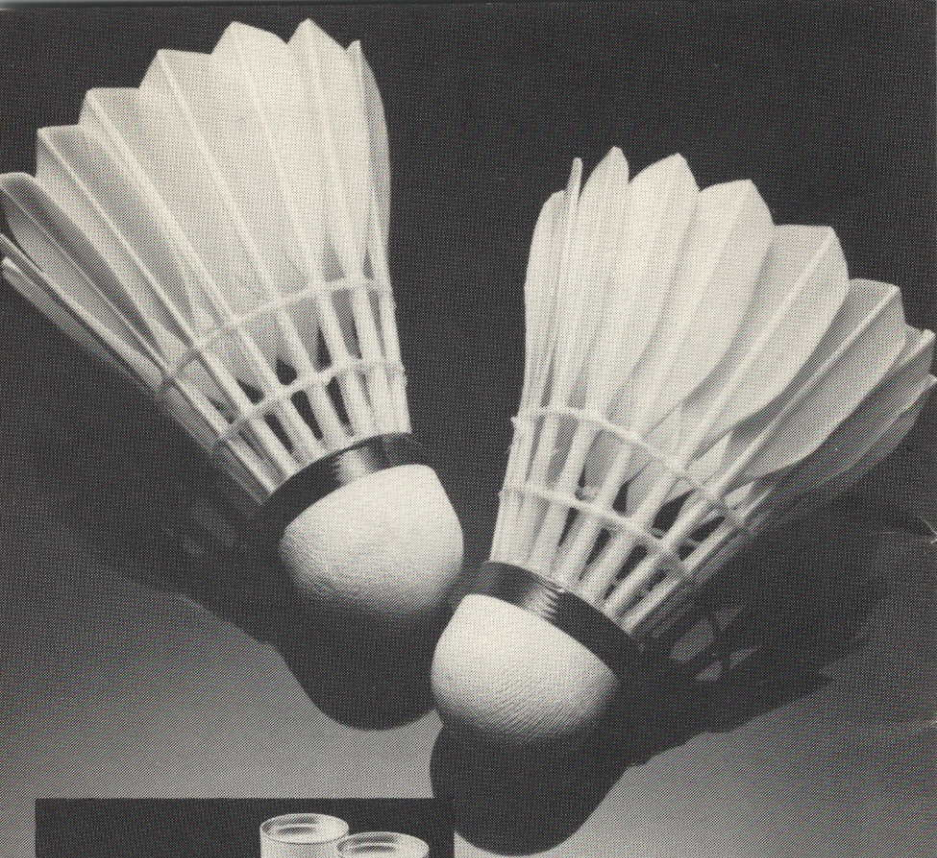




GROUP "A" MEMBER IN 1989

OFFICIAL RULES of PLAY

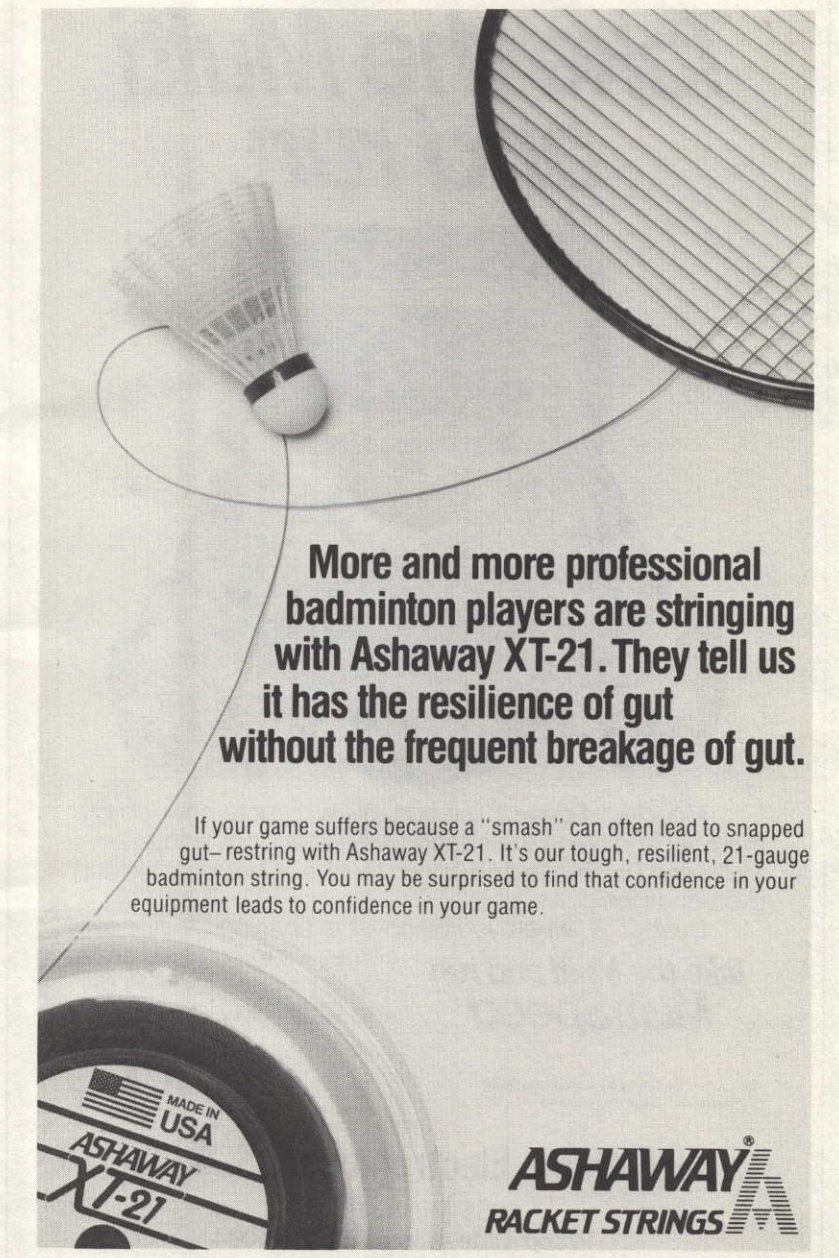
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THE UNITED STATES BADMINTON ASSOCIATION

THE NATIONAL GOVERNING BODY OF U.S. BADMINTON

1. The United States Badminton Association is the official association of organized badminton in the United States, recognized as the National Governing Body (NGB) by both the United States Olympic Committee (USOC) and the International Badminton Federation (IBF). As such, it promulgates to its members not only the official rules of play, as laid down by the IBF, but also other pertinent information from both the IBF and USOC for the benefit of USBA members and organizations.

2. 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 ranking and 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 special development activities which include intersectional, national and international tournaments all under programs which steadily improve each year.

(e) Many sectional adult and senior tournaments are held during the year plus one national tournament for both groups. These are highly competitive events which are generally concluded with a relaxing social event.

(f) Individuals and teams of men and women of top ranking caliber are selected for national and international play and exhibitions.

(g) BADMINTON USA, a national publication, is published under the guidance and backing of the national association, providing the official vehicle for distribution of information on all phases of badminton, much of which is not available from any other source.

4. For your pleasure or that of your group, whether interested in competition or not, a membership in the USBA at nominal rates, will bring you greater knowledge of the game and the advantages listed above. If you are interested in 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 placing 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 the racket 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 - Keep the racket head well up and ready for any kind of shot at all times.

5. WRIST - A stiff wrist, as used in tennis, is not used in badminton. 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 - The majority of strokes utilize the full length of the 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 and backhand strokes at the net with the right foot forward; make all other forehand strokes with the left foot forward, backhand strokes 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.

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 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 10 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 five 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. Consult Law 9 of the Laws of Badminton ("Scoring") for a more detailed explanation.

11. FAULTS - The following subparagraphs describe in nontechnical language some of the more common faults. Consult Law 15 of the Laws of Badminton ("Faults") for a more detailed explanation.

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

(b) If the shuttle 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. below).

(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 until the shuttle is hit by the server. For greater clarification this is the general pattern to follow (See Laws of Badminton, Law 11.1.2):

(1) The server takes position on the diagonal court for the serve, with some part of both feet on the floor and remains in a stationary position.

(2) The receiver takes position, with some part of 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 by the server.

(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.

(j) If the server, in attempting to serve, misses the shuttle.

