

# U.S. BADMINTON ASSOCIATION



**1990 – 1991**  
***Official Rules of Play***






Group A Member  
U.S. Olympic Committee

***An official publication of the  
U.S. BADMINTON ASSOCIATION***

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Ashaway  
Stringer for  
the 1989 & 90  
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Badminton

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# OFFICIAL RULES OF PLAY

for the

## UNITED STATES BADMINTON ASSOCIATION

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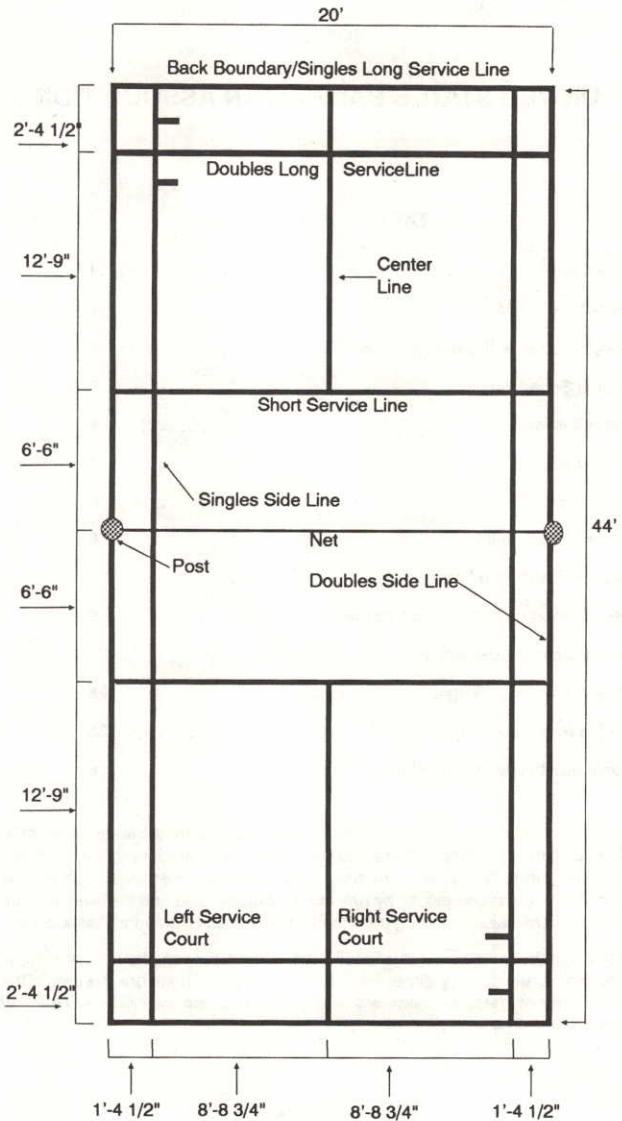
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# The Court



## NOTES:

The above court may be used for singles or doubles play. For singles play only, remove zones created by Singles Long Service Line and Doubles Side Line.

Optional Right Service Court shuttle testing marks are shown but not required.

All side and end measurements do not include depth of boundary lines, which measure 1 1/2" each.

All playing zones of each half of the court are a reversed image of the opposite court.

## ABOUT THE USBA

The United States Badminton Association (USBA) is the National Governing Body (NGB) for badminton as recognized by the United States Olympic Committee (USOC) and the International Badminton Federation (IBF).

Badminton in the United States became organized soon after the creation of the IBF in 1934. The original national group, the American Badminton Association, was organized in 1936. The USBA became the fourteenth full member of the IBF in 1938. Since then, the USBA has continued its development and growth. Membership has grown to include more than 25 state organizations and thousands of registered players who compete in one of five geographical regions. It is hoped that by 1992, when the sport makes its Olympic debut in Barcelona, Spain, the number of registered USBA members will have risen to more than 10,000.

The sport of badminton made its Olympic appearance as a demonstration sport at the XXth Olympic Summer Games in 1972. In 1988, at the XXIVth Olympic Summer Games in Seoul, Korea, badminton was selected as an exhibition sport. From that successful exhibition, the sport has graduated to the status of full medal sport at the XXVth Olympic Summer Games at Barcelona, Spain, in 1992.

This exciting fact has entitled the USBA to classification as a "Group A" member of the USOC, the highest designation available. It allows USBA athletes to receive assistance and training funds, compete in a variety of events such as the U.S. Olympic Festival, and train at the U.S. Olympic Training Centers.

As the NGB for badminton, the USBA is charged with a variety of tasks, which include:

- Enforcing the Laws of Badminton as designated by the IBF.
- Ensuring that all tournaments are sanctioned by the USBA and conducted under unified standards, including proper seeding of players and operation of the tournaments for the benefit of those players and the sport as a whole.
- Establishing standards for the proper distinction between amateur and professional players.
- Implementing national rules for the umpiring of matches to ensure that all competitions are played under a uniform code nationwide.
- Representing badminton players nationwide at seminars, meetings, and competitions.
- Conducting local, regional, national and international competitions.
- Designing programs to develop the skills in players of all levels to ensure the future success of the sport at the local, regional, national and international level.

*Badminton USA*, the official magazine of the USBA, is provided as a membership benefit to all registered members of the USBA. It may also be obtained by non-members by a yearly subscription or individual copies. The *Official Rules of Play* may be purchased for \$3 each, or at a reduced price for bulk orders of ten or more books. For ordering information on any of these items, or to join the USBA, contact the National Headquarters at 402-438-2473.

## PLAYING HINTS & TOURNAMENT OPERATION

The following information is provided by the USBA for use by new and experienced members. It is hoped that this information, concerning the playing of the game and the conduct of officially-sanctioned USBA tournaments, will help the game of badminton grow and prosper in the United States.

### PLAYING HINTS

**FOREHAND GRIP** — In general, the racket should be gripped as though the player were shaking hands with it. This may seem unnatural, but with practice and patience it will become a habit.



**BACKHAND GRIP** — Allow the hand to turn slightly, placing the thumb against the back of the handle. On backhand shots, the shuttle should come in contact with the opposite side of the racket head.

**HOLDING THE RACKET** — The racket should not be held so tightly so as to make the wrist and arm tense and strained. This is particularly important when serving low serves and making net shots.

**POSITION OF RACKET** — Keep the racket head well up and ready for any kind of shot at all times.

**WRIST** — A stiff wrist, as used in tennis, is not used in badminton. Cock the wrist with the head of the racket back. If a shot is made without a swishing sound, the wrist is probably locked and will result in lost impetus of the racket head.

**REACHING** — The majority of strokes utilize the full length of the arm, particularly overhead clears, smashes and drops, drives, and many net shots.

**FOOTWORK** — Footwork is the most important factor in getting the body in position to make the correct stroke. Forehand and backhand strokes at the net should be made with the right foot forward. All other forehand strokes should be made with the left foot forward, while backhand strokes should be made with the right foot forward (reverse for left handed players). Starting and turning quickness are more important than straight away speed; short steps are better than long strides. Avoid stroking with both feet directly facing the net.

**THE SERVE** — The serve may be made with either foot forward, but most players find it more comfortable to have the left foot in front (right for lefties). Drop the shuttle with arm extended and strike it below the waist. To avoid service faults, have the racket shaft pointed downward upon contact with the shuttle.

**SCORING** — Games are usually 15 points, except for women's singles which are 11 points. If the score is tied at 13 or 14 all, or at 9 or 10 all for women's singles, the game may be "set." The players may then elect to play or not to play extra points to finish the game, which 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 five points. Should the score reach 14 all, the side which first reached 14 may "set" for 3 points. If no decision is made to "set" the game, it 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. Consult Law 9 of the Laws of Badminton ("Scoring") for a more detailed explanation.

