for singles Ap1) tied at posts 1.11 shuttle caught in or on 13.8, 14.3, 15.1 initial point of contact not on striker's side 13.3
Not in play	15 shuttle strikes net, stays on top or stays suspended there 15.1 (see 13.8, 14.3, 15.2-4)

Obstruct	a legal stroke 13.4.4
Obstruction	13.4.3-4
Offensive	behavior 16.7.3, 16.8, R3.13
Officials	appeals and duties 17 decisions R2
Overruling	by umpire of service/line judge not possible 17.5
Penalties	16.8 misbehavior 16.8.3 when to fault and suspend 13.7
Persistent Offenses	13.7, 16.8.3
Play	ceases 10.3, 11.4, 15
Player	definition Definitions how many a side Definitions serving and receiving side Definitions tired, no resting 16.4
Points	per game 7.2-4, Ap3 scored only by server 7.6
Position	of partner when serving or receiving 9.7
Posts	height 1.4 position 1.5
Racket	construction 4 compliance with specifications 5 invading opponent's court 13.4.2-3
Rally	ceases 10.3, 11.4, 15
Receive/Serve	where to stand 9.1.2 where partners may stand 9.7
Ready	to receive 9.5, 14.5
Receiver	considered ready to receive 9.5
Receiving side	singles 10.1 doubles 11.5
Recommendations	to court officials R1-6 to umpires R3
Recover	strength 16.4
Referee	in overall charge 17.1
Repeated	offenses 13.7
Resting	only during 90 seconds between 1st/2nd games and 5 minutes between 2nd/3rd games 16.2
Roof	fault if shuttle in play touches 13.2.4
Scoring	number of games per match 7.1, Ap3 only by serving side 7.6 points per game 7.2-4, Ap3 first side scoring - choice of setting 7.4-5
Serve/Receive	where to stand 9.1.2-3 positions of partners 9.7 who in next game 7.5, 11.9 out of turn or serve twice 11.8, 12.1-5 continuous movement of racket 9.1.7, 9.4, 13.1, R5.3

Server	to hit shuttle below waist 9.1.5, 13.1, R5.3 to hit shuttle on its base 9.1.4, 13.1, R5.3 misses shuttle = fault 9.3 racket to point downwards 9.1.6, 13.1, R5.3 serving before receiver is ready to receive = let 9.5, 14.5
Service correct	when there is no undue delay 9.1.1 feet stationary 9.1.3 racket hits base of shuttle 9.1.4 racket hits shuttle below server's waist 9.1.5 shaft of racket points discernibly downwards 9.1.6 racket moves continuous 9.1.7 when shuttle goes over net and falls in 9.1.8
Service	ends 9.6 see rally ceases how and where shuttle must go 9.1.8, 13.1 service judge duties 17.3, R5.2 serve only when receiver is ready 9.5 (not a fault, but see 9.1.1 and 14.5) delays 9.1.1, 9.5, 13.1 starts with first forward movement of racket head 9.4 delivered 9.6 when not correct = fault 13.1, 9.1 serving side 10.1(singles), 11.1 (doubles) alternative service courts (doubles) 11.6
Service court errors	12 how to correct 12.2-5
Service judge	duties 17.3 signals R5.3
Setting	7.4 umpire to ask R3.3.7 not in handicap match Ap2.1
Shouting	fault 13.5, R3.8.2
Shuttle	general design and weight 2.1-7 synthetic 2.8 how to test for speed and where shuttle must fall 3 disintegrates during play 14.6 caught on net or in net after passing over = let in play 14.3 = fault in service 13.8, 9.1.8 passes through or under net 13.2.2 lands on line 1.3 speed marking zone 3.2, diagrams A and B not in play 15
Sickness/Injury	16.4, 16.7.1, R3.10
Simultaneous	faulting during service by both server and receiver = let 14.4
Singles	number of players a side Definitions where to serve/receive when score even 10.1 where to serve/receive when score odd 10.2 points when setting 7.4 playing, hit shuttle alternately 10.2 scoring 10.3 (singles)
Size of court	dimensions and marking 1.1-3, diagram A singles Ap1

Slinging	shuttle 13.6.1, R3.8.6
Speed	of shuttle 3
Strings	4.3
Suspending play	what to call R3.11
Suspension of play	16.3 by player 16.7.1
Tired player	no rest 16.4
Toss	winner's choice 6.1, loser's choice 6.2
Touch net/posts	with clothes, racket, person = fault 13.4.1
Touch service court line	when serving/receiving = fault 9.1.2, 13.1
Umpire's duties	uphold and enforce Laws 17.6.1-8, R3 know the Laws R4.1 call service/line faults if other official unsighted 17.6.6 how to call R3.3-3.3.10, R3.7, Ap4 keep records 17.6.7, R3.3 re appeals, what/when 17.6.2, 17.6.8 in charge of match 17.2, 17.6.1 suspension of play 16.3.1
Umpiring	general advice R4
Unforeseen	circumstances 14.2
Unsighted	line judge and umpire 14.7, 17.6.6 partners 9.7
Warning	umpire issuing 16.8.1 warning card R3.13
Winner	of game starts serving in next game 7.5

RECOMMENDATIONS TO TECHNICAL OFFICIALS

1. INTRODUCTION

1.1 The Recommendations to technical officials are issued by the BWF in its desire to standardize 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 technical officials shall remember that the game is for the players.

2. OFFICIALS AND THEIR DECISIONS

2.1 An umpire shall report to and acts under the authority of the Referee (Law 17.2) (or the responsible official in the absence of a Referee).

2.2 A service judge shall normally be appointed by the Referee but can be replaced by the Referee or by the umpire in consultation with each other (Law 17.6.4).

2.3 Line judges shall normally be appointed by the Referee, but a line judge can be replaced by the Referee or by the umpire in consultation with each other (Law 17.6.4).

2.4 An official's decision shall be final on all points of fact for which that official is responsible except that if, in the opinion of the umpire, it is beyond reasonable doubt that a line judge has clearly made a wrong call, the umpire shall overrule the decision of the line judge (Law 17.5). If, in the opinion of the umpire, the line judge needs to be replaced, the umpire shall call the Referee (Law 17.6.4, Recommendation 2.3).

2.5 When another official is unsighted, the umpire shall make the decision. When no decision can be given, a 'let' shall be called (Law 17.6.6).

2.6 The umpire shall be in charge of the court and its immediate surroundings. The umpire's jurisdiction shall exist from entering the court before the match until leaving the court after the match (Law 17.2).

3. RECOMMENDATIONS TO UMPIRES

3.1 **Before the match**, the umpire shall:

3.1.1 Obtain the score-sheet 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 doubles side lines (Law 1.5);

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 there are any by-laws regarding the shuttle hitting an obstruction;

3.1.6 Ensure that the service judge and the 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 shuttles (Law 3) is readily available for the match in order to avoid delays during play;

(It is customary for the umpire to delegate the duties specified in Recommendations 3.1.3, 3.1.4 and 3.1.7 to the service judge, where one is appointed);

3.1.8 Check that the players' clothing conforms to the relevant Regulations concerning color, designs, lettering and advertising, and ensure that any violations are rectified. Any decision that the clothing was in violation of the Regulations (or was nearly so) shall be advised to the Referee or appropriate official before the match or, if this is not possible, immediately after the match;

3.1.9 Carry out the toss fairly and ensure that the winning side and the losing side exercise their choices correctly (Law 6). Note the choices of the ends;

3.1.10 Note, in the case of doubles, the names of the players starting in the right service court. Similar notes shall 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);

3.2 **To start the match**, the umpire shall announce the match using the appropriate announcement from the following and point to the right or to the left at the appropriate words in the announcement. (W, X, Y, Z being names of the players and A, B, C, D being names of the countries represented.)