TOURNAMENT OPERATIONS — A few general comments

1. A tournament worth holding deserves good planning. Confusion in management results in 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 browbeat them or make it a military split second job.

3. Special rules specific to individual sites should be properly posted and announced for complete understanding of all participants.

4. Seek help in establishing seeding and making the draw from persons in nearby clubs or associations who have experience in these areas. Additionally, the National Office personnel will be pleased to assist.

5. USBA has an equipment testing program to determine the adequacy of equipment utilized during sanctioned tournaments.

6. Try to use umpires on at least all rounds from the semifinals 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 five-minute

rest period between the second and third games in all Junior events is mandatory. Additionally, the tournament director may authorize a 5 minute rest period after the first game. If he does allow this rest period, it should be made known in special instructions.

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.

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.

Due to the many rules on drug testing, it suffices to say here that sooner or later all international and national athletes will be subject to drug testing. The testing will be at unannounced times with individuals chosen at random. Results will be confidential. Persons using drugs will be appropriately disciplined. Athletes are cautioned that some of the over-the-counter drugs or prescriptions may show up in the testing process so competitors should let officials know about prescribed medications.

Detailed rules on drug testing are available at the National Office for those interested.

XVI. THE DRAW

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

2. The tournament committee or referee shall not-except according to Regulation 6 below - permit any alteration to the published draw of any of these events except in the following circumstances:

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

3. Substitution in singles is then permitted:

- (a) when entries are limited solely by nomination from national associations,
- (b) to enable a foreign player to replace a player from the same association provided that the original player does not participate in the tournament.

4. Substitution is then permitted:

- (a) 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;

TOURNAMENT REGULATIONS

- (b) 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.

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

6. Qualifying Rounds

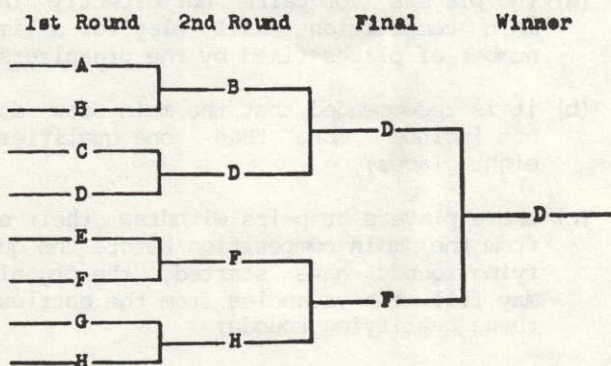
Where entries exceed the required places in the main competition draw, the organizers are recommended to play qualifying rounds under the supervision of the tournament committee or referee as follows:

- (a) the players or pairs not directly in the main competition shall play for a limited number of places fixed by the organizers;
- (b) it is recommended that the main draw does not include more than one qualifier for eight places;
- (c) 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;
- (d) the players to fill vacancies in the main competition shall beforehand be selected in order of strength and placed in the draw by lot.
- (e) if more players or pairs enter the competition than the organizers can accept even in the qualifying rounds then 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 Making the Draw

7. 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:—

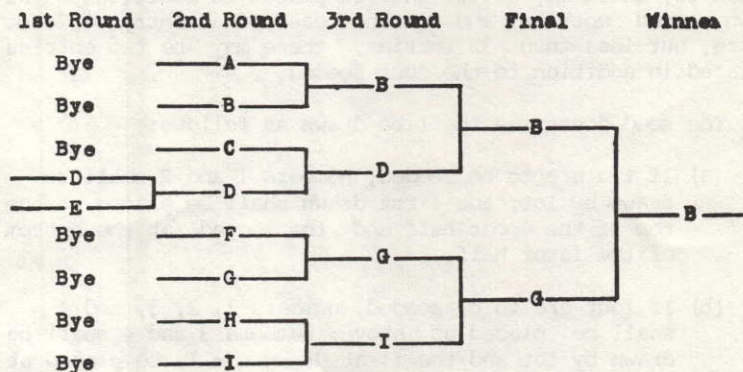


When the number of playing units is not a power of 2, there shall be byes in the first round. The number of byes shall be equal to the difference between the next highest power of 2 and the number of playing units. The byes, if even in number, shall be divided, as the names are drawn in equal proportions 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, &c.