**FAULTS** — The following subparagraphs describe in non-technical language some of the more common faults. Consult Law 15 of the Laws of Badminton ("Faults") for a more detailed explanation. It is a fault when:

- The shuttle is hit twice in succession by the same player or by a player and partner successively. (Inadvertantly hitting the shuttle twice with a single stroke is legal.)
- The shuttle remains on the racket during the execution of the stroke (caught and then slung instead of being distinctly hit).
- A player stands on a boundary line when serving or receiving the serve.
- While serving, a player hits the shuttle when it is not entirely below the waist.
- While serving, a player hits the shuttle at a time when any part of the head of the racket is higher than any part of the racket hand.
- A player touches the net or posts with a racket or any part of their person or clothing while the shuttle is in play. Also, a player may not invade the opponent's court with person or racket while the shuttle is in play, except to follow through on a shot.
- When serving or receiving, and after having taken position in their court, a player lifts either foot off the floor, or slides it out of its original position after the server has started his motion and before the shuttle is hit. One part of one or both feet may be raised, but some part of

each foot must remain in contact with the floor and in a stationary position until the shuttle is hit by the server.

- Before or during the delivery of the service, any player makes a preliminary feint or otherwise intentionally balk either opponent.
- A player reaches over the net to hit the shuttle. A player may hit the shuttle on their side and follow over the net, providing their follow through does not hit the net.
- The server, in attempting to serve, misses the shuttle.

### **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 competitive venues. Also mention any prominent players from the local or national level which may be competing.

All competitors should be made aware of the court assignments, match numbers, and match times. These should not only be included on the draw sheets, but also posted in a public area for access by competitors and spectators alike.

Where the time element for completion of certain rounds is important, tournament directors should be strict in the times for the matches, but always recognize that the players are human. Don't browbeat the competitors, or give them the impression that the matches require split-second timing.

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 "ground rules."

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

The USBA has developed an equipment testing program to ensure the adequacy of equipment utilized during sanctioned tournaments. Contact the USBA National Headquarters for current standards.

Umpires should be utilized during all rounds of competition, from the semi-finals to the finals. Tournament directors should try to select as qualified a group as possible. It is wise to assign an umpire to each match in a Junior event.

The Laws of Badminton allow a rest period of five (5) minutes between the second and third game. Except for this rest period, play is continuous. If accidents occur, the umpire (or official referee) may elect to suspend play. Towelling off, consuming beverages, etc., are to be permitted only in the confines of the court and are not to be used as a stall tactic.

### **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 tournament director and individual cards for each competitor. Each match is numbered to permit precise scheduling. Details in the use of the USBA Match Scheduling System may be secured from the USBA National Headquarters.



## DRUG TESTING

Due to the many rules on drug testing adopted by both the International and U.S. Olympic Committees, it is a real possibility that, sooner or later, all international and national athletes will be subject to drug testing.

Such testing will be made at unannounced times, 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 USBA members should be aware that some common unrestricted medications or prescriptions may be on the "banned substance" list maintained by the U.S. Olympic Committee. Any number of substances — including certain over-the-counter cough medicines and cold remedies — may appear on the banned substance list. This list constantly changes.

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.

## THE DRAW

The draw for International Championships and other international events shall be made in the manner set out below. No dummy entry is permitted. (National and local tournaments should also conform to these provisions).

The tournament committee or referee shall not, except according to the following **QUALIFYING REGULATIONS**, permit any alteration to the published draw of any of these events except in the following circumstances:

- The original player/pair is prevented from competing through illness, injury, or other unavoidable hindrance;
- The substitute player/pair would not have attained a seeded place higher than the original player/pair.

Substitution in singles is then permitted:

- When entries are limited solely by nomination from national associations;
- To enable a foreign player to replace a player from the same association provided that the original player does not participate in the tournament.

Substitution in doubles is then permitted:

- To enable a doubles pair to have a substitute partner provided the constitution of no other doubles pair is affected except if substitutes be permitted in two doubles pairings the remaining players shall be permitted to partner with each other;
- If one of the original pairs has drawn a bye that place in the draw shall be filled by the new pairing otherwise the place shall be drawn by lot.

A player shall compete once only in the same event at any tournament.

## QUALIFYING REGULATIONS

After the draw has been made, 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 follows:

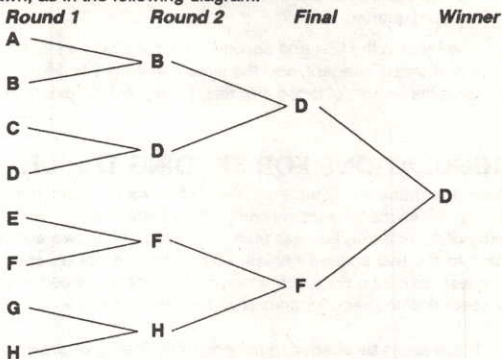
- The players or pairs not directly in the main competition shall play for a limited number of places fixed by the organizers;
- It is recommended that the main draw does not include more than one qualifier for eight places;
- Where players or pairs withdraw their entry from the main competition before the qualifying rounds have started, the organizers may fill the vacancies from the entries in these qualifying rounds;
- The players to fill vacancies in the main competition shall beforehand be selected in order of strength and placed in the draw by lot.
- If more players or pairs enter than the organizers can accept (including qualifying rounds), these players/pairs shall beforehand be



selected in order of strength and shall, in case of vacancies, be put into the qualifying rounds and placed in the draw by lot.

**REGULATIONS FOR THE DRAW**

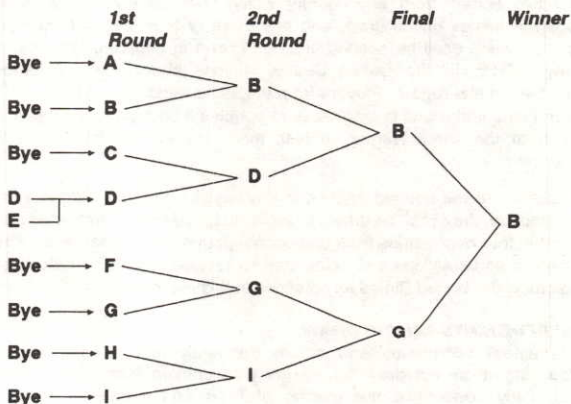
The draw shall be conducted as follows: When the number of playing units is 4, 8, 16, 32, 64 or any higher power of 2, they shall meet in pairs in the order drawn, as in the following diagram:



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 thus:



- 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 byes at the bottom.
- With 13, 1 bye at the top, and 2 byes at the bottom.
- With 14, 1 bye at the top, and 1 bye at the bottom.
- With 15, 1 bye at the bottom.
- With 16, no byes.

### **ALTERATIONS TO THE DRAW**

Instead of the method previously described concerning substitution, the draw may be made so that the byes due are distributed as equally as possible in the four quarters and in the following manner:

- (a) If the total number of byes exceeds the power of 4 immediately below that number, then the first additional bye shall be placed in the fourth quarter, the second in the first quarter, and the third in the third quarter.
- (b) The byes in the first and second quarters shall be placed all at the top of those quarters, and the byes in the third and fourth quarters all at the bottom of those quarters. (See previous example.)

### **REGULATIONS FOR SEEDING THE DRAW**

For USBA tournaments other than the U.S. Open Championships, the following modifications for seeding competitors 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. 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, 2, 3, and 4 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 5).

### ***Drawing International Players***

Any two entries from any country which shall be seeded 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.

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 required. NOTE: Treat states or regions in the United States as countries in this manner.

### **HELPFUL HINTS ON THE DRAW**

Tournament secretaries and others frequently find difficulty in quickly producing a correct draw for events with uneven numbers of entrants, particularly concerning the placing of byes and seeded entrants. The following table is designed to assist in the draw procedure.

The most satisfactory method of producing the draw is on a computer or typewriter able to produce several carbon copies.

Beginning with 1, type numbers in a descending column on plain paper. Continue with this column until the number matches the total number of entrants.