Singles

Tournament

“Ladies and Gentlemen; on my right, ‘X, A’; and on my left, ‘Y, B’. ‘X’ to serve; love all; play.”

Team Event

“Ladies and Gentlemen; on my right, ‘A’, represented by ‘X’; and on my left, ‘B’, represented by ‘Y’. ‘A’ to serve; love all; play.”

Doubles

Tournament

“Ladies and Gentlemen; on my right, ‘W, A’ and ‘X, B’; and on my left, ‘Y, C’ and ‘Z, D’. ‘X’ to serve to ‘Y’; love all; play.”

If doubles partners represent the same country, announce the country name after announcing both players’ names. e. g. ‘W and X, A’

Team Event

“Ladies and Gentlemen; on my right, ‘A’, represented by ‘W’ and ‘X’; and on my left, ‘B’, represented by ‘Y’ and ‘Z’. ‘A’ to serve; ‘X’ to ‘Y’; love all; play.”

The calling of “Play” constitutes the start of a match.

3.3 During the Match

3.3.1 The umpire shall:

3.3.1.1 Use the standard vocabulary in Appendix 4 of the Laws of Badminton;

3.3.1.2 Record and call the score. Always call the server’s score first;

3.3.1.3 During the service, if a service judge is appointed, especially watch the receiver. The umpire may also call service fault, if necessary;

3.3.1.4 If possible, keep aware of the status of any scoring device; and

3.3.1.5 Raise the right hand above the umpire’s head, if assistance is needed from the Referee.

3.3.2 When a side loses a rally and thereby the right to continue serving (Law 10.3.2, 11.3.2), call “Service Over”

followed by the score in favor of the new serving side; if necessary, at the same time pointing the appropriate hand towards the new server and the correct service court.

3.3.3 “Play” shall only be called by the umpire:

3.3.3.1 To indicate that a match or a game is to start or that a game after interval or after changing the ends is to continue;

3.3.3.2 To indicate that play is to resume after a break; or

3.3.3.3 To indicate that the umpire is instructing players to resume play.

3.3.4 “Fault” shall be called by the umpire when a ‘fault’ occurs, except as follows:

3.3.4.1 A ‘fault’ of the server (Law 9.1) called by the service judge under Laws 13.1 shall be acknowledged by the umpire by calling “Service fault called”. The umpire shall call a ‘fault’ of the receiver by calling “Fault receiver”;

3.3.4.2 A ‘fault’ occurring under Law 13.3.1, for which the line judge’s call and signal suffices (Recommendation 6.2); and

3.3.4.3 ‘Faults’ occurring under Laws 13.2.1, 13.2.2, 13.3.2 or 13.3.3 which shall only be called if clarification is needed for the players or the spectators.

3.3.5 During each game when the leading score reaches 11 points, call “Service over”, where appropriate, followed by the score immediately after the rally scoring the 11th point has ended followed by “Interval”, regardless of applause. This constitutes the start of interval allowed under Law 16.2.1. During each interval, the service judge, where appointed, shall ensure that the court is mopped during the interval.

3.3.6 In the interval during the games when the leading score reaches 11 points (Law 16.2.1), after 40 seconds have elapsed, call: “[Court ...], 20 seconds”. Repeat the call.

In the intervals (Law 16.2.1) during the first and second game, and in the third game after the players have changed the ends, each side may be joined on the court by not more than two persons. These persons shall leave the court when the umpire calls “... 20 seconds”.

To start the game after the interval, repeat the score followed by “Play”.

If the players do not claim the interval under Law 16.2.1, play in that game shall proceed without an interval.

3.3.7 Extended Game:

3.3.7.1 When leading side reaches 20 points, in each game, call “Game point” or “Match point”, as applicable.

3.3.7.2 If a side reaches 29 points, in each game and for each side, call “Game point” or “Match point”, as applicable.

3.3.7.3 The calls in Recommendation 3.3.7.1 and 3.3.7.2 shall always immediately follow the server’s score and precede the receiver’s score.

3.3.8 At the end of each game, “Game” must always be called immediately after the conclusive rally has ended, regardless of applause. Where appropriate this constitutes the start of any interval allowed under Law 16.2.2.

After the first game ends, call:
“First game won by ... [name(s) of player(s), or team (in a team event)] ... [score]”.

After the second game ends, call:

“Second game won by ... [name(s) of player(s), or team (in a team event)] ... [score]; One game all”.

At the end of each game, the service judge, where appointed, shall ensure that the court is mopped during the interval and place the interval board, if provided, at the center below the net.

If a game wins the match, call instead:

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

3.3.9 In the intervals between the first and second game and between the second and third game (Law 16.2.2), after 100 seconds have elapsed, call:

“[Court ...] 20 seconds”. Repeat the call.

In the intervals (Law 16.2.2) between two games each side may be joined on the court by no more than two persons. These persons shall join the side after the players have changed the ends, and shall leave the court when the umpire calls “... 20 seconds”.

3.3.10 To start the second game, call:

“Second game; love all; play”.

If there is to be a third game, to start the third game, call:

“Final game; love all; play”.

3.3.11 In the third game, or in a match of one game, call “Service over”, where appropriate, followed by the score, followed by “Interval; change ends” when the leading score reaches 11 points (Law 8.1.3). To start the game after the interval, repeat the score, followed by “Play”.

3.3.12 After the end of the match immediately take the completed score-sheet to the Referee.

3.4 Line Calls

3.4.1 The umpire shall 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 shall be entirely responsible for the decision except Recommendation 3.4.2 below.

3.4.2 If, in the opinion of the umpire, it is beyond reasonable doubt, a line judge has clearly made a wrong call, the umpire shall call:

“Correction, IN”, if the shuttle has landed “in”; or

“Correction, OUT”, if the shuttle has landed “out”.

3.4.3 In the absence of a line judge or if the line judge is unsighted, the umpire shall immediately call:

3.4.3.1 “Out” before calling the score when the shuttle lands outside the line; or

3.4.3.2 the score, when the shuttle lands in; or

3.4.3.3 “Let” when the umpire is also unsighted.

3.5 **During the match**, the following situations shall be watched for and dealt with as detailed.

3.5.1 A player throwing a racket into the opponent's court or sliding under the net (and who also thereby obstructs or distracts an opponent), shall be faulted under Law 13.4.2 or 13.4.3 respectively.

3.5.2 A shuttle invading from an adjacent court shall not automatically be considered a "let". A "let" shall not be called if, in the opinion of the umpire, such invasion:

3.5.2.1 Has gone unnoticed by the players; or

3.5.2.2 Has not obstructed or distracted the players.

3.5.3 A player shouting to a partner who is about to hit the shuttle shall not necessarily be regarded as distracting the opponents. Calling 'no shot', 'fault', etc. shall be considered as distraction (Law 13.4.5).