TOURNAMENT REGULATIONS

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.

And so on with larger numbers in like manner.

8. Instead of the method described in Regulation 4, the draw can be made so that the byes due are distributed as nearly as possible equally 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.

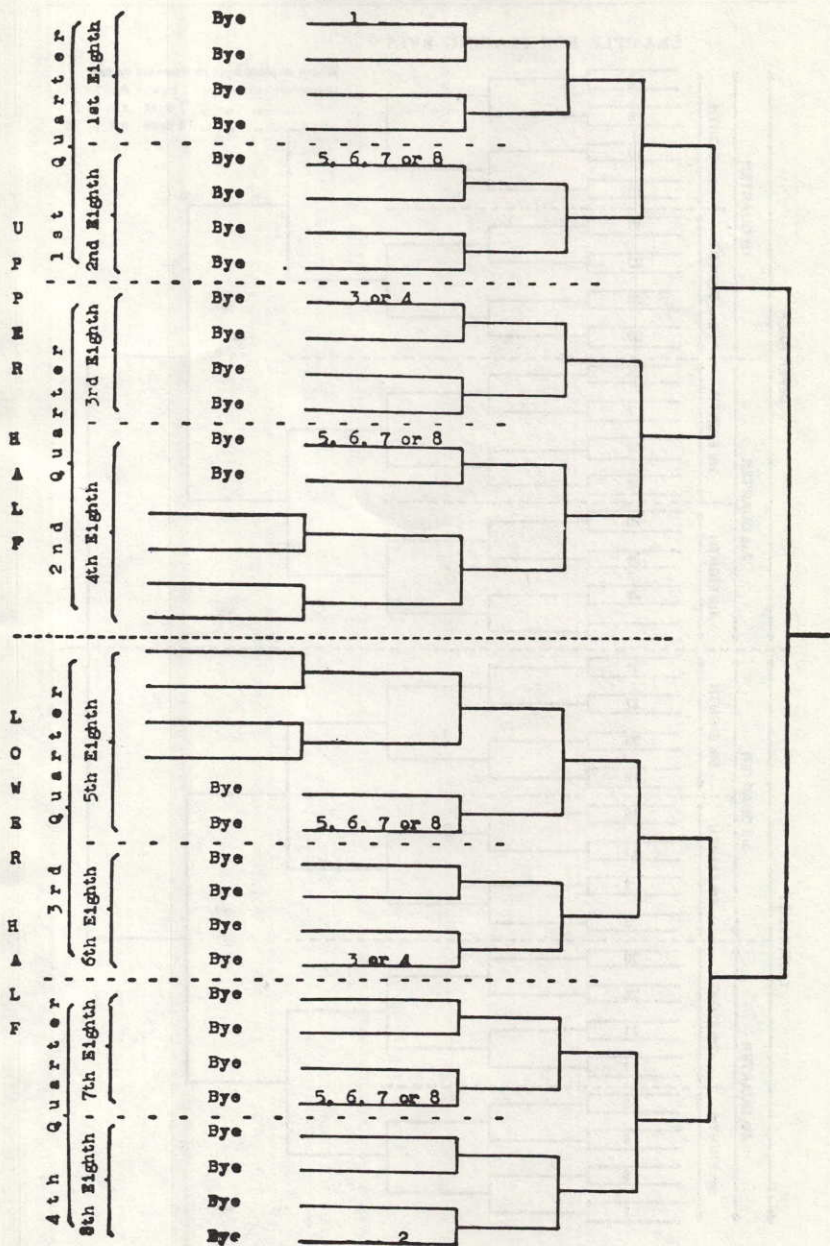
(See example 'B')

REGULATIONS FOR SEEDING THE DRAW

NOTE: For USBA 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.