Next, to the right of the typed number, where it is appropriate, type **BYE**, using an asterisk to indicate a seeded competitor. These places in the draw can be ascertained from the following table which provides information for any number of entries from 16 to 64. In events containing less than 16 entrants, there should be little difficulty in determining the draw. In events

where there are more than 64 competitors (which is rare), the principle remains the same. Finally, type the player names in the appropriate place as they are drawn.

By following the table below, the brackets for the different rounds may be inserted in ink. It should also be noted that regulations do not permit the seeding of more than two entrants in events of less than 16 players or pairs, and of more than four entrants where the total entry is less than 32. For any event, no more than eight seeded entrants are allowed.

#### BYES AND SEEDING POSITIONS IN THE DRAW

Number of Entries	Placing of Byes		Seeding Positions							
	Top	Bottom	1-2	5-8	3-4	5-8	5-8	3-4	5-8	1-2
16	—	—	1	—	5	—	—	12	—	16
17	1-7	10-17	1	—	5	—	—	13	—	17
18	1-7	12-18	1	—	5	—	—	14	—	18
19	1-6	13-19	1	—	5	—	—	15	—	19
20	1-6	15-20	1	—	5	—	—	16	—	20
21	1-5	16-21	1	—	5	—	—	17	—	21
22	1-5	18-22	1	—	5	—	—	18	—	22
23	1-4	19-23	1	—	5	—	—	19	—	23
24	1-4	21-24	1	—	5	—	—	20	—	24
25	1-3	22-25	1	—	5	—	—	21	—	25
26	1-3	24-26	1	—	5	—	—	21	—	26
27	1-2	25-27	1	—	7	—	—	22	—	27
28	1-2	27-28	1	—	7	—	—	22	—	28
29	1	28-29	1	—	8	—	—	23	—	29
30	1	30	1	—	8	—	—	23	—	30
31	—	31	1	—	9	—	—	24	—	31
32	—	—	1	5	9	13	20	24	28	32
33	1-15	18-33	1	5	9	1	21	25	29	33
34	1-15	20-34	1	5	9	13	22	26	30	34
35	1-14	21-35	1	5	9	13	23	27	31	35
36	1-14	23-36	1	5	9	13	24	28	32	36
37	1-13	24-37	1	5	9	13	25	29	33	37
38	1-13	26-38	1	5	9	13	26	30	34	38
39	1-12	27-39	1	5	9	13	27	31	35	39
40	1-12	29-40	1	5	9	13	28	32	36	40
41	1-11	30-41	1	5	9	14	29	33	37	41
42	1-11	32-42	1	5	9	14	29	34	38	42
43	1-10	33-43	1	5	9	15	30	35	39	43
44	1-10	35-44	1	5	9	15	30	36	40	44
45	1-9	36-45	1	5	9	16	31	37	41	45
46	1-9	38-46	1	5	9	16	31	38	42	46
47	1-8	39-47	1	5	9	17	32	39	43	47
48	1-8	41-48	1	5	9	17	32	40	44	48
49	1-7	42-49	1	5	10	18	33	41	45	49
50	1-7	44-50	1	5	10	18	33	41	46	50
51	1-6	45-51	1	5	11	19	34	42	47	51
52	1-6	47-52	1	5	11	19	34	42	48	52
53	1-5	48-53	1	5	12	20	35	43	49	53
54	1-5	50-54	1	5	12	20	35	43	50	54
55	1-4	51-55	1	5	13	21	36	44	51	55
56	1-4	53-56	1	5	13	21	36	44	52	56
57	1-3	54-57	1	6	14	22	37	45	53	57
58	1-3	56-58	1	6	14	22	37	45	53	58
59	1-2	57-59	1	7	15	23	38	46	54	59
60	1-2	59-60	1	7	15	23	38	46	54	60
61	1	60-61	1	8	16	24	39	47	55	61
62	1	62	1	8	16	24	39	47	55	62
63	—	63	1	9	17	25	40	48	56	63
64	—	—	1	9	17	25	40	48	56	64



# LAWS OF BADMINTON

(As amended and adopted by the IBF through 1 September 1990.)

## 1. COURT

- 1.1 The court shall be a rectangle and laid out as in the diagram "A" on page i (except in the case provided for in Law 1.5) and to the measurements there shown, defined by lines 1 1/2" wide.
- 1.2 The lines shall be easily distinguishable and preferably be colored white or yellow.
- 1.3.1 To show the zone in which a shuttle of correct pace lands when tested (Law 4.4), an additional four marks 1 1/2" by 1 1/2" may be made inside each side line for singles of the right service court, 1'-9" to 3'-3" from the back boundary line.
- 1.3.2 In making these marks, their width shall be within the measurement given, i.e., the marks will be from 1'-9" to 1'-10 1/2" and from 3'-1 1/2" to 3'-3" from the outside of the back boundary line.
- 1.4 All lines form part of the area which they define.
- 1.5 Where space does not permit the marking out of a court for doubles, a court may be marked out for singles only as shown on page i. The back boundary lines become also the long service lines, and the posts, or the strips of material representing them (Law 2.2), shall be placed on the side lines.

## 2. POSTS

- 2.1 The posts shall be 5'-1" in height from the surface of the court. They shall be sufficiently firm to remain vertical and keep the net strained as provided in Law 3, and shall be placed on the doubles side lines as shown in diagram "A" on page i.
- 2.2 Where it is not practicable to have posts on the side lines, some method must be used to indicate the position of the side lines where they pass under the net, e.g., by the use of thin posts or strips of material 1 1/2" wide, fixed to the side lines and rising vertically to the net cord.
- 2.3 On a court marked for doubles, the posts or strips of material representing the posts shall be placed on the side lines for doubles, irrespective of whether singles or doubles is being played.

## 3. NET

- 3.1 The net shall be made of fine cord of dark color and even thickness with a mesh not less than 5/8" and not more than 3/4".
- 3.2 The net shall be 2'-6" in depth.
- 3.3 The top of the net shall be edged with a 3" white tape doubled over a cord or cable running through the tape. This tape must rest upon the cord or cable.
- 3.4 The cord or cable shall be of sufficient size and weight to be firmly stretched flush with the top of the posts.
- 3.5 The top of the net from the surface of the court shall be 5' at the center of the court and 5'-1" over the side lines for doubles.
- 3.6 There shall be no gaps between the ends of the net and the posts. If necessary, the full depth of the net should be tied at the ends.

## 4. SHUTTLE

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

### 4.1 General Design

- 4.1.1 The shuttle shall have 16 feathers fixed in the base.
- 4.1.2 The feathers can have a variable length from 2 1/2" to 2 3/4", but in each shuttle they shall be the same length when measured from the tip to the top of the base.

- 4.1.3 The tips of the feathers shall form a circle with a diameter from 2 1/4" to 2 5/8".
- 4.1.4 The feathers shall be fastened firmly with thread or other suitable material.
- 4.1.5 The base shall be:
- 1" to 1 1/8" in diameter
  - rounded on the bottom.

#### 4.2 **Weight**

The shuttle shall weigh from 4.74 to 5.50 grams.

#### 4.3 Non-Feathered shuttle

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

- 4.3.2 The base is described in Law 4.1.5.

- 4.3.3 Measurements and weight shall be as in Laws 4.1.2, 4.1.3 and 4.2. However, because of the difference of the specific gravity and behavior of synthetic materials in comparison with feathers, a variation of up to 10 percent is acceptable.

#### 4.4 **Shuttle Testing**

- 4.4.1 To test a shuttle, use a full underhand stroke which makes contact with the shuttle over the back boundary line. The shuttle shall be hit at an upward angle and in a direction parallel to the side lines.

- 4.4.2 A shuttle of correct pace will land not less than 1'-9" and not more than 3'-3" short of the other back boundary line.

