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UNITED STATES BADMINTON ASSOCIATION



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BADMINTON U.S.A., the official magazine of the U. S. B. A. is provided free to most members of the U. S. B. A. It can be purchased by non-members.

This book, "OFFICIAL PLAYING RULES OF THE U. S. B. A." is also provided free to most members, and is also available for purchase by non-members.

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UNITED STATES BADMINTON ASSOCIATION

THE UNITED STATES BADMINTON ASSOCIATION

Official Organization for United States Badminton Players

1. The U.S. Badminton Association is the official association of organized badminton in the United States. As such it promulgates to its Members not only the official rules of play, as laid down by the International Badminton Federation, but also other pertinent information for the benefit of these clubs and their players.
2. Some of this information may also be obtained by groups outside its membership, such as schools, colleges, church and community groups, etc., but it may be limited in scope and material.
3. A few of the more important items which the Association covers are:
 - (a) All tournaments are conducted under standard regulations, and must receive sanctions to be held, thus insuring proper operation for the benefit of the contestants.
 - (b) Amateur standards have been established to preserve the proper distinction between amateurs and professionals.
 - (c) National rules for umpiring are controlled by a national Rules Committee, thus insuring a uniform code for all playing areas.
 - (d) Juniors, have their special development activities and both intersectional and national tournaments, all under programs which steadily improve each year.
 - (e) Many sectional adult tournaments, and an annual national tournament played in a different location each

year, open at the present time to players from all over the "USA" who are qualified, are scheduled under a committee of national jurisdiction. These are real competitive events but invariably social activities are closely allied with tournament plans.

(f) Individuals and teams of men and women of top ranking calibre are selected for international exhibitions and for our Thomas Cup and Uber Cup International matches.

(g) BADMINTON U.S.A., a national magazine, is published under the guidance and backing of the national association, providing a means of getting information on all phases of badminton, much of which is unobtainable from any other source.

4. For the pleasure of you and/or your group, whether competitively minded or not, a membership in the USBA at extremely nominal rates, will bring to you greater knowledge of the game and the advantages listed above. If you are interested in group, club or individual membership, the National Office will furnish you the necessary forms or information on request.

* * * * *

VALUABLE HINTS ON PLAY AND OPERATING TOURNAMENTS

1. FOREHAND GRIP -- In general, when gripping the racket hold it as if you were shaking hands with it. This may seem unnatural to you but practice and patience will make it become a habit.

2. BACKHAND GRIP -- Allow the hand to turn slightly and place your thumb against the back of the handle.

The opposite side of the racket head is where you contact the shuttle for backhand shots.

3. **HOLDING RACKET** -- Do not hold it too tightly for it makes your wrist and arm tense and strained. This is particularly important when serving low serves and making net shots.

4. **POSITION OF RACKET** -- Do not let the racket hang loosely down at your side; keep the racket head well up and ready for any kind of shot.

5. **WRIST** -- Do not use a stiff wrist, as in tennis. Cock the wrist with the head of the racket back. If you swing through without a swishing sound your wrist is probably locked and you will lose the impetus of the racket head.

6. **REACHING** -- Hit your shots at full length of your arm, particularly overhead clears, smashes and drops, drives, and many net shots.

7. **FOOTWORK** -- Footwork is the most important factor in getting the body in position to make the correct stroke. Make forehand strokes with the left foot forward, and backhand strokes with the right foot forward (reverse for left handed players). Starting and turning quickness are more important than straightaway speed, and short steps are better than long strides. Avoid stroking with both feet directly facing the net.

8. **SERVING** -- Either foot forward may be used but most players find it more comfortable to have the left foot in front (right for lefties). Drop the shuttle with the arm extended and strike it below the waist. To avoid service faults, have the racket shaft pointed downward upon contact with the shuttle.

9. **FOLLOW THROUGH** -- The racket should follow the shot all the way through, continuing in the direction of the actual shot.

10. **SCORING** -- Games are usually 15 points, except for women's or junior girls' singles which are 11 points. If the

score is tied at 13 or 14 all, or at 9 or 11 all for women's or junior girls' singles, it is then a "set" game. You may then elect to play or not to play extra points to finish the game, and this is called "setting the game." In a game of 15 points and when the score is 13 all the side which first reached 13 may "Set" for 5 points. Should the score reach 14 all, the side which first reached 14 may "Set" for 3 points. If you do not decide to "Set" the game will continue to 15 points. In a game of 11 points, it may be "Set" for 3 points at 9 all and 2 points at 10 all, or "No Set" and play to 11 points. See Page 24, Law 7, for a more detailed explanation.

11. FAULTS -- The following subparagraphs describe in nontechnical language some of the commoner faults. Consult the Laws of Badminton, pages 28-29, Law 14, and Interpretations on page 36 for more complete details.

(a) If the shuttle be hit twice in succession by same player or by player and partner successively.

(b) If the shuttle is held on the racket during the execution of the stroke (caught and slung instead of being distinctly hit).

(c) If you stand on a boundary line when serving or receiving the serve.

(d) If, while serving, you hit the shuttle when it is above the waist.

(e) If, while serving, you hit the shuttle at a time when any part of the head of the racket is higher than any part of your racket hand.

(f) If you touch the net or posts with your racket or any part of your person or clothing while the shuttle is in play. Also you cannot invade your opponent's court with person or racket while the shuttle is in play, except to follow through a shot (see paragraph i).

(g) If, when serving or receiving, and after you have

taken position in your court, you lift either foot off the floor or slide it out of its original position after the server has started his motion and before the shuttle is hit. You may raise part of one or both of your feet, but some part of each foot must remain in contact with the floor and in a stationary position from the time you take your position until the shuttle is hit by the server. For greater clarification this is the general pattern to follow: (See page 29 #16)

(1) The server takes position, with both feet on the floor and remains in a stationary position.