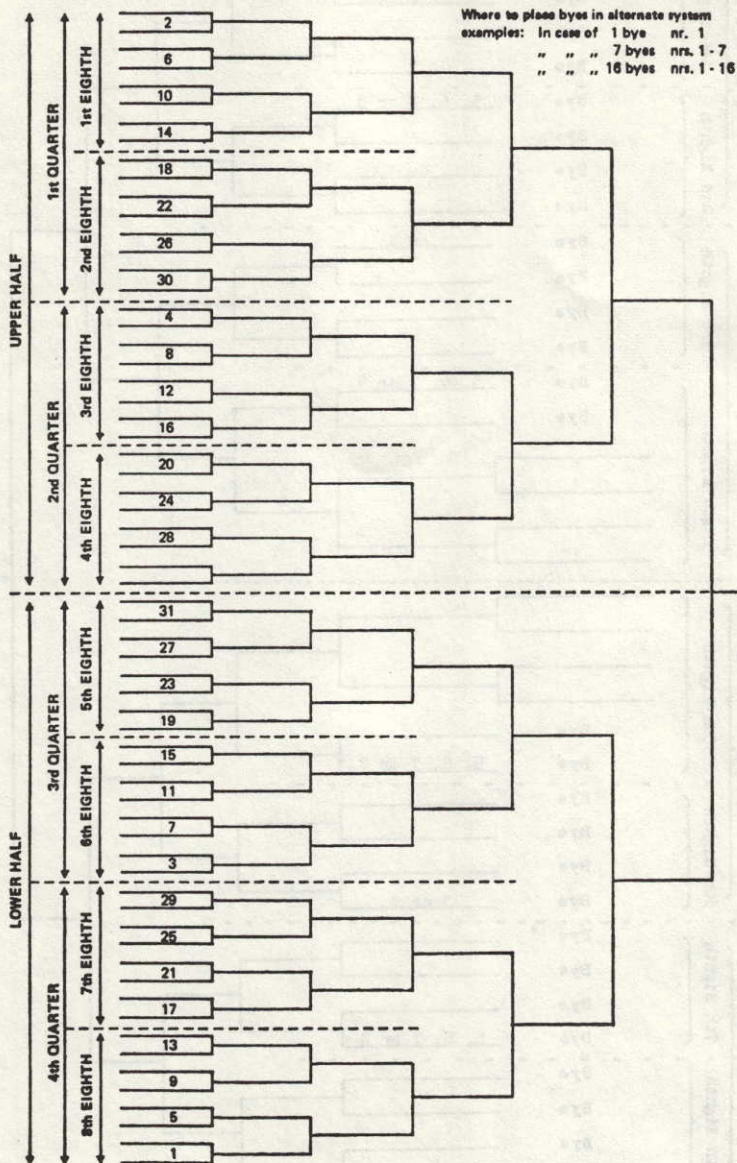
1. The seeded entries shall be drawn as follows:
 - (a) If two are to be seeded, numbers 1 and 2 shall be drawn by lot; the first drawn shall be placed at the top of the upper half and the second at the bottom of the lower half.
 - (b) If four are to be seeded, numbers 1, 2, 3, and 4 shall be placed 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 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 15.)
2. 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.
3. In addition to the seeded entries, in the case of only 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 manner.

Example of Seeded Draw 'A'



TOURNAMENT REGULATIONS

EXAMPLE FOR PLACING BYES



XVII. SOME HINTS ON DOING THE DRAW

Tournament secretaries and others frequently find difficulty in quickly producing a correct draw for events with uneven numbers of entrants, particularly insofar as the placing of byes and seeded entrants is concerned. Certainly, it is not an easy matter, and it is hoped that the following table will be helpful.

The most satisfactory method of producing the draw is on a type-writer when several carbon copies can be made.

Firstly, type in column form on plain paper numbers from 1, 2, 3, downwards, down to the total number of entrants.

Secondly, insert to the right of the typed number, where it is appropriate, the word "bye" and an asterisk in the case of a seeded position. These places in the draw can be ascertained from the following table which gives the correct information for every number of entries from 16 to 64. In the case of events containing less than 16 entrants there should be little difficulty, and beyond 64 (which is rare) the principle will be identical.

Thirdly, type in the players' names in their appropriate place as they are drawn.

It will be found that, by having followed the instructions in the table below, the brackets for the different rounds can be inserted in ink.

It is to be noted that the regulations do not permit the seeding of more than two entrants when there are less than 16 players or pairs, and of more than four entrants where the total is less than 32. Eight seeded entrants is the maximum allowed.