#### 4.5 **Modifications**

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

- 4.5.1 In places where atmospheric conditions due to either altitude or climate make the standard shuttle unsuitable; or

- 4.5.2 If special circumstances exist which make it otherwise necessary in the interests of the game.

### 5. **RACKET**

- 5.1 The hitting surface of the racket shall be flat and consist of a pattern of crossed strings connected to a frame and either alternately interlaced or bonded where they cross. The stringing pattern shall be generally uniform and, in particular, not less dense in the center than in any other area.

- 5.2 The frame of the racket, including the handle, shall not exceed 2'-2 3/4" in overall length and 9" in overall width.

- 5.3 The overall length of the head shall not exceed 11 3/8".

- 5.4 The strung surface shall not exceed 11" in overall length and 8 5/8" in overall width.

- 5.5 The racket:

- 5.5.1 Shall be free of attached objects and protrusions, other than those utilized solely and specifically to limit wear and tear, or vibration, or to distribute weight, or to secure the handle by cord to the player's hand, and which are reasonable in size and placement for such purposes; and

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

### 6. **APPROVED EQUIPMENT**

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

### 7. **PLAYERS**

- 7.1 "Player" applies to all those taking part in a match.

7.2 The game shall be played, in the case of doubles, by two players a side, or in the case of singles, by one player a side.

7.3 The side having the right to serve shall be called the serving side, and the opposing side shall be called the receiving side.

#### **8. TOSS**

8.1 Before commencing play, the opposing sides shall toss and the side winning the toss shall exercise the choice in either Law 8.1.1 or Law 8.1.2.

8.1.1 To serve or receive first.

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

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

#### **9. SCORING**

9.1 The opposing sides shall play the best of three games unless otherwise arranged.

9.2 Only the serving side can add a point to its score.

9.3 In doubles and Men's singles a game is won by the first side to score 15 points, except as provided in Law 9.6.

9.4 In Women's singles a game is won by the first side to score 11 points, except as provided in Law 9.6.

9.5.1 If the score becomes 13 all or 14 all (9 all or 10 all in Women's singles), the side which first scored 13 or 14 (9 or 10) shall have the choice of "setting" or "not setting" the game (Law 9.6).

9.5.2 This choice can only be made when the score is first reached and must be made before the next service is delivered.

9.5.3 The relevant side (Law 9.5.1) is given the opportunity to set at 14 all (10 all in Women's singles) despite any previous decision not to set by that side or the opposing side at 13 all (9 all in Women's singles).

9.6 If the game has been set, the score is called "Love All" and the side first scoring the set number of points (Law 9.6.1 to 9.6.4) wins the game.

9.6.1 13 all setting to 5 points

9.6.2 14 all setting to 3 points

9.6.3 9 all setting to 3 points

9.6.4 10 all setting to 2 points

9.7 The side winning a game serves first in the next game.

#### **10. CHANGE OF ENDS**

10.1 Players shall change ends:

10.1.1 At the end of the first game;

10.1.2 Prior to the beginning of the third game (if any); and

10.1.3 In the third game, or in a one game match, when the leading score reaches:

- 6 in a game of 11 points
- 8 in a game of 15 points
- 11 in a game of 21 points

10.2 When players omit to change ends as indicated by Law 10.1, they shall do so immediately the mistake is discovered and the existing score shall stand.

#### **11. SERVICE**

11.1 In a correct service:

11.1.1 Neither side shall cause undue delay to the delivery of the service;

11.1.2 The server and receiver shall stand within diagonally opposite service courts without touching the boundary lines of these service courts; some part of both feet of the server and receiver must remain in contact with the surface of the court in a stationary position until the service is delivered (Law 11.4);

11.1.3 The server's racket shall initially hit the base of the shuttle while the whole of the shuttle is below the server's waist;



- 11.1.4 The shaft of the server's racket at the instant of hitting the shuttle shall be pointing in a downward direction to such an extent that the whole of the head of the racket is discernable below the whole of the server's hand holding the racket;
- 11.1.5 The movement of the server's racket must continue forwards after the start of the service (Law 11.2) until the service is delivered; and
- 11.1.6 The flight of the shuttle shall be upwards from the server's racket to pass over the net, so that, if not intercepted, it falls in the receiver's service court.
- 11.2 Once the players have taken their positions, the first forward movement of the server's racket is the start of the service.
- 11.3 The server shall not serve before the receiver is ready, but the receiver shall be considered to have been ready if a return of service is attempted.
- 11.4 The service is delivered when, once started (Law 11.2), the shuttle is hit by the server's racket or the shuttle lands on the floor.
- 11.5 In doubles, the partners may take up any positions which do not unsight the opposing server or receiver.

## **12. SINGLES**

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

## **13. DOUBLES**

- 13.1 At the start of a game, and each time a side gains the right to serve, the service shall be delivered from the right service court.
- 13.2 Only the receiver shall return the service: should the shuttle touch or be hit by the receiver's partner, the serving side scores a point.
- 13.3.1 After the service is returned, the shuttle is hit by either player of the serving side and then by either player of the receiving side, and so on, until the shuttle ceases to be in play.
- 13.3.2 After the service is returned, a player may hit the shuttle from any position on that player's side on the net.
- 13.4.1 If the receiving side makes a "fault" or the shuttle ceases to be in play because it touches the surface of the court inside the receiving side's court, the serving side scores a point, and the server serves again.
- 13.4.2 If the serving side makes a "fault" or the shuttle ceases to be in play because it touches the surface of the court inside the serving side's court, the server loses the right to continue serving, with no point scored by either side.
- 13.5.1 The player who serves at the start of any game shall serve from, or receive in, the right service court when that player's side has not scored or has scored an even number of points in that the game, and the left service court otherwise.

- 13.5.2 The player who receives at the start of any game shall receive in, or serve from, the right service court when that player's side has not scored or has scored an even number of points in that game, and the left service court otherwise.
- 13.5.3 The reverse pattern applies to partners.
- 13.5.4 If a game is set, the total points scored by a side in that game shall be used to apply Laws 13.5.1 to 13.5.3.
- 13.6 Service in any turn of serving shall be delivered from alternate service courts, except as provided in Laws 14 and 16.
- 13.7 The right to serve passes consecutively from the initial server in any game to the initial receiver in that game, and then consecutively from that player to that player's partner and then to one of the opponents and then the opponent's partner, and so on.
- 13.8 No player shall serve out of turn, receive out of turn, or receive two consecutive services in the same game, except as provided in Laws 14 and 16.
- 13.9 Either player of the winning side may serve first in the next game and either player of the losing side may receive.

#### 14. SERVICE COURT ERRORS

- 14.1 A service court error has been made when a player:
  - 14.1.1 Has served out of turn;
  - 14.1.2 Has served from the wrong service court; or
  - 14.1.3 Standing in the wrong service court, was prepared to receive the service and it has been delivered.
- 14.2 When a service court error has been made, then:
  - 14.2.1 If the error is discovered before the next service is delivered, it is a "let" unless only one side was at fault and lost the rally, in which case the error shall not be corrected.
  - 14.2.2 If the error is not discovered before the next service is delivered, the error shall not be corrected.
- 14.3 If there is a "let" because of a service court error, the rally is replayed with the error corrected.
- 14.4 If a service court error is not to be corrected, play in that game shall proceed without changing the players' new service courts (nor, when relevant, the new order of serving).