(2) The receiver takes position, with both feet on the floor and remains in a stationary position.

(3) The server now starts his motion to deliver the serve and must not lift either foot, entirely, off the floor until contact has been made with the shuttle.

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

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

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

TOURNAMENT OPERATIONS-A few general comments

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

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

3. Special rules should be properly posted or announced

for complete understanding, and many criticisms will be avoided.

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

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

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

7. National rules for the United States have rest periods of 5 minutes between the second and third game of all events, if any one player requests it. A 5-minute rest period between the second and third games in all Junior events is mandatory.

8. Except for these rest periods, play is continuous. If accidents occur, the umpire (or tournament referee if there is no umpire on the match) may make special rulings to cover the situation. Towel wiping, drinking water and the like are to be permitted in the confines of the court only and are not to be used for stalling. (See Page 31, Law 22.)

REFEREES, UMPIRES AND LINESMEN RULES AND REGULATIONS

In order to have consistency in umpiring throughout the country, it is requested that these instructions be followed in all sanctioned tournaments.

DUTIES OF THE REFEREE:

In the case of each tournament, those in charge shall appoint a Referee to act for them in regard to rules, scoring and similar factors in match play. The Referee:

1. Shall be in complete charge of match play, except for the scheduling of matches (either as to time or place).
2. Shall be thoroughly familiar with the Official Laws of Badminton and the interpretations which are part of the rules.
3. Shall rigidly enforce all rules.
4. Shall have the power and responsibility to appoint and remove Umpires, Linesmen, and The Service Court Judges.
5. Shall see that nets are at the correct height and that correct shuttles are used after testing for speed.
6. Shall be the final authority on appeal from the decision of the Umpire with power to reverse the Umpire's decision involving a point of law, only. The scoring of a match can be affected only if the appeal is made to the Referee before the next service is delivered.
7. Shall be present on or adjacent to the playing area at all times during the match play or be specifically represented by a deputy appointed by him.

DUTIES OF THE UMPIRE:

The Umpire:

1. Shall, upon taking the court, and before the players rally:
 - (a) Arrange the toss for service or court.
 - (b) Write upon the score card the starting position of the contestants, the name of the server and the receiver.
2. Shall be in complete charge of his match except

- for such high authority as rests with the Referee.
3. Shall make all calls promptly and clearly, calling the score, lets, faults (unless these are specifically assigned to linesmen, or service court judges, in which case he must await their call or signal).
 4. Shall see that contestants do not leave the court after the match has started unless granted permission. (Exception -- Five-minute interval allowed between second and third games if requested by any player. The five-minute interval between the second and third games is mandatory in all Junior events.)
 5. May allow a contestant to leave the court for a period as he may consider necessary under circumstances not within the control of the player. The Umpire shall be the sole judge of any suspension of play and he shall have the right to disqualify an offender.
 6. Shall call service and receiving faults except if a Service Judge is assigned.
 7. Shall insure that players serve and receive from the proper courts.
 8. Shall insure that courts are changed in accordance with Law #8 of the Laws of Badminton. (See Page 25.)
 9. Shall insure that the option of "Setting" is properly exercised.
 10. Shall uphold the decisions of Linesmen or Service Court Judges.
 11. May remove a Linesman or Service Court Judge for good cause, subject to final decision of Referee.
 12. May decide when Linesmen or Service Court Judge is unable to render a decision, himself, or may call a "Let" and replay the point.
 13. May call a "Let" and replay the point if action of spectators interferes with the players.

14. Shall take the score to the Official Scorer at once at the conclusion of the match.
15. May order a point replayed where a linesman or Service Court Judge corrects his decision if the call has affected the play of either side.

DUTIES OF A LINESMAN:

The Linesman:

1. Shall watch his line carefully. An "In" or "Out" decision is made on the floor contact of the Cork and not the feathers of the shuttle. Thus a flat angled bird may be "Out" although the feathers are well inside the court line. If the cork touches any part of the line, it is "In".
2. Shall 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.
3. If the shuttle falls "In" say nothing. If unsighted, inform the Umpire immediately.
4. Shall never appeal to either Players or Spectators.
5. Shall have the final decision on all points relative to his own line.
6. May correct his decision on a point but shall notify the Umpire before the next service is delivered.

DUTIES OF A SERVICE COURT JUDGE:

The Service Court Judge:

1. Shall watch and call the server for foot faults and service faults.
2. Shall watch and call the receiver for foot faults and illegal rushing of the service. If only one Service Judge, Umpire should be responsible for calling receiver's faults.

3. Shall watch the service line for a short service and call if receiver does not play.
4. Shall make a decision promptly unless unable to judge accurately. If his view is obstructed, shall immediately notify the Umpire.
5. May correct his decision but shall notify the Umpire before the next service is made.

NOTES

- (1) Each linesman and service court judge should be at his assigned position before the match starts and may not leave before the match ends without the consent of the Umpire.
- (2) The correct call when an infringement of the Laws has occurred is "Fault". When a doubt arises in the mind of the Umpire or Service Judge as to whether a "Fault" has occurred or not, "Fault" should not be called and the game allowed to proceed.
- (3) Clear and audible calls are of great benefit to the players, spectators and other officials.

* * * * *

MATCH SCHEDULING

The USBA Match Scheduling System is a procedure for "programming" a tournament so that each match in each event is scheduled at a definite time on a specific court. Control is exercised through the use of master schedules by the director of play and individual cards for each player. Each separate match is numbered which permits precise scheduling.

Details in the use of the USBA Match Scheduling System may be secured from the USBA National Office.

THE DRAW

1. The draw for all events at Open Tournaments shall be made in the manner set out below, and no dummy entry in singles or dummy pair in doubles may be included in the draw of any championship event. There shall be no alteration in the published draw of any championship event unless permitted under exceptional circumstances by the tournament committee, but no such alteration shall be allowed in singles events, nor in a doubles event if two or more pairs already entered should object.