3.5.4 Players Leaving the Court

3.5.4.1 Ensure that the players do not leave the court without the umpire's permission except during the intervals as described in Law 16.2. (Law 16.5.2)

3.5.4.2 Any offending side may have to be reminded that leaving the court needs the umpire's permission (Law 16.5.2). If necessary, Law 16.7 shall be applied. However, change of a racket at courtside during a rally is permitted.

3.5.4.3 During the game, if play is not held up, the players may be allowed to have a quick towel and/or drink at the discretion of the umpire.

3.5.4.4 If the court needs to be mopped, the players shall be within the court before the mopping is over.

3.5.5 Delays and Suspension

Ensure that the players do not deliberately cause any delay in, or suspension of play (Law 16.4). Any unnecessary walk around the court shall be prevented. If necessary, Law 16.7 shall be applied.

3.5.6 Coaching from off the Court

3.5.6.1 Coaching from off the court (Law 16.5.1) in any form while the shuttle is in play shall be prevented.

3.5.6.2 Ensure that:

- The coaches are seated in the designated seats and do not stand court-side during the match except during the permitted intervals; (Law 16.2)
- There is no distraction or disruption to play by any coach.

3.5.6.3 If, in the opinion of the umpire, play is disrupted or a player of the opposing side is distracted by a coach, a "let" shall be called. The Referee shall be called immediately. The Referee shall issue a warning to the coach concerned;

3.5.6.4 If there is second recurrence of such incident, the Referee may ask the coach to be removed from the arena floor, if necessary.

3.5.7 Change of Shuttle

3.5.7.1 Changing the shuttle during the match shall not be unfair. The umpire shall decide if the shuttle needs to be changed.

3.5.7.2 A shuttle whose speed or flight has been interfered with shall be discarded and Law 16.7 applied, if necessary.

3.5.8 Injury or Sickness during a Match

3.5.8.1 Injury or sickness during a match should be handled carefully and flexibly. The umpire must determine the severity of the problem as quickly as possible. The Referee shall be called on the court, if necessary.

3.5.8.2 The Referee shall decide on whether a medical official or any other persons are required on court. The medical official should examine the player and advise the player about the severity of the injury or sickness. If there is bleeding, the game should be delayed until the bleeding stops or the wound is suitably protected.

3.5.8.3 The Referee should advise the umpire of the time that may be required for the player to resume play. The Umpire shall monitor the elapsed time.

3.5.8.4 The Umpire shall ensure that the opposing side is not put at a disadvantage. Laws 16.4, 16.5, 16.6.1, and 16.7 shall be applied appropriately.

3.5.8.5 When appropriate, when there is injury, illness or other unavoidable hindrance, ask the player:

“Are you retiring?”

and if the answer is affirmative, call

“... [name of player/team, as appropriate] retired, match won by ... [name of player(s) / team, as appropriate] ... [score]”.

3.6 **Suspension of Play**

If play has to be suspended, call:
“Play is suspended”

and record the score, server, receiver, correct service courts and ends. When play resumes, note the duration of suspension, ensure that the players have taken the correct positions and call:

“Are you ready?”

call the score and “Play”.

3.7 **Misconduct**



3.7.1 Record and report to the Referee any incident of misconduct and the action taken.

3.7.2 Misconduct between games is treated as misconduct during a game. The umpire announces the decision at the start of the following game. The appropriate call in Recommendation 3.3.10 shall follow with the appropriate call in either of Recommendations 3.7.3 to 3.7.5. Thereafter, call "Service over", where appropriate followed by the score.

3.7.3 When the umpire has to administer a breach of Law 16.4, 16.5 or 16.6 by issuing a warning to the offending side (Law 16.7.1.1), call "Come here" to the offending player and call:

"... [name of player], warning for misconduct"

at the same time raising the right hand **holding a yellow card** above the umpire's head.

3.7.4 When the umpire has to administer a breach of Law 16.4, 16.5 or 16.6 by faulting the offending side, which has been previously warned (Law 16.7.1.2), call

"Come here" to the offending player and call:

"... [name of player], fault for misconduct"

at the same time raising the right hand **holding a red card** above the umpire's head.

3.7.5 When the umpire has to administer a flagrant or persistent breach of Law 16.4, 16.5 or 16.6 or breach of Law 16.2 by faulting the offending side (Law 16.7.2) and reporting the offending side immediately to the Referee with a view to disqualification, call "Come here" to the offending player and call:

"... [name of player], fault for misconduct"

at the same time raising the right hand **holding a red card** above the umpire's head, and calling the Referee.

3.7.6 When the Referee decides to disqualify the offending side, a black card is given to the umpire. The umpire shall call "Come here" to the offending player and call:

"... [name of side] disqualified for misconduct".

at the same time raising the right hand **holding a black card** above the umpire's head.

4. GENERAL ADVICE ON UMPIRING

This section gives general advice which shall be followed by the Umpires.

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 Make all announcements and calling of the score distinctly and loudly enough to be heard clearly by players and the spectators.

4.4 Do not call a 'fault' and allow the game to proceed, if a doubt arises in your mind as to whether an infringement of the Laws has occurred or not.

4.5 Never ask the spectators nor be influenced by them or their remarks.

4.6 Motivate your other technical 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 9.1). If not, call "Fault" loudly and use the approved hand signal to indicate the type of infringement.

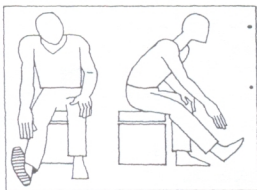
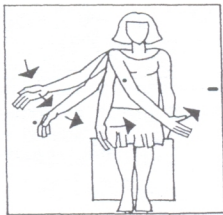
5.3 The approved hand signals are:

Law 9.1.1

Neither side shall cause undue delay to the delivery of the service once the server and the receiver are ready for the service.

Law 9.1.7

Once the players are ready for service, the first forward movement of the server's racket head is the start of the service. The movement of the racket must continue forwards.

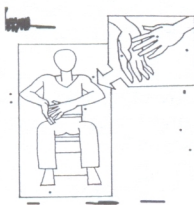


Laws 9.1.2 and 9.1.3

Some part of both feet not in the service court and in a stationary position until the service is delivered.

Law 9.1.4

Initial point of contact with the shuttle not on the base of the shuttle.



Law 9.1.5

Whole of the shuttle not below the server's waist at the moment of being struck.

Law 9.1.6

At the instant of hitting the shuttle, the shaft of the racket not pointing in a downward direction.



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 The line judges shall sit 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).

6.2 A line judge shall be entirely responsible for the line(s) assigned except that the umpire shall overrule the call of the line judge, if beyond reasonable doubt, in the opinion of the umpire, a line judge has clearly made a wrong call.

6.2.1 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.

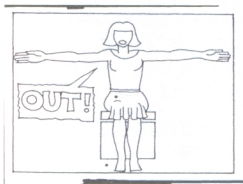
6.2.2 If the shuttle lands in, the line judge shall say nothing, but point to the line with the right hand.

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 shall always be made, and no anticipation made of umpiring decisions, e.g. that the shuttle hit a player.

6.6 The approved hand signals are:



SHUTTLE IS OUT

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.

SHUTTLE IS IN

If the shuttle lands in, say nothing, but point to the line with your right hand.