#### 15. FAULTS

It is a "fault":

- 15.1 If a service is not correct (law 11.1);
- 15.2 If the server, in attempting to serve, misses the shuttle;
- 15.3 If after passing over the net on service, the shuttle is caught in or on the net;
- 15.4 If in play, the shuttle:
  - 15.4.1 Lands outside the boundaries of the court;
  - 15.4.2 Passes through or under the net;
  - 15.4.3 Fails to pass the net;
  - 15.4.4 Touches the roof, ceiling, or side walls;
  - 15.4.5 Touches the person or dress of a player; or
  - 15.4.6 Touches any other object or person outside the immediate surroundings of the court;  
*(Where necessary, on account of the structure of the building, the local badminton authority may, subject to the right of veto of its National Organization, make by-laws dealing with cases in which a shuttle touches on obstruction.)*
- 15.5 If, when in play, the initial point of contact with the shuttle is not on the striker's side of the net. (The striker may, however, follow the shuttle over the net with the racket in the course of a stroke).
- 15.6 If, when the shuttle is in play, a player:
  - 15.6.1 Touches the net or its supports with racket, person or dress;

- 15.6.2 Invades an opponent's court with racket or person in any degree except as permitted in Law 15.5; or
- 15.6.3 Prevents an opponent from making a legal stroke where the shuttle is followed over the net;
- 15.7 If, in play, a player deliberately distracts an opponent by any action such as shouting or making gestures;
- 15.8 If, in play, the shuttle:
- 15.8.1 Be caught and held on the racket and slung during the execution of a stroke;
- 15.8.2 Be hit twice in succession by the same player with two strokes (A double hit by one player with one stroke is not a fault.); or
- 15.8.3 Be hit by a player and the player's partner successively; or
- 15.8.4 Touches a player's racket and continues toward the back of that player's court.
- 15.9 If a player is guilty of flagrant, repeated or persistent offenses under Law 18.

## 16. **LETS**

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

- 16.1 A "let" may be given for any unforeseen or accidental occurrence.
- 16.2 If a shuttle, after passing over the net, is caught in or on the net, it is a "let" except during service.
- 16.3 If during service, the receiver and server are both faulted at the same time, it shall be a "let".
- 16.4 If the server serves before the receiver is ready it shall be a "let".
- 16.5 If during play, the shuttle disintegrates and the base completely separates from the rest of the shuttle, it shall be a "let".
- 16.6 If a Line Judge is unsighted and the Umpire is unable to make a decision, it shall be a "let".
- 16.7 When a "let" occurs, the play since the last service shall not count, and the player who served shall serve again, except when Law 14 is applicable.

## 17. **SHUTTLE NOT IN PLAY**

A shuttle is not in play when:

- 17.1 It strikes the net and remains attached there or suspended on top;
- 17.2 It strikes the net or post and starts to fall towards the surface of the court on the striker's side of the net;
- 17.3 It hits the surface of the court; or
- 17.4 A "fault" or "let" has occurred.

## 18. **CONTINUOUS PLAY, MISCONDUCT, PENALTIES**

- 18.1 Play shall be continuous from the first service until the match is concluded, except as allowed in Laws 18.2 and 18.3.
- 18.2 An interval not exceeding 5 minutes is allowed between the second and third games of all matches in all of the following situations:
  - 18.2.1 In international competitive events;
  - 18.2.2 In IBF sanctioned events; and
  - 18.2.3 In all other matches (unless the National Organization has previously published a decision not to allow such an interval).
- 18.3 When necessitated by circumstances not within the control of the players, the Umpire may suspend play for such a period as the Umpire may consider necessary. If play be suspended, the existing score shall stand and play be resumed from that point.
- 18.4 Under no circumstances shall play be suspended to enable a player to recover his strength or wind, or to receive instruction or advice.
- 18.5.1 Except in the intervals provided in Laws 18.2 and 18.3, no player shall be permitted to receive advice during a match.



- 18.5.2 Except at the conclusion of a match, no player shall leave the court without the Umpire's consent.
- 18.6 The Umpire shall be the sole judge of any suspension of play.
- 18.7 A player shall not:
  - 18.7.1 Deliberately cause suspension of play;
  - 18.7.2 Deliberately interfere with the speed of the shuttle;
  - 18.7.3 Behave in an offensive manner; or
  - 18.7.4 Be guilty of misconduct not otherwise covered by the Laws of Badminton.
- 18.8 The Umpire shall administer any breach of Law 18.4, 18.5, or 18.7 by:
  - 18.8.1 Issuing a warning to the offending side;
  - 18.8.2 Faulting the offending side, if previously warned; or
  - 18.8.3 In cases of flagrant offence or persistent offenses, faulting the offending side and reporting the offending side immediately to the Referee, who shall have the power to disqualify.
- 18.9 Where a Referee has not been appointed, the responsible official shall have the power to disqualify.

#### **19. OFFICIAL AND APPEALS**

- 19.1 The Referee is in overall charge of the tournament or event of which a match forms part.
- 19.2 The Umpire, where appointed, is in charge of the match, the court and its immediate surrounds. The Umpire shall report to the Referee. In the absence of a Referee, the Umpire shall report instead to the responsible official.
- 19.3 The Service Judge shall call service faults made by the server should they occur (Law 11).
- 19.4 A Line Judge shall indicate whether a shuttle is "in" or "out".

#### **AN UMPIRE SHALL:**

- 19.5 Uphold and enforce the Laws of Badminton and, especially call a "fault" or "let" should either occur, without appeal being made by the players;
- 19.6 Give a decision on any appeal regarding a point of dispute, if made before the next service is delivered;
- 19.7 Ensure players and spectators are kept informed of the progress of the match;
- 19.8 Appoint or remove Line Judges or a Service Judge in consultation with the Referee;
- 19.9 Not overrule the decisions of Line Judges and the Service Judge on points of fact;
- 19.10.1 Where another court official is not appointed, arrange for their duties to be carried out;
- 19.10.2 Where an appointed official is unsighted, carry out the official's duties or play a "let".
- 19.11 Decide upon any suspension of play;
- 19.12 Record and report to the Referee all matters in relation to Law 18; and
- 19.13 Take to the Referee all unsatisfied appeals on questions of Law only. *(Such appeals must be made before the next service is delivered, or, if at the end of a game, before the side that appeals has left the court.)*

# APPENDICES TO THE LAWS OF BADMINTON

## Appendix 1 — IMPERIAL MEASUREMENTS

The United States version of the Laws expresses all measurements in feet and inches. Metric measurements (meters or millimeters) are acceptable and for the purposes of the Laws the following table of equivalence should be used:

15 millimeters .....	5/8 inch
20 millimeters .....	3/4 inch
25 millimeters .....	1 inch
28 millimeters .....	1 1/8 inch
40 millimeters .....	1 1/2 inch
58 millimeters .....	2 1/4 inch
64 millimeters .....	2 1/2 inch
68 millimeters .....	2 5/8 inch
70 millimeters .....	2 3/4 inch
75 millimeters .....	3 inches
220 millimeters .....	8 5/8 inch
230 millimeters .....	9 inches
280 millimeters .....	11 inches
290 millimeters .....	11 3/8 in.
380 millimeters .....	1' 3"
420 millimeters .....	1' 4 1/2"
490 millimeters .....	1' 7 1/2"
530 millimeters .....	1' 9"
570 millimeters .....	1' 10 1/2"
680 millimeters .....	2' 2 3/4"
720 millimeters .....	2' 4 1/2"
760 millimeters .....	2' 6"
950 millimeters .....	3' 1 1/2"
990 millimeters .....	3' 3"
1.524 meters .....	5'
1.55 meters .....	5' 1"
1.98 meters .....	6' 6"
2.53 meters .....	8' 3 3/4"
3.88 meters .....	12' 9"
4.64 meters .....	15' 3"
5.18 meters .....	17'
6.1 meters .....	20'
13.4 meters .....	44'

## Appendix 2 — HANDICAP MATCHES

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

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

## Appendix 3 — GAMES OF OTHER THAN 11 OR 15 POINTS

It is permissible to play one game of 21 points by prior arrangement. In this case the following variations in Laws 9.3, 9.5.1, 9.5.3, and 9.6 apply:

Replace "13", "14", and "15" by "19", "20", and "21" respectively.

To Law 10.1.3 shall be added " - 11 in a game of 21 points."