NOTE -- The purpose of allowing any alteration is to enable a competitor to have a substitute partner in a doubles event if his original partner is prevented from playing through illness, injury, or other unavoidable hinderance. The purpose of allowing alterations is not so that any fresh entries may be introduced.

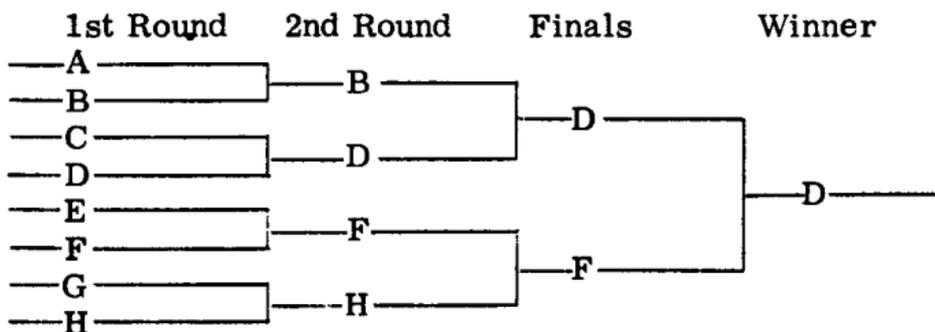
Immediately any request for alteration is received, competitors in the event concerned shall be acquainted thereof by the Referee by means of a notice prominently displayed on the notice board (if any) and/or in the changing rooms. They shall be given reasonable time to lodge objections which shall be received in confidence.

2. Under no circumstances shall any player be permitted to enter more than once in the same event at any tournament except in double elimination tournaments.

3. In no event shall the draw be arranged, except that seeding in championship events shall be permitted under the conditions set out below.

4. The draw shall be conducted as follows:

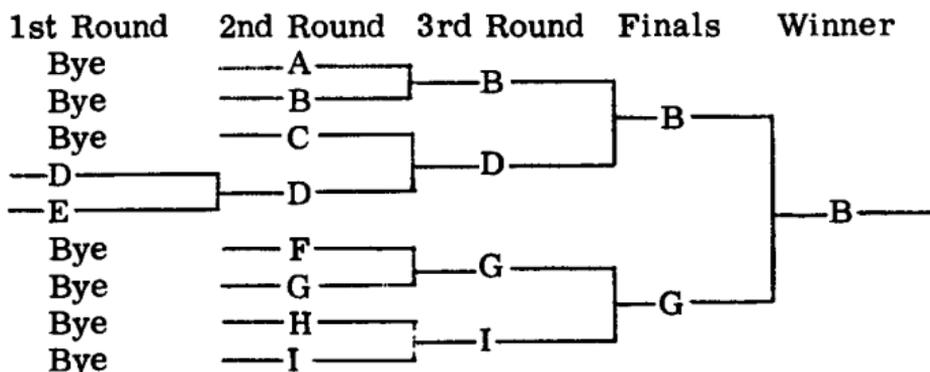
When the number of playing units is 4, 8, 16, 32, 64, or any higher power of 2, they shall meet in pairs in the order drawn as in the following diagram:



When the number of playing units is not a power of 2, there shall be byes in the first round. The number of byes shall be equal to the difference between the next highest power of 2 and the number of playing units. The byes, if even in number, shall be divided, as the names are drawn in equal proportions at the top and bottom of the list, above and below the pairs; if uneven in number, there shall be one more bye at the bottom than at the top.

Example: With 19 playing units there will be $32 - 19 = 13$ byes, 6 at the top and 7 at the bottom of the list, and 3 matches in the first round, 8 in the second, 4 in the third, etc.

Example: With 9 playing units there will be $16 - 9 = 7$ byes, 3 at the top, and 4 at the bottom, and one match in the first round; see below.



With 5 playing units there will be 1 bye at the top and 2 byes at the bottom.

With 6, 1 bye at the top and 1 bye at the bottom.

With 7, 1 bye at the bottom.

With 8, no byes.

With 9, 3 byes at the top, and 4 byes at the bottom.

With 10, 3 byes at the top, and 3 byes at the bottom.

With 11, 2 byes at the top, and 3 byes at the bottom.

With 12, 2 byes at the top, and 2 at the bottom.

With 13, 1 bye at the top, and 2 at the bottom.

With 14, 1 bye at the top, and 1 at the bottom.

With 15, 1 bye at the bottom.

With 16, no byes.

Seeding the Draw

5. At any open tournament, the draw may be arranged or "seeded" subject to the following restrictions:

(a) Entries to the number of eight, and no more, may be seeded by lot into separate eighths of the draw of an event comprising at least 32 entries; and, similarly, in events comprising fewer entries, four may be seeded in the case of 16 or

more entries, and two in the case of any smaller number, and they shall be drawn by lot into separate quarters, or halves of the draw, as the case may be.

(b) The entries to be seeded shall be selected by the committee as being, in its opinion, the best in the event.

NOTE: For USA Tournaments other than the Open Amateur Championships the following modifications for the Seed have been approved: In case of an entry of 12 or more, but less than 16, there may be two entries placed in addition to the two seeded entries; and in the case of an entry of 24 or more, but less than 32 entries, there may be two entries placed in addition to the four seeded.

6. The seeded entries shall be drawn as follows:

(a) If two are to be seeded, numbers 1 and 2 shall be drawn by lot; the first drawn shall be placed at the top of the upper half and the second at the bottom of the lower half.

(b) If four are to be seeded, numbers 1 and 2 shall be placed as above; numbers 3 and 4 shall be drawn by lot and the first drawn shall be placed at the top of the second quarter; the second shall be placed at the bottom of the third quarter.