IF UNSIGHTED

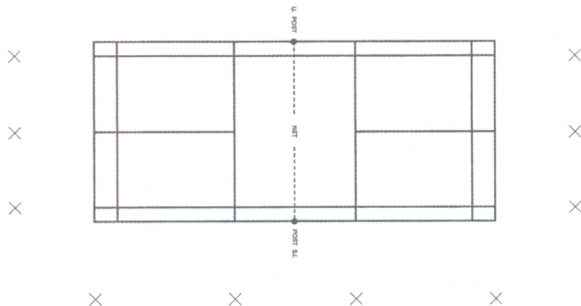
If unsighted, inform the umpire immediately by holding your hands to cover your eyes.

POSITIONS OF LINE JUDGES

Where practical, it is recommended that the line judges' positions be 8' 2 2/5" to 11' 5 4/5" from the court boundaries and, in any arrangement, the line judges' positions be protected from encroachment by any outside influence, e.g. by photographers.

X indicates the positions of the line judges

Singles



BLOOD FLOWING INJURIES

Advice Issued by the BWF

The BWF Medical Commission has reviewed the situation where a player sustains a blood flowing injury on court, often a cut from a racket.

Because of the danger of infection with HIV, it is strongly recommended that play be stopped in such situations and an occlusive (e.g., bandage or plaster) applied to the injury.

It is also recommended that any plaster application be done by the player, or by any tournament doctor or paramedic. Even a partner in doubles could be, albeit very slightly, at risk if this is not done. Any stoppage for this purpose must not be unfair to the opposing side and Law 16.4 must be applied as usual.

CLOTHING REGULATIONS

As adopted by the BWF

19. CLOTHING (GENERAL)

19.1 For the purpose of these Regulations, articles of clothing shall be defined as anything worn or carried by a player during play, except the racket, and including, but not limited to, pullovers, shirts, shorts, skirts, socks, shoes, headbands, towels, wristbands, bandages, and medical supports.

19.2 In order to ensure attractive presentation of badminton, all clothing worn by players at events organized or sanctioned by the BWF or by USAB shall be acceptable badminton sports clothing and it is recommended that doubles partners wear the same colors.

19.3 In all events, Regulations regarding advertising apply only to clothing worn during play.

19.4 The exact regulations regarding advertising must be clearly indicated on the tournament prospectus or entry form and advised to entrants in all associated communications.

19.5 In applying the Clothing Regulations the decision of the referee at each event shall be final.

20. COLOR OF PLAYERS' CLOTHING

20.1 In all sanctioned events, including those organized by the BWF or by USAB, and multi-sport events, each article of clothing may be of any color or combination of colors.

20.2 Team Events

In all BWF team events i.e. Thomas Cup, Uber Cup, Sudirman Cup and World Junior Team Championships, players must wear team colors. That is, each player must wear the same color and design of shirts and shorts (or equivalent articles of clothing).

20.3 Singles Matches

Each player must wear, as far as color and design is concerned, shirts and shorts (or equivalent articles of clothing) in accordance with Regulations 20.3.1 to 20.3.10.

20.3.1 In **International** events, the color of clothing is optional.

20.3.2 In **Continental Circuit** events, the color of clothing is optional or dependent on the Continental Confederation's regulations.

20.3.3 In **Open** events, **excluding Super Series and Grand Prix** events, it is recommended that from the quarter finals onwards, the opposing players in each match wear different colors from each other.

20.3.4 In **Super Series** it is mandatory **and Grand Prix** events, it is recommended that, from the quarter finals onwards, the opposing players in each match wear different colors from each other.

20.3.5 In **World Championships**, it is recommended that, from the quarter finals onwards, the opposing players in each match wear different colors from each other.

20.3.6 In **World Junior Championships**, it is recommended that, from the semi-finals onwards, the opposing players in each match wear different colors from each other.

20.3.7 In **Thomas & Uber Cups**, it is recommended that the opposing players in each match wear different colors from each other.

20.3.8 In **Sudirman Cup**, it is recommended that the opposing players in each match wear different colors from each other.

20.3.9 In **World Junior Team Championships**, it is recommended that the opposing players in each match wear different colors from each other.

20.3.10 In **Olympic Games**, it is mandatory for the opposing players in each match wear different colors from each other. Preferred colors of shirts need to be registered before the Games.

20.4 Doubles Matches

Each player in a given pair must wear, as far as color and design is concerned, shirts and shorts (or equivalent articles of clothing) in accordance with Regulations 20.4.1 to 20.4.10.

20.4.1 In **International** events, the color of clothing is optional.

20.4.2 In **Continental Circuit** events, the color of clothing is optional or dependent on the Continental Confederation's regulations.

20.4.3 In **Open** events, **excluding Super Series**

and Grand Prix events, it is recommended that doubles partners wear the same color, and that from the quarter finals onwards, the opposing pairs in each match wear different colors from each other.

20.4.4 In **Super Series and Grand Prix** events, it is mandatory for doubles partners to wear the same color from the quarter finals onwards. In Super Series it is mandatory and in Grand Prix events, it is recommended that, from the quarter finals onwards, the opposing pairs in each match wear different colors from each other.

20.4.5 In **World Championships**, it is mandatory for doubles partners to wear the same color. It is recommended that, from the quarter finals onwards, the opposing pairs in each match wear different colors from each other.

20.4.6 In **World Junior Championships**, it is mandatory for doubles partners to wear the same colors. It is recommended that from semi-finals onwards, the opposing pairs in each match wear different colors from each other.

20.4.7 In **Thomas & Uber Cups**, it is recommended that the opposing pairs in each match wear different colors from each other.

20.4.8 In **Sudirman Cup**, it is recommended that the opposing pairs in each match wear different colors from each other.

20.4.9 In **World Junior Team Championships**, it is recommended that the opposing pairs in each match wear different colors from each other.

20.4.10 In **Olympic Games**, it is mandatory for doubles partners to wear the same color and that the opposing pairs in each match wear different colors from each other. Preferred colors of shirts need to be registered before the Games.

20.5 For all events, preferred colors of shirts should be registered with the BWF. In the event that the opposing players/pairs involved in a match wish to wear the same colored clothing, the player/pair placed lower in the draw will be required to wear clothing of a different color.

21. DESIGNS ON PLAYERS' CLOTHING

21.1 In all sanctioned events, including those organized by the BWF or by USAB, and multi-sport events, each article of clothing may only bear a design as provided in Regulations 8 to 10.

21.2 Abstract designs are permitted when devoid of advertising, commercial or promotional content.

21.3 The front of the shirt may carry on the front the flag or national emblem of the country represented.

21.4 A design is allowed when it forms part of an advert permitted by Regulations 23 and falls wholly within the permitted dimensions.

22. LETTERING ON PLAYERS' CLOTHING

22.1 In all sanctioned events, including those organized by the BWF or by USAB, and multi-sport events, each article of clothing may only have visible lettering as provided in Regulations 22.2 to 22.5.

22.2 Color, Style and Height of Lettering

22.2.1 Lettering shall be in capital letters in the Roman alphabet (except as in Regulation 22.5.2), and in one single color contrasting with that of the shirt.

22.2.2 If there is a pattern on the back of the shirt, the lettering should be on a contrasting panel.

22.2.3 In order that lettering be legible from a distance for spectators in the stadium and television viewers, lettering must be a minimum height of 6 centimetres and a maximum height of 10 centimetres.