BYES AND SEEDING POSITIONS IN THE DRAW

Number of Entries	Placing of Byes		Seeding Positions							
	Top	Bottom	1-2		3-4			5-8		1-2
				5-8	3-4	5-8	5-8	3-4	5-8	
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	-	6	-	-	21	-	25
26	1-3	24-26	1	-	6	-	-	21	-	26

TOURNAMENT REGULATIONS

Number of Entries	Placing of Byes		Seeded Positions							1-2
	Top	Bottom	1-2		3-4		5-8		3-4	
			5-8	3-4	5-8	5-8	5-8			
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	13	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

1. COURT

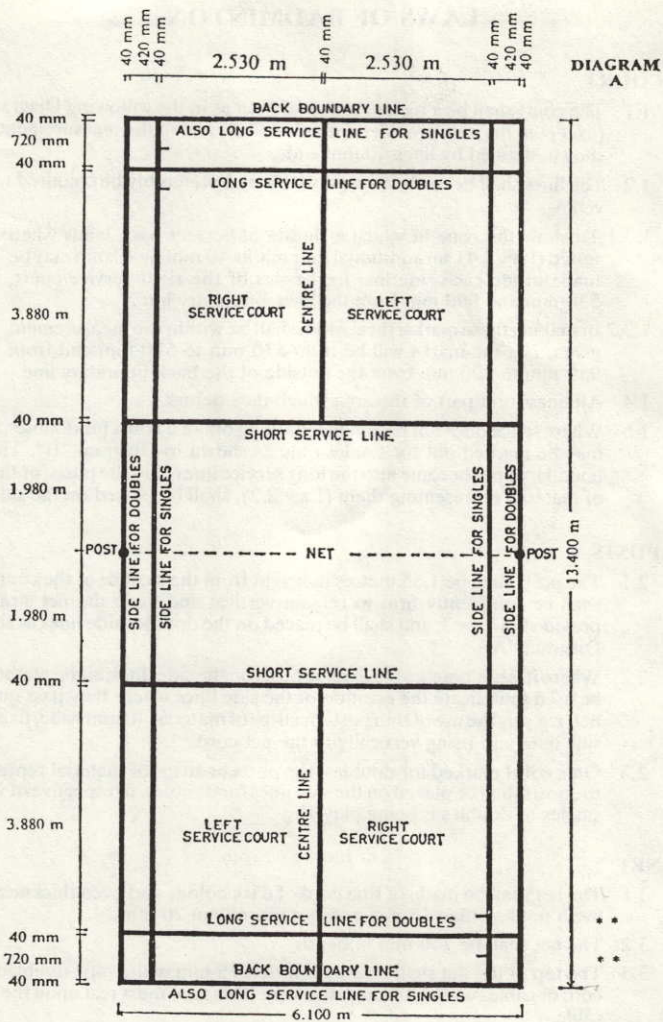
- 1.1 The court shall be a rectangle and laid out as in the following Diagram "A" (except in the case provided for in Law 1.5) and to the measurements there shown, defined by lines 40 mm wide.
- 1.2 The lines shall be easily distinguishable and preferably be coloured white or yellow.
- 1.3.1 To show the zone in which a shuttle of correct pace lands when tested (Law 4.4), an additional four marks 40 mm by 40 mm may be made inside each side line for singles of the right service court, 530 mm and 990 mm from the back boundary line.
- 1.3.2 In making these marks, their width shall be within the measurement given, *i.e.*, the marks will be from 530 mm to 570 mm and from 950 mm to 990 mm from the outside of the back boundary line.
- 1.4 All lines form part of the area which they define.
- 1.5 Where space does not permit the marking out of a court for doubles, a court may be marked out for singles only as shown in Diagram "B". The back boundary lines become also the long service lines, and the posts, or the strips of material representing them (Law 2.2), shall be placed on the side lines.

2. POSTS

- 2.1 The posts shall be 1.55 metres in height from the surface of the court. They shall be sufficiently firm to remain vertical and keep the net strained as provided in Law 3, and shall be placed on the doubles side lines as shown in Diagram "A".
- 2.2 Where it is not practicable to have posts on the side lines, some method must be used to indicate the position of the side lines where they pass under the net, *e.g.*, by the use of thin posts or strips of material 40 mm wide, fixed to the side lines and rising vertically to the net cord.
- 2.3 On a court marked for doubles, the posts or strips of material representing the posts shall be placed on the side lines for doubles, irrespective of whether singles or doubles is being played.