## Appendix 4 — VOCABULARY

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

### 1. Announcements and Introductions

- 1.1 "Ladies and Gentlemen", this is:
  - 1.1.1 The semi-final, or final, of Men's Singles, etc. or
  - 1.1.2 The first singles of the Thomas Cup (Uber Cup) tie between.....(Country) and .....(Country).

- 1.2 On my right.....(Name and Country).  
On my left.....(Name and Country).
- 1.3 To serve .....to receive.
- 2. Start of Match and Calling the Score**
- 2.1 "Love all; play."
- 2.2 "Service over."
- 2.3 "Second service."
- 2.4 "....Game point...." e.g., 14 game point 6.
- 2.5 "....Match point...." e.g., 14 match point 8.
- 2.6 "....Game point...." e.g., 2 game point all.
- 2.7 "Game won by ...(and the score)....."
- 2.8 "Second game won by .....(and the score)....."
- 2.9 "Are you setting?"
- 2.9.1 "Setting 2 points; Love-all."
- 2.9.2 "Setting 3 points; Love-all."
- 2.9.3 "Setting 5 points; Love-all."
- 2.10 "Game not set." (Call score "9-all, play"; "13-all, play", etc.)
- 2.11 "One game all."
- 2.12 "Court.....a five minute interval has been claimed."
- 2.13.1 "Court.....two minutes remaining."
- 2.13.2 "Court.....one minute remaining."
- 3. General Communication**
- 3.1 "Are you ready?"
- 3.2 "Come here please."
- 3.3 "Is the shuttle okay?"
- 3.4 "Test the shuttle." (Only for wobble, NOT speed.)
- 3.5 "Change the shuttle."
- 3.6 " Do NOT change the shuttle."
- 3.7 "Play a let."
- 3.8 "Change ends, please."
- 3.9 "You served out of turn."
- 3.10 "You received out of turn."
- 3.11 "You must not interfere with the speed of the shuttle."
- 3.12 "The shuttle touched you."
- 3.13 "You touched the net."
- 3.14 "You are standing in the wrong court."
- 3.15 "You invaded your opponent's court."
- 3.16 "You obstructed your opponent."
- 3.17 "Fault - receiver."
- 3.18 "Service fault called."
- 3.19 "Play must be continuous."
- 3.20 "Play is suspended."
- 3.21 .....(Name of player) "Warning for misconduct."
- 3.22 .....(Name of player) "Fault for misconduct."
- 3.23 "Fault."
- 3.24 "Out."
- 3.25 "Line Judge - signal please."
- 3.26 "Service Judge - signal please."
- 3.27 "First server."
- 3.28 "Wipe the court."



**4. End of Match**

4.1 "Match won by..." (In team event, use name of country.)

**5. Scoring**

- 0 — Love
- 1 — One
- 2 — Two
- 3 — Three
- 4 — Four
- 5 — Five
- 6 — Six
- 7 — Seven
- 8 — Eight
- 9 — Nine

- 10 — Ten
- 11 — Eleven
- 12 — Twelve
- 13 — Thirteen
- 14 — Fourteen
- 15 — Fifteen
- 16 — Sixteen
- 17 — Seventeen
- 18 — Eighteen

**Appendix 5 — BADMINTON FOR DISABLED PEOPLE**

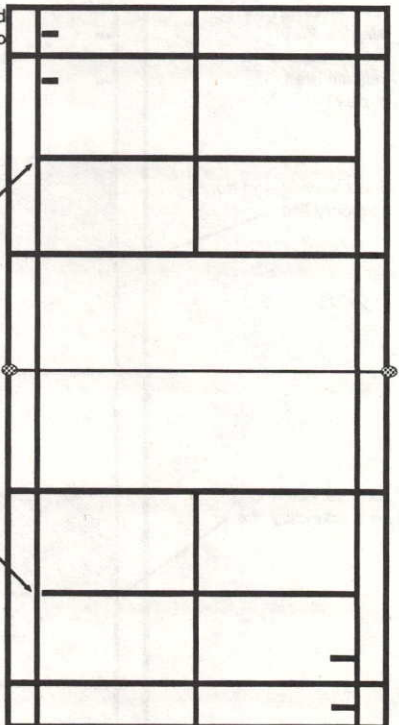
The following amended Laws of Badminton are applicable to the various categories of disabled people as follows:

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

The following diagrams and tables show the changes to the Laws.

**A5-1 — Modified Court for Disabled Players**

Additional lines added 2.134m (7 ft) from short service lines.



The following changes in the Laws of Badminton are allowed for semi-ambulant and non-ambulant players as noted:

- 11.1.3 SEMI-AMBULANT — No Change  
NON-AMBULANT — As some medical conditions which render a player "non-ambulant" may also positively preclude compliance, this Law to be deleted in entirety.
- 11.1.4 SEMI-AMBULANT — No Change  
NON-AMBULANT — As some medical conditions which render a player "non-ambulant" may also positively preclude compliance, this Law to be deleted in entirety.
- 11.1.2 The wording of this Law to be extended so as to require every part of the server's and receiver's "mechanical aid" or "support" that is in contact with the surface of the court also to be within the appropriate service court and in a stationary position until the service is delivered. The word "diagonally" to be deleted.

12. **Singles Play**

Shaded area (Diagram A5-2) indicates extent of court.  
(As only ONE service court exists at each end, references to "left" and "right" and "alternate service court" do not apply.)

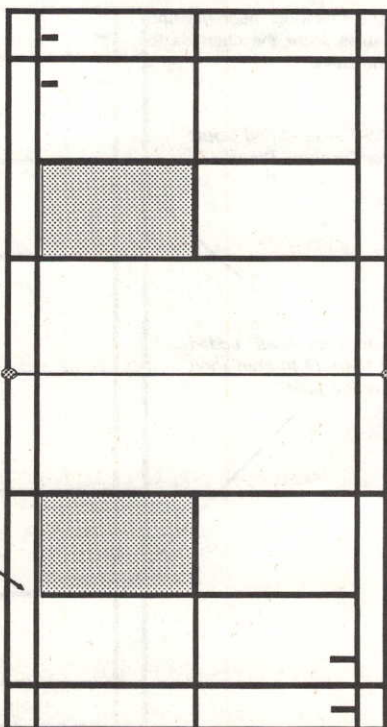
13. **Doubles Play**

Shaded area (Diagram A5-3) indicates extent of court.  
Players must serve from and receive within the same service courts, as adopted at the beginning of a game, throughout that game.  
When the service is not returned or a "fault" is made by the receiving side, and the serving side thereby scores a point:  
The service passes to the other player of the serving side and is delivered from the other service court and continues to alternate thus as long as the serving side continues to score.

**A5-2 — Court for Singles Play**  
(Shaded areas indicate area of play.)

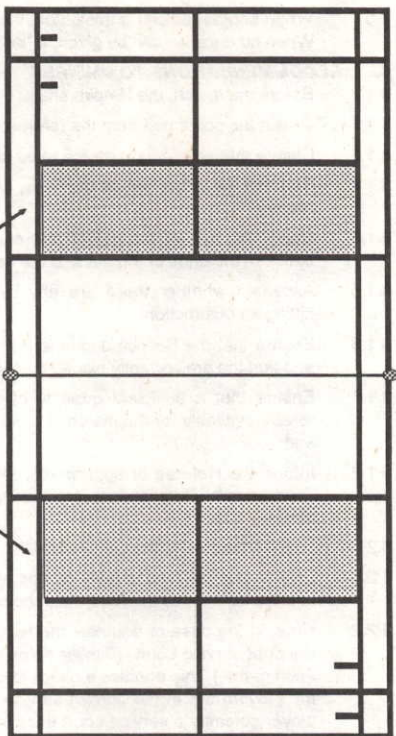
Short service and front boundary line.

Long service and back boundary line.



**A5-3 — Court for  
Doubles Play**  
(Shaded areas  
indicate area  
of play.)

Playing areas with  
left and right service  
courts.