22.2.4 Lettering should be horizontal, or as close to horizontal as practically possible, and placed near the top of the shirt.

22.3 Player Names

Any name of a player on the back of the shirt must be in accordance with Regulations 22.3.1 to 22.3.10, and shall meet all requirements of Regulation 22. If used, the player's name shall include the family name (or an abbreviation thereof) and, if desired, the initials of the given name(s) or nickname and shall correspond with the name on the entry.

22.3.1 In **International** events, the name of the player on the back of the shirt is optional.

22.3.2 In **Continental Circuit** events, the name of the player on the back of the shirt is optional or dependent on the Continental Confederation's regulations.

22.3.3 In **Open** events, **excluding Super Series and Grand Prix** events, the name of the player on the back of the shirt is mandatory.

22.3.4 In **Super Series and Grand Prix** events, the name of the player on the back of the shirt is mandatory.

22.3.5 In **World Championships**, the name of the player on the back of the shirt is mandatory.

22.3.6 In **World Junior Championships**, the name of the player on the back of the shirt is optional, but mandatory for the semi-finals and finals.

22.3.7 In **Thomas & Uber Cup continental stage**, the name of the player on the back of the shirt is optional, unless otherwise required by the respective Continental Confederation.

In **Thomas & Uber Cups final stage**, the name of the player on the back of the shirt is mandatory.

22.3.8 In **Sudirman Cup**, the name of the player on the back of the shirt is mandatory for Division 1 and optional for the other divisions.

22.3.9 In **World Junior Team Championships**, the name of the player on the back of the shirt is optional but mandatory for the final.

22.3.10 In **Olympic Games**, the name of the player on the back of the shirt is mandatory. Players' names need to be registered to ensure consistency with the names on scoreboards.

22.4 Association Names

The name of the player's association may appear on the back of the shirt and must be in accordance with Regulations 22.4.1 to 22.4.10 but, if used, shall meet all requirements of Regulation 22.

22.4.1 In **International** events, the name of the player's association on the back of the shirt is optional.

22.4.2 In **Continental Circuit** events, the name of the player's association on the back of the shirt is optional or dependent on the Continental Confederation's regulations.

22.4.3 In **Open** events, **excluding Super Series and Grand Prix** events, the name of the player's association on the back of the shirt is optional.

22.4.4 In **Super Series and Grand Prix** events, the name of the player's association on the back of the shirt is optional.

22.4.5 In **World Championships**, the name of the player's association on the back of the shirt is optional.

22.4.6 In **World Junior Championships**, the name of the player's association on the back of the shirt is optional.

22.4.7 In **Thomas & Uber Cup continental stage**, the name of the player's association on the back of the shirt is optional, unless otherwise required by the respective Continental Confederation.

In **Thomas & Uber Cups final stage**, the name of the player's association on the back of the shirt is mandatory.

22.4.8 In **Sudirman Cup**, the name of the player's association on the back of the shirt is mandatory for Division 1 and optional for the other divisions.

22.4.9 In **World Junior Team Championships**, the name of the player's association on the back of the shirt is optional but mandatory for the final.

22.4.10 In **Olympic Games**, the name of the player's NOC on the back of the shirt is mandatory.

22.5 Lettering Sequence and Use in Advertisements

22.5.1 The sequence on the shirt from top to bottom shall be player name (if present), association name (if present), advert (if present).

22.5.2 Lettering is also allowed when it forms part of an advert permitted by Regulation 23, and falls wholly within the permitted dimensions. Such lettering can then be in any alphabet.

The following table summarizes the requirements of Regulations 20 & 22.

Summary of Competition Regulations 20 and 22: Color of Clothing and Names

Event	Color and design of players' shirts and shorts in singles matches (as of 1 January 2007)	Color and design of pairs' shirts and shorts in doubles matches	Player name on back of shirt	Association name on back of shirt
International events	Different colors for opposing players optional.	Same color optional	Optional	Optional
Continental Circuit events	Different colors for opposing players optional, or dependent on Continental Confederation regulations.	Same color optional, or dependent of Continental Confederation regulations		
Open events (other than Super Series and Grand Prix)	From ¼ finals onwards, recommended that opposing players wear different colors from each other.	Same color recommended, and from ¼ finals onwards, recommended that opposing pairs wear different colors from each other.	Mandatory	Optional
Super Series and Grand Prix events	From ¼ finals onwards, mandatory in Super Series and recommended in Grand Prix that opposing players wear different colors from each other.	Mandatory to wear same color from ¼ finals onwards. From ½ finals onwards, mandatory in Super Series and recommended in Grand Prix that opposing pairs wear different colors from each other.	Mandatory	Optional
World Championships	From ¼ finals onwards, recommended that opposing players wear different colors from each other.	Mandatory to wear same color. Recommended that opposing pairs wear different colors from each other from ¼ finals onwards.	Mandatory	Optional

<p>World Junior Championships (Individual)</p>	<p>From semi-finals onwards, recommended that opposing players wear different colors from each other.</p>	<p>From semi-finals onwards, recommended the doubles partners wear the same color, and that opposing pairs wear different colors from each other.</p>	<p>Optional, but mandatory for semi-finals and finals</p>	<p>Optional</p>
<p>Thomas & Uber Cups</p>	<p>Team must all wear same color and design of shirts and shorts. Recommended that opposing players wear different colors from each other.</p>	<p>Team must all wear same color and design of shirts and shorts. Recommended that opposing pairs wear different colors from each other.</p>	<p>Continental stage – optional, unless otherwise required by the respective Continental Confederation Final stage – mandatory</p>	<p>Continental stage – optional, unless otherwise required by the respective Continental Confederation Final stage – mandatory</p>
<p>Sudirman Cup</p>	<p>Team must all wear same color and design of shirts and shorts. Recommended that opposing players wear different colors from each other.</p>	<p>Team must all wear same color and design of shirts and shorts. Recommended that opposing pairs wear different colors from each other.</p>	<p>Mandatory for Division 1, optional for other divisions</p>	<p>Mandatory for Division 1, optional for other divisions</p>
<p>World Junior Team Championships</p>	<p>Team must all wear same color and design of shirts and shorts. Recommended that opposing players wear different colors from each other.</p>	<p>Team must all wear same color and design of shirts and shorts. Recommended that opposing pairs wear different colors from each other.</p>	<p>Optional, but mandatory for final</p>	<p>Optional, but mandatory for final</p>
<p>Olympic Games</p>	<p>Mandatory for opposing players to wear different colors from each player. Preferred color of shirts to be pre-registered.</p>	<p>Mandatory for doubles partners to wear same color, and that opposing pairs wear different colors from each other. Preferred color of shirts to be pre-registered.</p>	<p>Mandatory. Names should be registered for consistency with scoreboards</p>	<p>NOC name mandatory</p>

23. ADVERTISING ON PLAYERS' CLOTHING

23.1 In all sanctioned events, including those organised by the BWF itself and multi-sport events, articles of clothing may only have advertising as provided in Regulations 23.2 to 23.5.

23.2 The shirt may carry advertising as in Regulations 23.2.1 to 23.2.2.

23.2.1 Advertisements may appear on the following locations: left sleeve, right sleeve, left collar, right collar, front of shirt. Each advertisement must be 20 square centimetres or less, and there must be no more than three in total and only one per location; and

23.2.2 Advertising contained in a band of uniform width not exceeding 10 centimetres; such a band may be at any angle and may be on the front of the shirt, the back of the shirt, or both.