(c) If eight are to be seeded, numbers 1, 2, 3, and 4 shall be placed as above; the remainder shall be drawn by lot and placed in the upper half, at the top of the eighths not already occupied and in the lower half, at the bottom of the eighths not already occupied. (Example on page 18.)

7. Any two entries from any country which shall be seeded shall be drawn in separate halves of the draw,

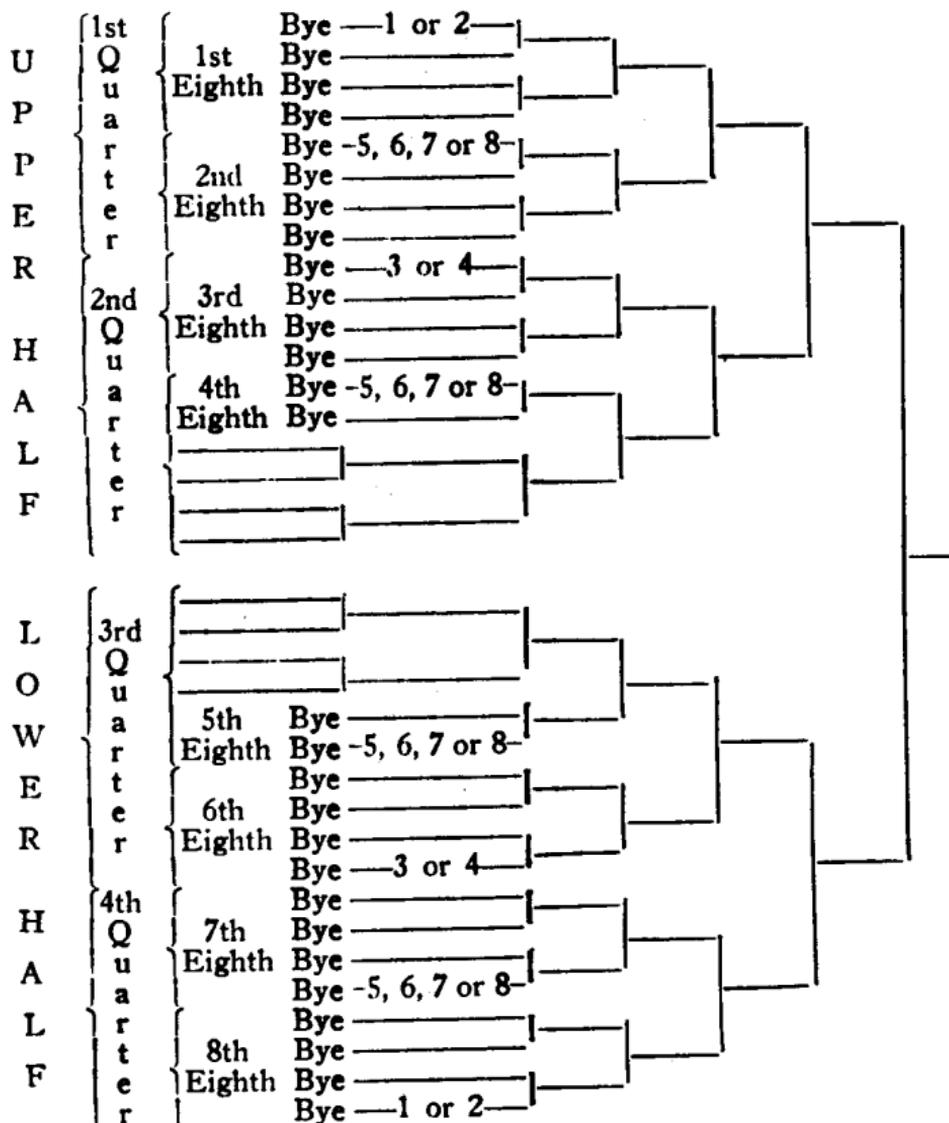
and any three or four entries from any one country which shall be seeded shall be drawn in separate quarters of the draw. Note: In the United States, Regions should be considered as countries in this regard. Players from the same Region should not play each other in the first round in singles, or in doubles if both players on each team are from the same Region, unless there are insufficient entries to do otherwise. 8. In addition to the seeded entries, in the case of only two entries from any one country, they shall be drawn in separate halves of the draw, and not less than the four best entries from one country, but not more than eight, shall be drawn in separate quarters or eighths, as the case may be. Note: Again treat states or regions in the United States as Countries in this matter.

SCORING SYSTEMS

The following systems are recommended by the United States Badminton Association as various methods for determining the winning team when two or more schools or clubs compete against each other.

1. **DUAL MATCHES (2 SCHOOLS OR CLUBS)**
 - a. Players play each other according to their ranking on the team and the winner is the team with the most victories. The number of positions to be played must be determined before the team match. (Example: Five Men Singles matches with #1 playing #1, #2 playing #2, etc.; Five Women's Singles matches; Two Men's Doubles, Two Women's Doubles and Five mixed doubles. The team which wins 10 or more of the nineteen matches is the winner.
 - b. **Thomas or Uber Cup Style:** Three Singles players and Two Doubles Teams (these numbers

Example of Seeded Draw



* * * * *

**YOU MAY FORGET TO REMEMBER THE WINNER
BUT, PLEASE, DO NOT FORGET TO
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can be adjusted to suit the Teams involved). Singles players and/or doubles teams must play each of the opponent's singles players and/or doubles teams. Winning team is the team with the most victories.