3. NET

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

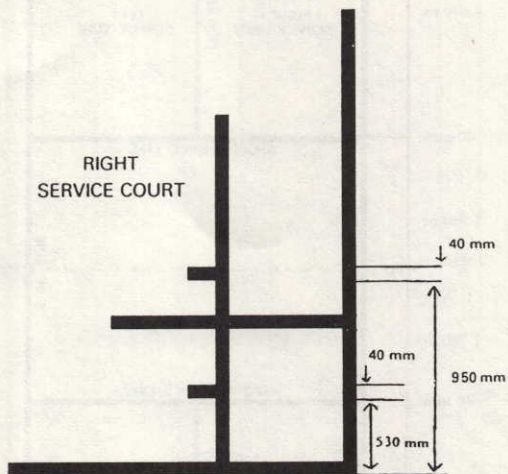


Note: Court which can be used for both singles and doubles play.

Diagonal length of full court = 14.723 m

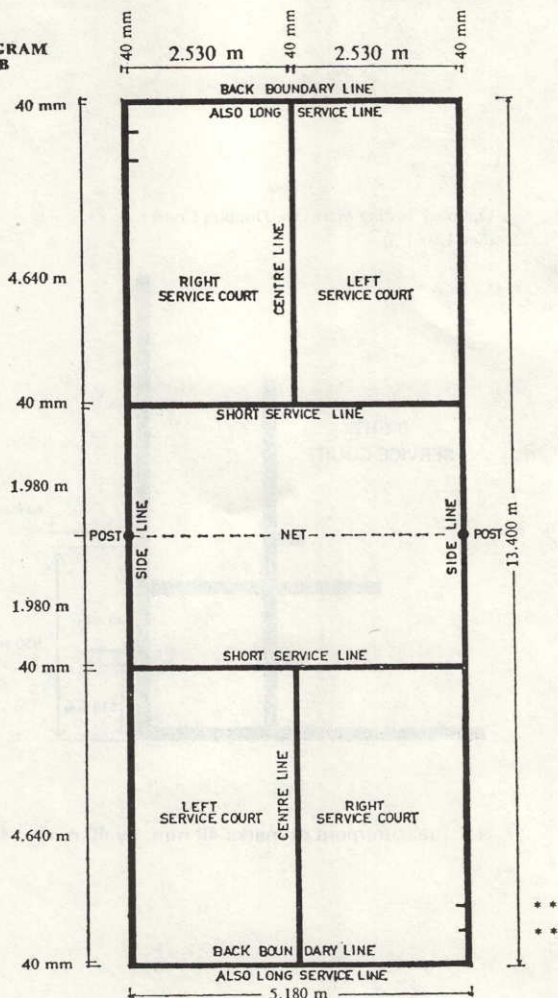
* * Optional testing marks shown opposite

Optional Testing Marks for Doubles Court
(See Law 1.3)



N.B. measurement of marks 40 mm by 40 mm

**DIAGRAM
B**

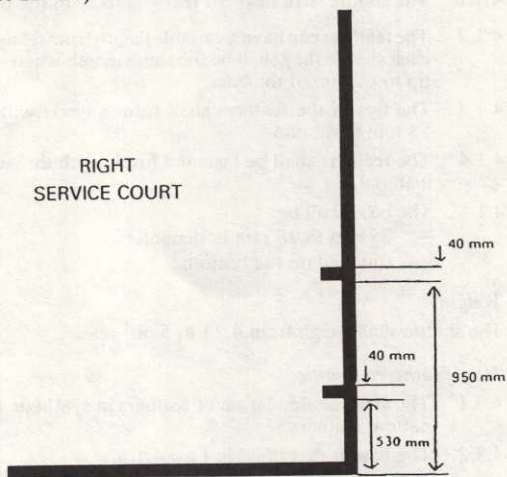


Note: Court which can only be used for singles play.