23.2.3 If, in the Referee's sole judgment, there is a clash between the content of the advertising in Regulation 23.2.2 and the event sponsors or the TV broadcasters, or if the content of the advertising would infringe local laws or be considered offensive, then the Referee may limit advertising on the shirt to Regulation 23.2.1.

23.3 Other Clothing

23.3.1 Each sock and each shoe may carry two advertisements provided each advert is 20 square centimetres or less.

23.3.2 Each other article of clothing may carry one advertisement of 20 square centimetres or less.

23.4 The advertisements in Regulations 23.2 and 23.3 may be the clothing manufacturer's emblem or that of any sponsor.

23.5 In multi-sports events (eg Olympic Games) the organisers may specify more restrictive advertising limitations on players' clothing during play than in Regulations 23.2 to 23.4.

23.6 Member Association advertising

23.6.1 Member Associations may use an area not exceeding fifty square centimeters on their players' shorts or lower part of dresses or skirts.

23.6.2 The area shall typically be used for a Member Association's logo or an advert for a Member Association's sponsor.

23.6.3 The advertisement must be the same on the shorts or skirts of all players from any one Member Association.

23.6.4 Any Member Association wishing to use this type of advertising must have written permission from the BWF for doing so.

USAB TOURNAMENT REGULATIONS

The following Tournament Regulations have been approved by the USAB Court Officials Committee. The Regulations shall be adopted in all domestic National Ranking tournaments. It is recommended that they be used in knock-out events of all domestic tournaments.

1. THE DRAW

- a) The draw for all knock-out events shall be made in the manner set out below and no dummy entry is permitted.
- b) When the number of playing units is four, eight, sixteen, or any higher power of two, they shall meet in pairs in the first round and there shall be no byes.
- c) When the number of playing units is not a power of two, there shall be byes in the first round. The byes shall be placed as described in Section 5 of these Regulations.
- d) To ensure even strength throughout the draw, the draw may be seeded and shadow seeded as described in Regulations 2 and 3.
- e) To avoid players from the same geographical area meeting in the early rounds, they shall be distributed evenly throughout the draw as described in Regulation 4.

2. SEEDS

In domestic USAB National Ranking tournaments the seeds shall be determined by the USAB Ranking Committee. In these tournaments, a player/pair which does not have a National Ranking at the time the draw is made, may be seeded in no higher than a 3/4 position if there are players/pairs in the draw that have a National Ranking of 5 or higher at the time the draw is made:

- a) The number of seeds shall be as follows:
 - i) Two seeds if there are less than 16 entries.
 - ii) A maximum of four seeds if there are between 16 and 31 entries.
 - iii) A maximum of eight seeds if there are between 32 and 63 entries.
- b) The seeds shall be placed as follows, while taking account of the requirements of Regulation 4:
 - i) Seeded entries in the top half of the draw shall be placed at the top of their sections (halves, quarters, eighths, etc.) and seeded entries in the bottom half of the draw shall be placed at the bottom of their sections (halves, quarters, eighths, etc.).
 - ii) If two entries are to be seeded, number one shall be placed at the top of the upper half and number two at the bottom of the lower half.
 - iii) If four entries are to be seeded, numbers one and two shall be placed as above; numbers three and four shall be drawn by lot to the appropriate posi-

tions in the remaining two quarters.

- iv) If eight entries are to be seeded, numbers one to four shall be placed as above; the remainder shall be drawn by lot to the appropriate positions in the remaining eighths of the draw.
- v) Where the full number of seeds permissible is not taken up, the positions allocated to those in the partial seed group (3/4, 5/8, etc.) shall be drawn by lot from all possible seeding positions for that seed group.
- vi) Seeds should be listed in the top right-hand corner of the draw sheet in the following format:
 - 1. PPP
 - 2. DDD
 - 3/4. AAA (if appropriate)
 - 3/4. BBB (if appropriate)
 - 5/8. CCC (if appropriate)
 - 5/8. DDD (if appropriate)
 - 5/8. EEE (if appropriate)
 - 5/8. FFF (if appropriate)
 The 3/4 and 5/8 groups of seeds shall be listed in alphabetical order.

3. SHADOW SEEDS

In domestic USAB National Ranking tournaments the shadow seeds shall be determined by the USAB Ranking Committee.

- a) The number of shadow seeds permitted shall be as follows:
 - i) A maximum of two shadow seeds if there are between 5 and 15 entries.
 - ii) A maximum of four shadow seeds if there are between 16 and 31 entries.
 - iii) A maximum of eight shadow seeds if there are between 31 and 63 entries.
 - iv) The number of shadow seeds shall not exceed the number of seeds.
- b) The shadow seeds shall be placed as follows, while taking account of the requirements of Regulation 4:
 - i) The shadow seeds shall be treated as one group of equal rank and not individually ranked.
 - ii) For draws with an even number of shadow seeds, the same number of shadow seeds shall be placed in the top and bottom halves; for draws with an odd number of shadow seeds, the number of shadow seeds in each half shall be as close to parity as possible.
 - iii) For a draw of seven entries containing shadow seeds, the second seed shall not play a shadow seed in the first round.
 - iv) For a draw between eight and 15 entries, the shadow seed shall not be drawn into a quarter occupied by a seed.
 - v) For a draw between 16 and 31 entries, a shadow seed shall not be drawn into an eighth occupied by

a seed. Where two shadow seeds are to be drawn into the same half of the draw, they shall be drawn into different eighths of that half of the draw.

- vi) For a draw between 32 and 63 entries, a shadow seed shall not be drawn into a sixteenth occupied by a seed. Where two, three, or four shadow seeds are to be drawn into the same half of the draw, they shall be drawn into different sixteenths of that half of the draw.

4. GEOGRAPHICAL DISTRIBUTION

It is the tournament director's and referee's responsibility to ensure that a draw contains a satisfactory distribution of player geographies. What constitutes an appropriate geographical unit (state, town, club, etc.) pertaining to the basis of separation will depend on the specific entries received for an event and its selection shall be left to these officials to determine.

- a) Before the draw is made, the tournament director and referee shall select a geographical unit (state, town, club, etc.) as a basis for separating entries appropriate to the diversity of entries received for the event.
- b) A doubles pair consisting of players from different geographical units shall be regarded as not coming from any particular geographical unit.
- c) The first and second ranked entries from a particular geographical unit shall be drawn by lot into opposite halves of the draw.
- d) The third and fourth ranked entries from a particular geographical unit shall be drawn by lot into the two remaining quarters of the draw.
- e) Where there are 32 or more entries, the fifth to eighth ranked entries from a particular geographical unit shall be drawn by lot into the four remaining eighths of the draw.
- f) A player (singles)/pair (doubles) shall not face or have the potential to face a player (singles)/pair (doubles) from the same geographical unit in their first match, where practically possible.

5. POSITIONING OF BYES AND SEEDS IN THE DRAW

Using the following instructions with Table 1 will lead to correct positioning of byes and seeds in any draw between 3 and 64 entries.