2. SEVERAL TEAMS

- a. Single Elimination Tournament: Unlimited entries from any one team. An attempt should be made that players from the same team should be in different sections of the draw. 2 points are awarded for each match won (if doubles team is from two different teams, split the points.) Player or team receiving a bye will be awarded 4 points if the next match is won or 0 points if the next match is lost. 2 points are awarded for a match won by default. Semi-finalists receive a bonus of 2 points — Finalist receives a bonus of 2 points — Winners receive a bonus of 2 points. If a consolation bracket is played, fractional points should be given in this bracket, but far less than in championships so that players will not intentionally lose to get into this bracket. (Suggest one point for each win in the consolation bracket.)

Team winner is the team with the highest point total.

A single elimination tournament with entries from each team limited to 4 players (each placed in a different quarter of the draw) can be played with the above or similar rules.

- b. Round Robin Tournament: Each team enters the same number of singles players and doubles teams. Round-robin tournaments are played in each position (i.e. all #1 players play each

other, all #2 players play each other, etc.) Each victory scores one point for the team and high point total is the team winner.

If there are many teams entered, so that the round robin event involves a lot of matches, a single game to 21 may be substituted for a two-out-of-three game match.

* * * * *

NOTICE

Although the following are the rules of this date, these rules may change from year to year to some extent. Hence, any time after October, 1977, to assure yourself that you are dealing with up-to-date rules, secure them from the National Office of the U.S.B.A.

Permission for copying the rules in their entirety may be obtained by writing the Secretary of the U.S.B.A. at the National Office. Explain need for and use of the rules to be copied.

THE LAWS OF BADMINTON

1. COURT — (a) The court shall be laid out as in Diagram "A" (Page 23) (except in the case provided for in paragraph "b" of this Law) and to the measurements there shown, and shall be defined preferably by white or yellow lines, or, if this is not possible, by other easily distinguishable line, 1-1/2 inches wide.

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

(b) Where space does not permit of the marking out of a court for doubles, a court may be marked out for singles only as shown in Diagram "B" (Page 23). The back boundary lines become also the long service lines, and the posts, or the strips of material representing them as referred to in Law 2, shall be placed on the side lines.

(c) The height of a court for international competitive play shall be a minimum of 26 feet or 8 metres from the floor over the full court. This height shall be entirely free of girders and other obstructions over the area of the court.

There shall also be at least 4 feet or 1.25 metres clear space surrounding all the outer lines of the court, this space being also a minimum requirement between any two courts marked out side by side.

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

3. **NET** — The net shall be made of fine natural cord or artificial fibre of a dark colour and an even thickness not exceeding 5/8 inch to 3/4 inch (1.5 to 2 cm.) mesh. It shall be firmly stretched from post to post, and shall be 2 feet 6 inches in depth. The top of the net shall be 5 feet in height from the floor at the center, and 5 feet 1 inch at the posts, and shall be edged with a 3-inch white tape doubled and supported by a cord or cable run through the tape and strained over and flush with the top of the posts.

4. **SHUTTLE** — A shuttle shall weigh from 73 to 85 grains, and shall have from 14 to 16 feathers fixed in a cork, 1 inch to 1-1/8 inches in diameter. The feathers shall be from 2-1/2 to 2-3/4 inches in length from the tip to the top of the cork base. They shall have from 2-1/8 to 2-1/2 inches spread at the top and shall be firmly fastened with thread or other suitable material.

Subject to there being no substantial variation in the general design, pace, weight and flight of the shuttle, modifications in the above specifications may be made,

subject to the approval of the National Organization concerned:

- (a) in places where atmospheric conditions due either to altitude or climate, make the standard shuttle unsuitable; or
- (b) if special circumstances exist which make it otherwise expedient in the interests of the game.

U.S. rules permit adjusting the shuttle to obtain correct speed. Tournament referee or chairman is final authority as to need for adjustment. (4-11-74)

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

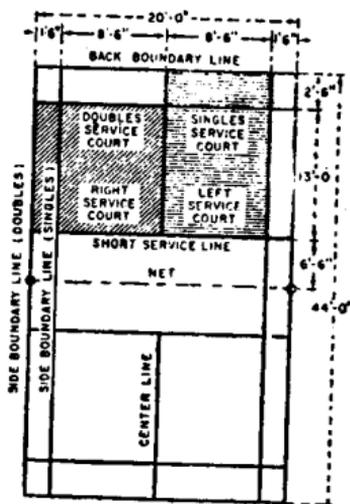


DIAGRAM A

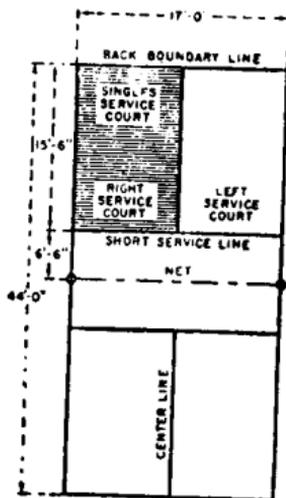


DIAGRAM B

foot, and not more than 2 feet 6 inches, short of the other back boundary line.

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

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

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

6. THE TOSS — Before commencing play the opposing sides shall toss, and the side winning the toss shall have the option of:

(a) Serving first; or

(b) Not serving first; or

(c) Choosing Ends.

The side losing the toss shall then have choice of any alternative remaining.

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

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

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

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

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

(a) 8 in a game of 15 points;

(b) 6 in a game of 11 points;

(c) 11 in a game of 21 points;

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

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

9. **DOUBLES PLAY** — (a) It having been decided which side is to have the first service, the player in the right-hand service-court of that side commences the game by serving to the player in the service-court diagonally opposite. If the latter player returns the shuttle

before it touches the ground, it is to be returned by one of the "In" side, and then returned by one of the "Out" side, and so on, till a fault is made or the shuttle ceases to be "in play" (see paragraph (b)). If a fault is made by the "In" side, its right to continue serving is lost, as only one player on the side beginning a game is entitled to do so (See Law 11), and the opponent in the right-hand service-court then becomes the server; but if the service is not returned, or the fault is made by the "Out" side, the "In" side scores a point. The "In" side players then change from one service-court to the other, the service now being from the left-hand service-court to the player in the service-court diagonally opposite. So long as a side remains "In", service is delivered alternately from each service-court into the one diagonally opposite, the change being made by the "In" side when, and only when, a point is added to its score.