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

**All other Laws:**

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

## RECOMMENDATIONS TO COURT OFFICIALS

### 1. INTRODUCTION

- 1.1 The Recommendations to Court Officials are issued by the IBF 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 court officials should remember that the game is for the players.

### 2. OFFICIALS AND THEIR DECISIONS

- 2.1 The Umpire reports to and acts under the authority of the Referee (or responsible official, in the absence of a Referee).
- 2.2 A Service Judge is normally appointed by the Referee but can be removed by the Umpire in consultation with the Referee.
- 2.3 Line Judges are normally appointed by the Referee, but a Line Judge can be removed by the Umpire in consultation with the Referee.
- 2.4 An official's decision is final on all points of fact for which that official is responsible.



- 2.5 When another official is unsighted, the Umpire makes the decision. When no decision can be given, a "let" is called.

**3. RECOMMENDATIONS TO UMPIRES**

- 3.1 Before the match, the Umpire shall:

- 3.1.1 Obtain the score pad from the referee;
- 3.1.2 Ensure that any scoring device to be used is working;
- 3.1.3 See that the posts are on the lines, or that the tapes are correctly placed;
- 3.1.4 Check the net for the height and ensure that there are no gaps between the ends of the net and the net posts;
- 3.1.5 Ascertain whether there are any by-laws regarding the shuttle hitting an obstruction;
- 3.1.6 Ensure that the Service Judge and Line Judges know their duties and that they are correctly placed (sections 5 and 6);
- 3.1.7 Ensure that a sufficient quantity of tested shuttles (Law 4) are readily available for the match in order to avoid delays during play; and
- 3.1.8 Inform the Referee or appropriate official of any violations of the Tournament Regulations concerning advertising or colored clothing.

- 3.2 To start the match, the Umpire shall:

- 3.2.1 Ensure that the toss is fairly carried out, and that the winning side and the losing side exercise their choice correctly (Law 8);

- 3.2.2 Note, in the case of doubles, the names of the players starting in the right service court. (Similar notes must be made at the start of each game.) This enables a check to be made at any time to see if the players are in the correct service court. If during the game a player commits a service court error unnoticed, so that the players have to stay wrong, change the note accordingly; and

- 3.2.3 (In a tournament) announce the match by calling "Ladies and Gentlemen, this is the semi-final (or final) of the Men's singles (or, etc.) between...and..." "on my right X; and on my left Y" (pointing to right and left as this is said). "X to serve; Y to receive"..... or

(In a team event) "This is the first singles (or, etc.) of the (e.g.) Thomas Cup tie between A and B (country names)." "On my right, A, represented by X; and on my left, B, represented by Y" (pointing to right and left as this is said). "A to serve; love all; play". (Refer thereafter only to teams, i.e., A and B, rather than players, X and Y.)

In doubles, identify server and receiver by announcing "On my right, A, represented by W and X; and on my left, B, represented by Y and Z. A to serve; X to Y; love all; play."

- 3.3 During the match the Umpire shall record and call the score.

- 3.3.1 Always call the server's score first.

- 3.3.2 In singles, when a player loses his service, call "Service over" followed by the score in favor of the new server.

- 3.3.3 In doubles, at the beginning of a game call the score only, and continue to do so as long as the first player serves. When the right to serve is lost call "Service over," followed by the score in favor of the new server. When the first server loses his right to serve, call the score followed by "Second server." Continue this as long as the second player serves. When a side loses the right to serve call "Service over" followed by the score in favor of the new server.

- 3.3.4 When a side reaches 14, or in the case of Women's singles 10, call on the first occasion only in each game "Game point", or "Match point" when applicable. If a further game or match point occurs after setting, call it again on the first occasion. "Game point" where applicable should always immediately follow the server's score and precede the receiver's score.

- 3.3.5 When appropriate, ask the relevant player (side): "Are you setting?" and, if the answer is affirmative, call: "Setting.....points;

- love-all" (and "second server", if appropriate) or, if the answer is negative, call: "Game is not set."
- 3.3.6 At the end of every game, "game" must always be called immediately the conclusive rally has ended, regardless of applause. Where appropriate, this constitutes the start of any interval allowed under Law 18.2.
- After each game, call: "Game won by...[name(s) of player(s), or team (in a team event)].....[score]", or if that game wins the match, call: "Match won by ...[name(s) of player(s), or team (in a team event)], .....[scores]".
- 3.3.7 To start the second game, call: "Second Game, love all, play."
- 3.3.8 If there is to be a third game, call: "One game all" immediately after the call in Recommendation 3.3.6.
- If a five-minute interval is being claimed, call: "A five-minute interval has been claimed."
- After three minutes have elapsed, call: "[Court....] (if appropriate), two minutes remaining." Repeat the call.
- After four minutes have elapsed, call: "[Court....] (if appropriate), one minute remaining. Repeat the call.
- To start the third game, call: "Final game; love all; play."
- 3.3.9 In the third game, or in a one game match, call the score followed by "Change ends" when the leading score reaches 6 or 8, as appropriate (Law 10.1.3).
- Once the players have changed ends, the score should be repeated, followed by "Play."
- 3.3.10 At the end of the match immediately take the completed scorepad to the Referee.
- 3.4 If a Service Judge is appointed, the Umpire shall especially watch the receiver.
- 3.5 The Umpire should always look to the Line Judge(s) when the shuttle lands close to a line, and always when the shuttle lands out, however far. The Line Judge is entirely responsible for the decision.
- 3.6 During the match, the Umpire shall:
- 3.6.1 If possible, keep aware of the status of any scoring device; and
- 3.6.2 When the shuttle falls outside a line for which the Umpire is responsible, in the absence of a Line Judge, or if the Line Judge is unsighted, call: "Out" before calling the score.
- 3.7 During the match the Umpire shall use the standard vocabulary in Appendix 4 of the Laws of Badminton.
- 3.8 During the match the following situations should be watched for and dealt with as detailed.
- 3.8.1 A player sliding under the net or throwing a racket into the opponent's court should be faulted under Law 15.6.2.
- 3.8.2 A player shouting to a partner who is about to hit the shuttle should not necessarily be regarded as distracting his opponent. Calling "no shot", "fault", etc., should be considered a distraction.
- 3.8.3 Coaching during a match from off court should be prevented. If this cannot be controlled by the Umpire, the Referee should be informed immediately.
- 3.8.4 Players going off court to wipe their hands, etc. If play is not to be held up, this is acceptable, but if one side is ready to play, the offending side may have to be reminded that leaving the court needs the Umpire's permission (Law 18.5.2), and if necessary Law 18.8 should be applied.
- 3.8.5 Changing the shuttle during the match should not be unfair. If both sides agree to the change, there should be no objection by the Umpire. If only one side wishes to change the shuttle, the Umpire should make the decision, testing the shuttle if necessary.

- 3.9 Ensure that players do not leave the court without the Umpire's permission.
- 3.10 Injury or sickness during a match must be handled carefully and flexibly. The Umpire must determine the severity of the problem as quickly as possible. Normally, the only people that should be allowed on court are a doctor or paramedical, and the Referee.
- The opposing side must not be put at a disadvantage and Laws 11.1.1 and 18.4 should be applied appropriately.
- 3.11 If play has to be suspended, call "Play is suspended" and record the score, server, receiver, correct service court and ends.
- When play resumes call "Are you ready?", call the score (and, if appropriate "first server") and "play".
- 3.12 A shuttle whose speed has been interfered with should be discarded.
- 3.13 Misconduct
- 3.13.1 Record and report to the Referee any incidents of misconduct and the action taken.
- 3.13.2 If Law 18.8 is to be applied, call "come here please" to the offending player, and call "...(name of player), warning for misconduct," or "...(name of player), fault for misconduct," at the same time raising the right hand above your head. (See diagram.)