Instructions

- a) On a sheet of paper, write a column from 1, 2, 3 downward up to the number of entries in the draw.
- b) Write "bye" alongside those numbers of your column corresponding to the bye positions given in Table 1 for that size draw.
- c) Write the seed numbers (e.g. 1, 2, 3/4, 5/8, etc.) alongside those numbers of your column corresponding to the seed positions given in Table 1 for that size draw.

- d) Obtain a draw template of appropriate size e.g., for a draw of size 13 use a draw template of size 16, for a draw of size 26 use a draw template of size 32.
- e) Transfer the bye and seed information from your sheet of paper onto the draw template.

6. QUALIFYING ROUNDS

- a) Where entries exceed the required places in the main competition draw, the organizers are recommended to play qualifying rounds under the supervision of the tournament committee or referee as provided for in Regulations 6b to 6g. The draw for the qualifying competition shall be done in accordance with Regulations 1 to 5.
- b) The players or pairs not directly in the main competition shall play for a limited number of places fixed by the organizers and it is recommended that this number not exceed one for each eight places in the main draw.
- c) The places allocated for qualifying players/pairs in the main draw shall be drawn by lot subject to the requirement that they be distributed evenly throughout the draw (e.g. one qualifying place per quarter, etc.). This draw shall be made and published before play begins in qualifying rounds.
- d) Where players or pairs withdraw their entry from the main competition; the organizers may fill the vacancies from the entries in the qualifying rounds, provided these entries have not yet lost a match.
- e) The players to fill vacancies in the main competition shall beforehand be selected in order of strength and shall be placed in the draw by lot when there is more than one vacancy to be filled.
- f) The referee may re-draw a particular qualifying draw if, in his/her sole opinion, it has been rendered significantly unbalanced by the implementation of Regulations 6d and 6e and if play in that draw has not begun.
- g) If more players or pairs enter the competition than the organizers can accept even in the qualifying round, then these players/pairs shall beforehand be selected in order of strength and shall be placed in the qualifying draw by lot when there is more than one vacancy to be filled.
- h) It is recommended that as far as practicable, geographical separation (as in Regulation 4) should be used in the qualifying rounds.

7. ADDITIONS TO THE DRAW

The referee shall be responsible for making all decisions regarding additions to the draw.

INSERT TABLE 1 – CORRECT POSITIONING OF BYES AND SEEDS IN THE DRAW

# of Ents.	# of Byes	Placing of Byes	Seeding Positions			
			1	2	3/4	5/8
3	1	1	1	3		
4	-	-	1	4		
5	3	1, 2, 5	1	5		
6	2	1, 6	1	6		
7	1	1	1	7		
8	-	-	1	8		
9	7	1, 2, 3, 4, 7, 8, 9	1	9		
10	6	1, 2, 3, 8, 9, 10	1	10		
11	5	1, 2, 3, 8, 11	1	11		
12	4	1, 4, 9, 12	1	12		
13	3	1, 4, 13	1	13		
14	2	1, 14	1	14		
15	1	1	1	15		
16	-	-	1	16	5, 12	
17	15	1, 2, 3, 4, 5, 6, 7, 8, 11, 12, 13, 14, 15, 16, 17	1	17	5, 13	
18	14	1, 2, 3, 4, 5, 6, 7, 12, 13, 14, 15, 16, 17, 18	1	18	5, 14	
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25	7	1, 4, 7, 10, 19, 22, 25	1	25	7, 19	
26	6	1, 4, 7, 20, 23, 26	1	26	7, 20	
27	5	1, 4, 7, 20, 27	1	27	7, 20	
28	4	1, 8, 21, 28	1	28	8, 21	
29	3	1, 8, 29	1	29	8, 22	
30	2	1, 30	1	30	8, 23	
31	1	1	1	31	8, 23	
32	-	-	1	32	9, 24	5, 13, 20, 28
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34	30	1-4, 5-8, 9-12, 13-15, 20-22, 23-26, 27-30, 31-34	1	34	9, 26	5, 13, 22, 30
35	29	1-4, 5-8, 9-12, 13-15, 20-22, 23-26, 29-31, 32-25	1	35	9, 26	5, 13, 22, 31
36	28	1-4, 5-7, 10-13, 14-16, 21-23, 24-27, 30-32, 33-36	1	36	10, 27	5, 14, 23, 32
37	27	1-4, 5-7, 10-13, 14-16, 21-23, 26-28, 31-33, 34-37	1	37	10, 28	5, 14, 23, 33
38	26	1-4, 5-7, 10-12, 15-17, 22-24, 27-29, 32-34, 35-38	1	38	10, 29	5, 15, 24, 34
39	25	1-4, 5-7, 10-12, 15-17, 22-24, 27-29, 32-34, 37-39	1	39	10, 29	5, 15, 24, 34
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43	21	1-3, 6-8, 11-13, 16-17, 26-27, 30-32, 37-38, 41-43	1	43	11, 32	6, 16, 27, 38
44	20	1-3, 6-7, 12-14, 17-18, 27-28, 31-33, 38-39, 42-44	1	44	12, 33	6, 17, 28, 39
45	19	1-3, 6-7, 12-14, 17-18, 27-28, 33-34, 39-40, 43-45	1	45	12, 34	6, 17, 28, 40
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53	11	1-2, 7, 14-15, 20, 33, 40, 47, 52-53	1	53	14, 40	7, 20, 33, 47
54	10	1-2, 7, 14, 21, 34, 41, 48, 53-54	1	54	14, 41	7, 21, 34, 48
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56	8	1, 8, 15, 22, 35, 42, 49, 56	1	56	15, 42	8, 22, 35, 49
57	7	1, 8, 15, 22, 43, 50, 57	1	57	15, 43	8, 22, 36, 50
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59	5	1, 8, 15, 44, 59	1	59	15, 44	8, 22, 37, 52
60	4	1, 16, 45, 60	1	60	16, 45	8, 23, 38, 53
61	3	1, 16, 61	1	61	16, 46	8, 23, 38, 54
62	2	1, 62	1	62	16, 47	8, 24, 39, 55
63	1	1	1	63	16, 47	8, 24, 39, 55
64	-	-	1	64	17, 48	9, 25, 40, 56

TABLE 1. Correct Positioning of Byes and Seeds in the Draw

- a) The referee shall only allow the addition of a player/pair to a draw if both Regulations 7a(i) and 7a(ii) are met:
 - i) Written documentation is available that the player/pair submitted an entry for the draw, and the entry was accepted by the tournament director prior to the draw being made.
 - ii) The player/pair was inadvertently omitted from the draw, and play in that draw has not begun.
- b) In doubles, a player who submitted a “partner request” at the time of entry and for whom no partner was available at the time the draw was made, shall not be added

into the draw if a partner becomes available at a later time. The player shall be added to the waitlist.

- c) If a player/pair is to be added to a draw, then the original draw shall be expanded according to Table 1.
- d) If the player/pair to be added to the draw would have been neither a seed nor a shadow seed in the original draw, then the additional first round match created by expansion of the original draw shall be between the player/pair added to the draw and the player/pair originally placed in a bye position but now required to play a first round match according to Table 1. Regulation 4 shall not be applied.
- e) If the player/pair to be added to the draw would have been either a seed or a shadow seed in the original draw, then a new list of seeds and shadow seeds shall be created. The positions of the original seeds and shadow seeds shall be modified while maintaining the integrity of the original draw process, such that in the revised draw the new seeds and shadow seeds are positioned appropriately as described in Regulations 2 and 3 and in accordance with Regulation 4. If in the sole discretion of the referee the integrity of the original draw process is compromised, then the referee may elect to completely redraw the draw.