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

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

11. Only one player of the side beginning a game shall be entitled to serve in its first innings. In all

subsequent innings, each partner shall have the right, and they shall serve consecutively. The side winning a game shall always serve first in the next game, but either of the winners may serve and either of the losers may receive the service.

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

If a player of the "Out" side standing in the wrong service court is prepared to receive the service when it is delivered, and his side wins the rally, it shall be a "Let" provided that such "Let" be claimed and allowed or ordered by the umpire, before the next succeeding service is delivered.

If in either of the above cases the side at fault loses the rally, the mistake shall stand and the players' position shall not be corrected.

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

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

(a) The players shall serve from and receive service in their respective right-hand service-courts only when

the server's score is 0 or an even number of points in the game, the service being delivered from and received in their respective left-hand service-courts when the server's score is an odd number of points. Setting does not affect this sequence.

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

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

(a) If in serving, the shuttle at the instant of being struck be higher than the server's waist, or if at the instant of the shuttle being struck the shaft of the racket be not pointing in a downward direction to such an extent that the whole of the head of the racket is discernibly below the whole of the server's hand holding the racket. (See Page 33.) |

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

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

(d) If before or during the delivery of the service any player makes preliminary feints or otherwise intentionally balks his opponent or if any player deliberately delays serving the shuttle, or in getting ready to receive it, so as to obtain an unfair advantage.

(e) If, either in service or play, the shuttle falls outside the boundaries of the court, or passes through or under the net, or fails to pass the net, or touches the roof or side walls, or the person or dress of a player. (A shuttle falling on a line shall be deemed to have fallen in the court or service-court of which such line is a boundary.)

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

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

(h) If the shuttle be held on the racket (i.e. caught or slung) during the execution of a stroke; or if the shuttle be hit twice in succession by the same player with two strokes; or if the shuttle be hit by a player and his partner successively.

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

(j) If a player obstructs an opponent.

(k) If Law 16 be transgressed.

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

16. The server and the player served to must stand within the limits of their respective service-courts (as bounded by the short and long service, the center, and side lines), and some part of both feet of these players must remain in contact with the surface of the court in a stationary position until the service is delivered. A foot on or touching a line in the case of

either the server or the receiver shall be held to be outside his service-court. (See Law 14 (c)). The respective partners may take up any position, provided they do not unsight or otherwise obstruct an opponent.

17. (a) If, in the course of service or rally, the shuttle touches and passes over the net, the stroke is not invalidated thereby. It is a good return if the shuttle, having passed outside either post, drops on or within the boundary lines of the opposite court. A "Let" may be given by the umpire, for any unforeseen or accidental hinderance.

(b) If, in service, or during a rally, a shuttle, after passing over the net, is caught in or on the net, it is a "Let".

(c) If the receiver is faulted for moving before the service is delivered, or for not being within the correct service-court, in accordance with Laws 14 (c) or 16, and at the same time the server is also faulted for a service infringement, it shall be a "Let".

(d) When a "Let" occurs, the play since the last service, shall not count, and the player who served shall serve again, except when Law 12 is applicable.

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

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

20. If a player has a chance of striking the shuttle in a downward direction when quite near the net, his op-

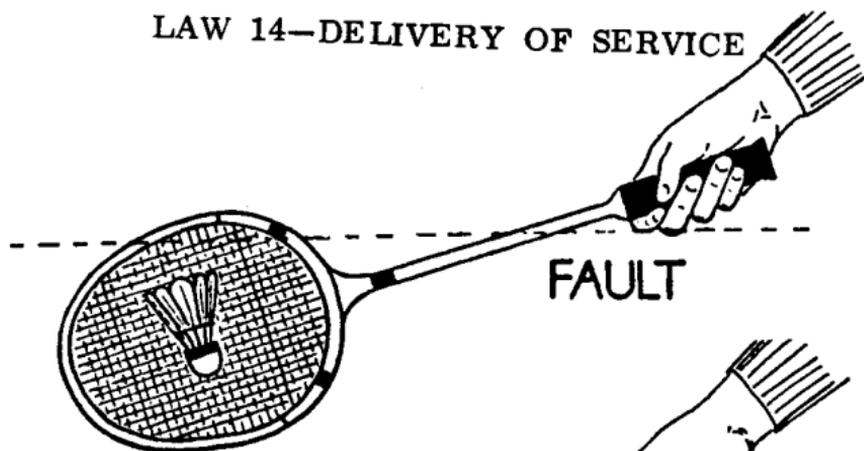
ponent must not put up his racket near the net on the chance of the shuttle rebounding from it. This is obstruction with the meaning of Law 14 (j). A player may, however, hold up his racket to protect his face from being hit if he does not thereby balk his opponent.

21. It shall be the duty of the umpire to call "Fault" or "Let" should either occur, without appeal being made by the players, and to give his decision on any appeal regarding a point in dispute, if made before the next service; and also to appoint linesmen and service judges at his discretion. The umpire's decision shall be final, but he shall uphold the decision of a linesman or service judge. This does not preclude the umpire also from faulting the server or receiver. Where, however, a referee is appointed, an appeal shall lie to him from the decision of an umpire on questions of law only.