**Law 3.13.2**



**4. GENERAL ADVICE ON UMPIRING**

This section gives general advice which should be followed.

- 4.1 Know and understand the *Laws of Badminton*.
- 4.2 Call promptly and with authority, but, if a mistake is made, admit it, apologize and correct it.
- 4.3 All announcements and calling of the score must be done distinctly and loudly enough to be heard clearly by players and spectators.
- 4.4 When a doubt arises in your mind as to whether an infringement of the Laws has occurred or not, "fault" should not be called and the game allowed to proceed.
- 4.5 Never ask spectators nor be influenced by their remarks.
- 4.6 Motivate your other Court Officials, e.g., by discreetly acknowledging the decisions of Line Judges and establishing a working relationship with them.

**5. INSTRUCTIONS TO SERVICE JUDGES**

- 5.1 The Service Judge shall sit on a low chair by the post, preferably opposite the Umpire.
- 5.2 The Service Judge is responsible for judging that the server delivers a correct service (Law 11.1). If not, call "fault" loudly and use the approved hand signal to indicate the type of infringement.
- 5.3 The approved hand signals for each Law are:

**Law 11.1.3**



←  
The initial point of contact with the shuttle not on the base of the shuttle.

→  
Any part of the shuttle at the instant of being struck higher than the server's waist.







**Law 11.1.4**

At the instant of the shuttle being hit, the shaft of the racket not pointing in a downward direction to such an extent that the whole of the head of the racket is discernably below the whole of the server's hand holding the racket.

**Law 11.1.2**

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



**Laws 11.1.1, 11.2, and 11.1.5**

Undue delay to the delivery of the service. Once the players have taken their positions the first forward movement of the server's racket is the start of the service. The movement must continue forward.

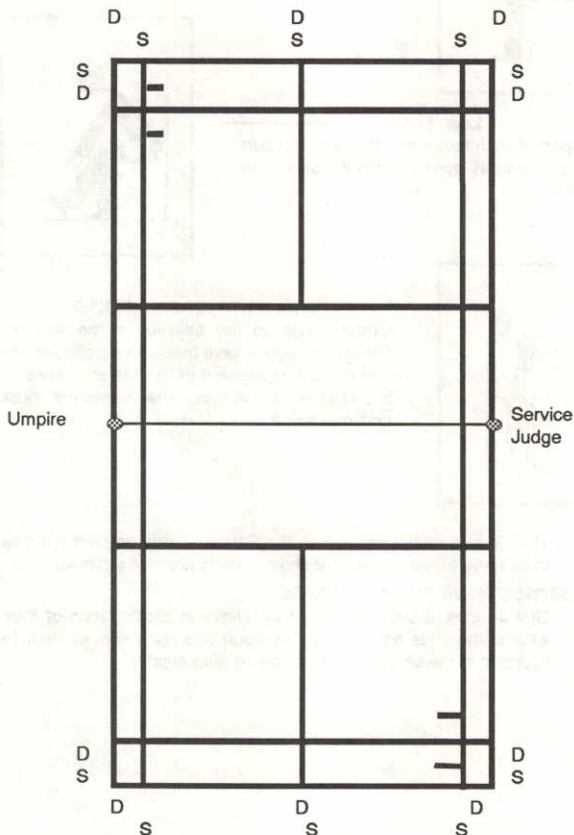
5.4 The Umpire may arrange with the Service Judge any extra duties to be undertaken, provided that the players are also advised.

**6. INSTRUCTIONS TO LINE JUDGES**

6.1 Line Judges should be seated 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 following diagrams).

## **Positioning of Line Judges for Singles and Doubles**

The position of each official is designated below. "S" denotes sightline positioning of the officials for Singles, while "D" denotes sightline positioning of officials for Doubles. An ideal distance from the lines is about six feet.



- 6.2 A Line Judge is entirely responsible for the line(s) assigned. If the shuttle lands out, no matter how far, call "Out" promptly in a clear voice, loud enough to be heard by the players and the spectators and, at the same time, signal by extending both arms horizontally so that the Umpire can see clearly.
- If the shuttle falls in, the Line Judge shall say nothing, but point to the line with the right hand.
- 6.3 If unsighted, inform the Umpire immediately by putting both hands up to cover the eyes.
- 6.4 Do not call or signal until the shuttle has touched the floor.
- 6.5 Calls should always be made immediately, with no anticipation of Umpiring decisions, e.g., that the shuttle hit a player.

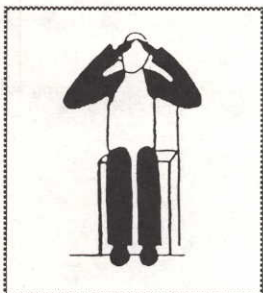
## SIGNALS FOR LINE JUDGES

If the shuttle lands out, no matter how far, call "out" promptly in a clear voice, loud enough to be heard by the players and the spectators and, at the same time, signal by extending both arms horizontally so that the Umpire can see clearly.



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

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



## RULES INTERPRETATIONS

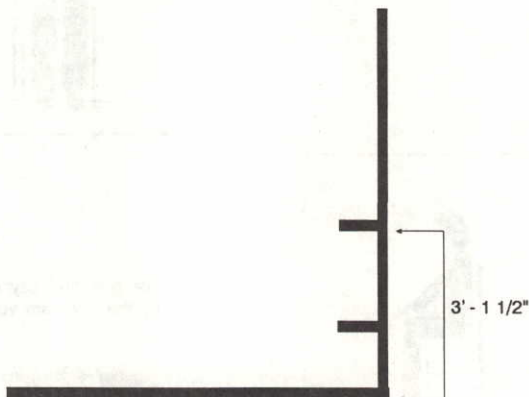
The USBA permits adjustment of the shuttle to obtain the correct speed. The official referee or tournament director is the final authority concerning the need for adjustment.

Any suspension of play for equipment repair or consideration of player injury is entirely at the discretion of the Umpire.

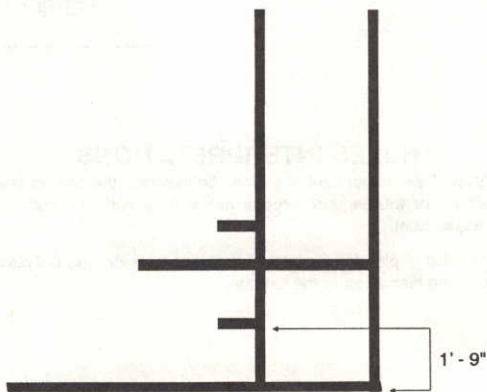


## Optional Shuttle Testing Marks for Right Service Court (Law 1.3)

### Testing Marks for Singles Court



### Testing Marks for Doubles Court



**NOTE: All boundary lines are 1 1/2" in depth.**

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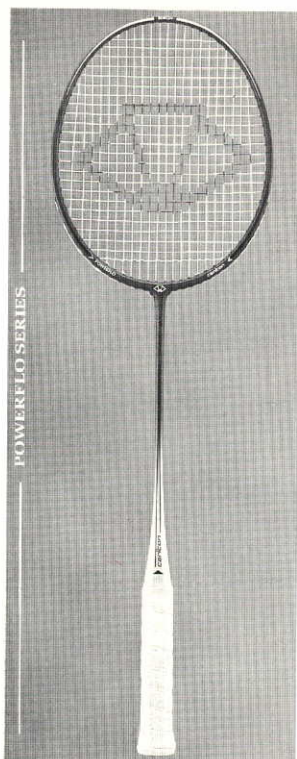
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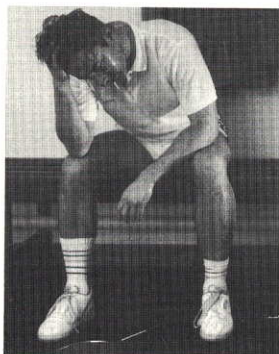
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