8. ALTERATIONS TO THE DRAW AND SUBSTITUTIONS

The referee shall be responsible for making all decisions regarding alterations to the draw and substitutions.

- a) The referee shall only be permitted to make an alteration to the draw if either Regulation 8a(i) is met, or if both Regulations 8a(ii) and 8a(iii) are met:
 - i) An error has been made in implementing Regulations 2 to 5, and play in that draw has not begun;
 - ii) Prior to his/her first scheduled match, a player is prevented from competing through illness, injury, or other unavoidable hindrance;
 - iii) The substitute player/pair would have been either unseeded, or seeded in no higher a seeding group (3/4, 5/8, etc.) than the original player/pair.
- b) The position of no other player/pair in the draw shall be affected by a substitution.
- c) Subject to Regulation 8a, substitution in doubles is permitted only:
 - i) If the constitution of no other pair is affected;
 - ii) To enable the remaining players from two original pairs affected by Regulation 8a(ii) to partner each other. In this case, if one of the original pairs has drawn a bye, that place in the draw shall be filled by the reconstituted pair without Regulation 4 being applied; if both or neither of the original pairs has drawn a bye then the place of the reconstituted pair shall be determined according to the requirements of Regulation 4, if applicable; otherwise the place shall be drawn by lot.

- d) If one player in a doubles pair is prevented from competing through illness, injury, or other unavoidable hindrance, that pair as a whole shall be substituted for by a doubles pair on the waitlist satisfying Regulation 8a(iii) and Regulation 4f. If there are no doubles pairs on the waitlist satisfying both Regulation 8a(iii) and Regulation 4f, then the referee may choose to permit a doubles pair on the waitlist satisfying Regulation 8a(iii) only to substitute into the draw. If there are no doubles pairs on the waitlist satisfying Regulation 8a(iii) then the player in the original doubles pair unable to compete through illness, injury, or other unavoidable hindrance shall be substituted for by a player on the waitlist.
- e) Regulation 8c(ii) has priority over Regulation 8d.
- f) If there are multiple players/pairs wishing to substitute into a draw, the player/pair which is highest in priority on the waitlist and satisfying both Regulation 8a(iii) and Regulation 4f shall be substituted into the draw. If there are no players/pairs on the waitlist satisfying both Regulation 8a(iii) and Regulation 4f, then the referee may choose to permit the player/pair highest in priority on the waitlist satisfying Regulation 8a(iii) only to substitute into the draw.
- g) Substitutions under Regulation 8 take priority over changes under Regulations 6d and 6e.
- h) A player/pair who lose(s) a match shall not play again in the same event in the same tournament.
- i) In events played under the pool system or in groups, the referee may allow substitution of a player/pair if the original player/pair is prevented from competing through illness, injury, or other unavoidable hindrance. Such substitution can only take place until the first match of that player/pair has started, but once started, no substitution can take place, all matches of that pair (both played and unplayed) being treated as if won by the opponent(s) 15-0, 15-0, etc.
- j) In the interests of the tournament, the referee may elect not to permit a substitution otherwise allowed under Regulations 6 and 8.

9. DEFAULTS

The referee shall be responsible for making all decisions regarding defaults.

- a) A player/pair who is not ready to play ten minutes after their match is called is subject to default.
- b) If it is known that a player has been unavoidably delayed, the referee may elect to hold that player's match until a time no later than the scheduled time of the next match in that event of the player or his opponent, whichever is earlier.
- c) A player shall be granted a 30-minute break between matches, if requested.

10. RANKING IN EVENTS PLAYED UNDER THE POOL SYSTEM, ROUND ROBIN OR IN GROUPS

- a) Ranking will be established by the number of matches won.

- b) If two players/pairs have won the same number of matches, the winner of the matches between them will be ranked higher.
- c) If three or more players/pairs have won the same number of matches, ranking will be established by the difference between total games won and total games lost, with greater difference ranked higher.
 - i) If this still leaves two players/pairs equal, the winner of the match between them will be ranked higher.
- d) If three or more players/pairs have won the same number of matches and are equal in the difference between total games won and total game lost, ranking will be established by the difference between total points won and total points lost, with greater difference ranked higher.
 - i) If this still leaves two players/pairs equal, the winner of the match between them will be ranked higher.
 - ii) If three or more players/pairs are still equal, then ranking will be established by drawing lots.
- e) If illness, injury or other unavoidable hindrance prevents a player/pair completing all the pool matches, all the results of that player/pair shall be deleted.

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Instruction for Use of Badminton Umpire Scoresheet

Pre-Match Details – to be completed (if not completed by computer) once you are given the scoresheet, before going on to the court.

Preliminaries

1. **'S', 'R'** – server and receiver. Fill in when conducting toss, after the sides have exercised their choice. In singles, mark server only.
2. **'L', 'R'** – starting of the players (left, right) when viewed from the umpire's chair. Fill in when conducting toss, after the side has exercised its choice of the end.
3. **'0'** – mark against initial server and initial receiver at the start of each game.
4. **Start time** – note the time when the umpire announces 'Play' at the beginning of a match.

During Play

1. Write the new score in the next available box, in the row of the next server's name.
2. In doubles, the players of the receiving side shall not change their respective service courts until they win a point on their service. Thus, when a side loses the right to serve, the player who was serving at that time, shall continue to be in the same service court from where he last served, until his side gains the right to serve again and wins a point.
3. If the receiving side wins the point to make it 'service over', write their new score in the next available box (last completed box is always the side serving).
If the score is leveled at 20-all, draw a diagonal line on the next available box.
4. If the situations listed below occur, use the appropriate alphabet letter(s) into the next available box in front of the appropriate player.

Situation	Note / Alphabet to be used
Warning (for misconduct)	W
Fault (for misconduct)	F
Referee called on court	R
Suspension	S
Injury	I
Disqualification by the Referee	Disqualified
Retired	Retired
Service court error corrected	C

5. Write appropriate details about the situations listed above at the bottom of the scoresheet. If the space is not sufficient, write on the back of the scoresheet with a specific remark as "For remarks, please refer to the back of the scoresheet."
6. If there is a service court error during a match use correct-ed note "C"
 - 7.1 in front of the side committing the error

- 7.2 in the column of the score at which the error is corrected.
- 7.3 in case of the error by the serving side; the note should be made above/below (as the case may be) the score
- 7.4 in case of the error by the receiving side; the note should be made in the first row.

End of a Game

1. Write and circle the completed game score with a slash between the score.
2. End time – write the time the match ends, i.e. when Umpire calls ‘game’ at the end of the game which decides the match.
3. Fill in the complete game score at the top of the scoresheet.
4. Circle the name(s) of the player(s) of the winning side at the top of the scoresheet.

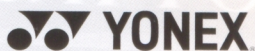
Post-Match

1. Duration – calculate and write the duration of the match.
2. Sign the completed scoresheet.
3. Obtain a counter signature from the Referee and hand it over to the match control.

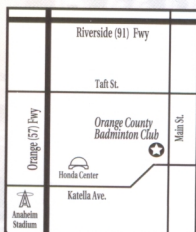


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