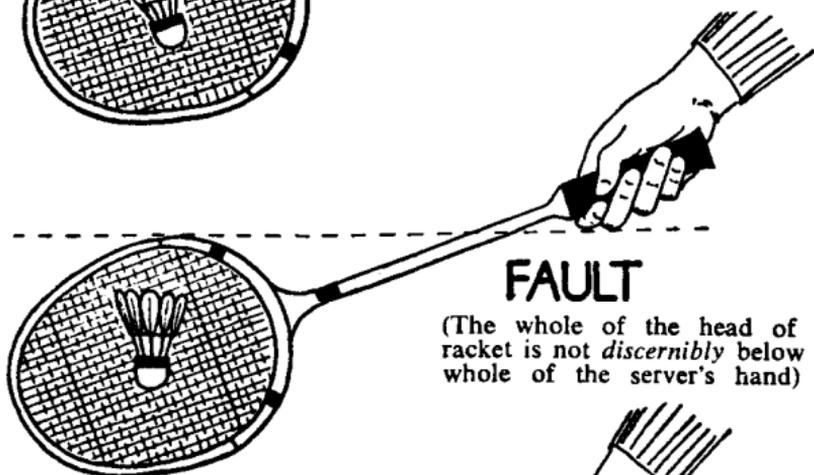
22. CONTINUOUS PLAY — Play shall be continuous from the first service until the match be concluded: except that (a) in the International Badminton Championships and in the Ladies' International Badminton Championship there shall be allowed an interval not exceeding five minutes between the second and third games of a match; (b) in countries where conditions render it desirable, there shall be allowed, subject to the previously published approval of the National Organization concerned, an interval not exceeding five minutes between the second and third games of a match either singles or doubles, or both, and (c) when necessitated by circumstances not within the control of the players, the umpire may suspend play for such a period as he may consider necessary. If play be suspended, the existing score shall stand and play be resumed from that point. Under no circumstances shall play be

suspended to enable a player to recover his strength or wind, or to receive instruction or advice. Except in the case of an interval provided for above, no player shall be allowed to receive advice during a match or leave the court until the match be concluded without the umpire's consent. The umpire shall be the sole judge of any suspension of play and he shall have the right to disqualify an offender. (In the U.S., at the request of any player, a five-minute rest period between the 2nd and the 3rd game will be granted, in all events. Such a rest period is mandatory for all Junior Tournaments.)

LAW 14—DELIVERY OF SERVICE

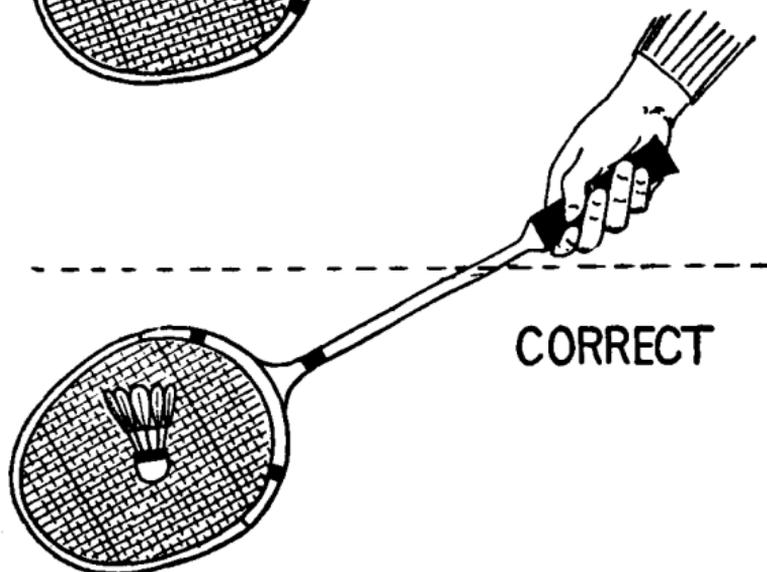


FAULT



FAULT

(The whole of the head of the racket is not *discernibly* below the whole of the server's hand)



CORRECT

Positions of Hand and Racket at the instant of striking the shuttle.

National Open Championships

ANY TOURNAMENT OF THE STATUS OF A NATIONAL OPEN AMATEUR CHAMPIONSHIP (i.e., not restricted to the players of the country concerned) SHALL BE SUBJECT TO THE FOLLOWING REGULATIONS:—

1. The Tournament must be under the direct control of the National Organization of the Country in which it is held.
2. Only one such Tournament may be held annually in any Country.
3. The title and dates of the Tournament must be sanctioned by the Tournament Committee of the International Badminton Federation, and every application shall be made in writing to conform to the following requirements:
 - (i) for a tournament desired to be held between October 1st and April 30th, application must be made by the preceding May 31st.
 - (ii) for a tournament desired to be held between May 1st and September 30th, application must be made by the preceding September 30th.
4. Two or more tournaments in the same continent shall not be sanctioned for the same date without the special consent of the Council.
5. No player shall be eligible to compete unless he or she is a bona fide amateur, and is a member of a club affiliated to an organization in membership with the International Badminton Federation.
6. Players must be permitted to enter for all the events for which they are qualified to play in; no restriction in this respect shall be permitted.
7. Shuttles. (a) Modified shuttles as permitted under

Law 4 shall not be used without the consent of the organizations concerned.

(b) One brand of shuttle only must be adopted for exclusive use during the tournament, and the name of this brand must be advertised in the prospectus.

(c) No rationing of shuttles per match must be allowed, and all shuttles used must be a charge against the tournament, and not a charge against the players concerned.

Invitations to Foreign Players

ANY TOURNAMENT OR EXHIBITION MATCH, TO WHICH IT IS DESIRED TO INVITE PLAYERS FROM ANOTHER COUNTRY TO COMPETE, SHALL BE SUBJECT TO THE FOLLOWING REGULATIONS:—

1. The national organization of the promoting authority shall notify the national organization of the club to which the player shall belong when issuing the invitation.

2. No player shall participate in any tournament or exhibition match promoted or organized by any individual or business house interested in the manufacture or sale of Badminton equipment. Violation of this regulation shall result in immediate suspension of amateur status.

3. For the purpose of these regulations, a player's national organization shall be that to which the club, of which he or she shall have been an active playing member for the three months immediately preceding, shall be affiliated, and in the country in which he or she shall, for the time being, be resident; and this shall be quite irrespective of the player's qualifications for international matches.

RULES INTERPRETATIONS

1. Any movement or conduct by the server that has the effect of breaking the continuity of service after the server and receiver have taken their positions to serve and to receive the service is a preliminary feint. For example, a server who, after having taken up his position to serve, delays hitting the shuttle for so long as to be unfair to the receiver, is guilty of such conduct. (See Law 14 (d). Note — USA Interpretation is, it is a fault if the serve is not delivered in five seconds from the time that both server and receiver have taken their stance).
2. It is obstruction if a player invade an opponent's court with racket or person in any degree except as permitted in Law 14 (f). (See Law 14 (j)).
3. Where necessary on account of the structure of a building, the local Badminton Authority may, subject to the right of veto of its National Organization, make by-laws dealing with cases in which a shuttle touches an obstruction.
4. There shall be a maximum of five (5) minutes allowed during a match for equipment repair.
5. There shall be only one injury time out allowed per match (per person) and a maximum of ten (10) minutes allowed for such injuries. If injured a second time and player is unable to continue playing immediately, match must be defaulted.
6. If the shuttlecock disintegrates (cork and feathers separate) during a rally where the cork strikes the floor shall determine the winner of the rally.
7. Under Rule 16 which reads "a foot on or touching a line in the case of either the server or the receiver shall be held to be outside his service court". If the foot is raised in such a manner that a part of it is over the line but not touching it, it is **not** a fault. The line has actually to be **touched** in order to create a fault.

8. U.S. rules permit adjusting the shuttle to obtain correct speed. Tournament referee or chairman is final authority as to need for adjustment. (4-11-74)
9. Certain non-natural feather shuttles are approved for use in all tournaments except: (4/71)
- Adult "Open" tournaments
 - USBA National Championships - Closed or Open;
 - USBA National Junior Championships.

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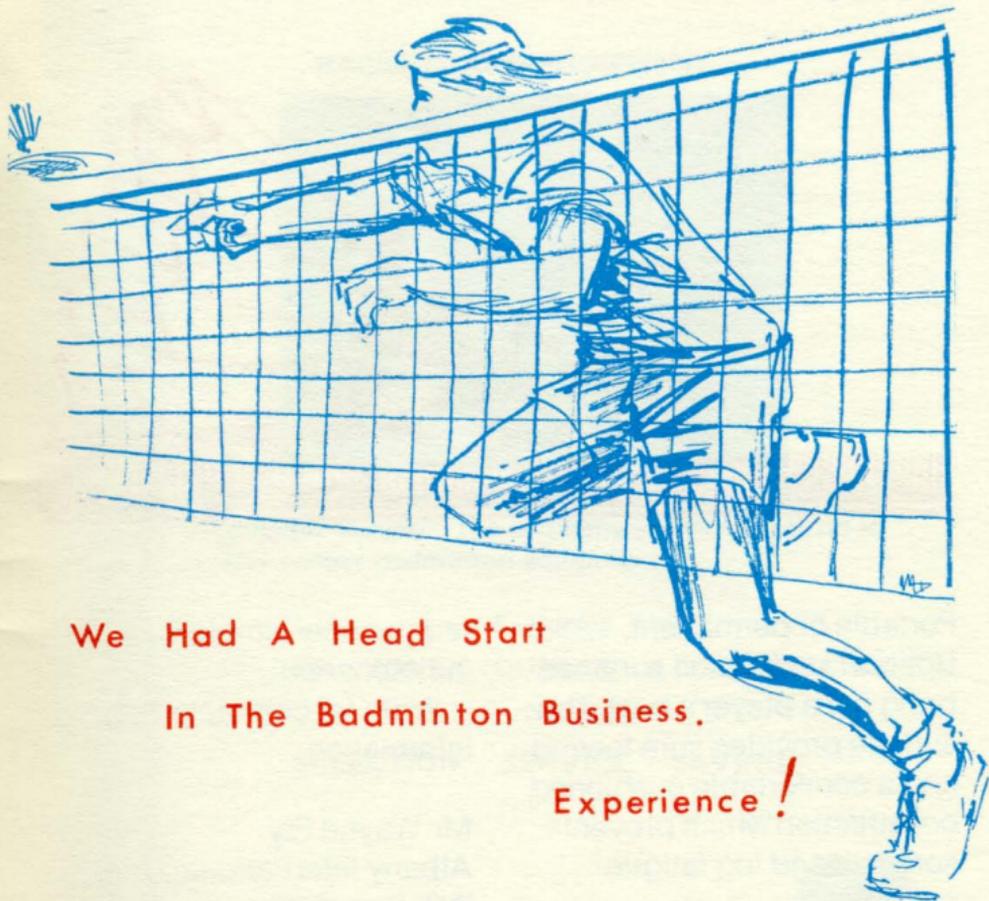
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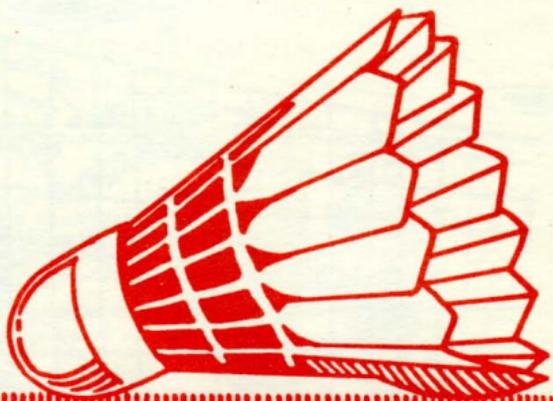
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