Diagonal length of singles court = 14.366 m

** Optional testing marks shown opposite

**Optional Testing Marks for Singles Court
(See Law 1.3)**



N.B. measurement of marks 40 mm by 40 mm

4. SHUTTLE

Principles

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

Having regard to the Principles:

4.1 *General Design*

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

4.2 *Weight*

The shuttle shall weigh from 4.74 to 5.50 grams.

4.3 *Non-Feathered Shuttle*

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

4.4 *Shuttle Testing*

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

4.5 *Modifications*

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

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

5. RACKET

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

6. APPROVED EQUIPMENT

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

7. PLAYERS

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

8. TOSS

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

9. SCORING

- 9.1 The opposing sides shall play the best of three games unless otherwise arranged.
- 9.2 Only the serving side can add a point to its score.
- 9.3 In doubles and Men's singles a game is won by the first side to score 15 points, except as provided in Law 9.6.

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

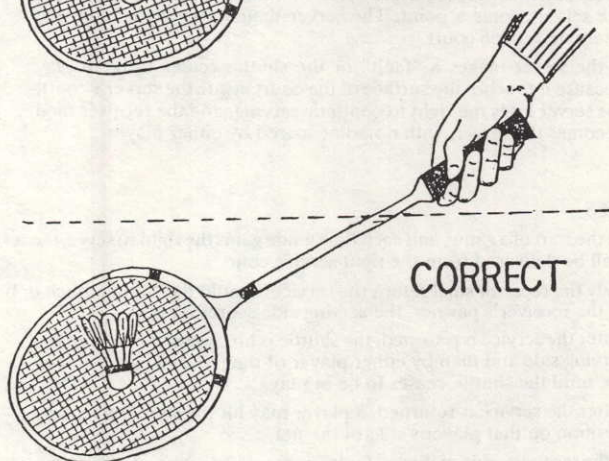
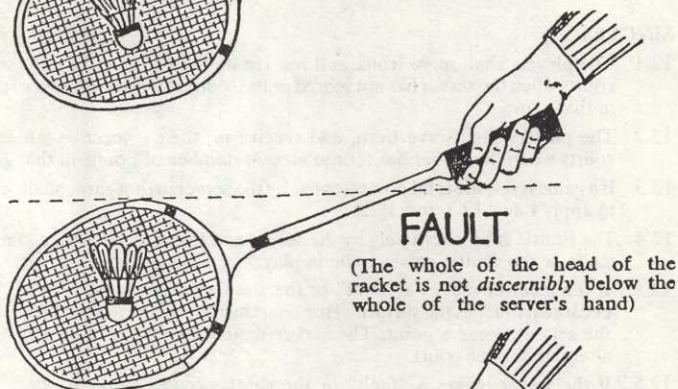
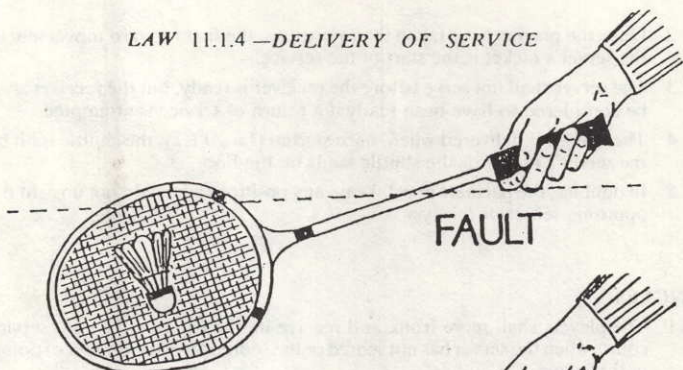
10. CHANGE OF ENDS

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

11. SERVICE

- 11.1 In a correct service:
- 11.1.1 neither side shall cause undue delay to the delivery of the service;
- 11.1.2 the server and receiver shall stand within diagonally opposite service courts without touching the boundary lines of these service courts; some part of both feet of the server and receiver must remain in contact with the surface of the court in a stationary position until the service is delivered (Law 11.4);
- 11.1.3 the server's racket shall initially hit the base of the shuttle while the whole of the shuttle is below the server's waist;
- 11.1.4 the shaft of the server's racket at the instant of hitting the shuttle shall be pointing in a downward direction to such an extent that the whole of the head of the racket is discernibly below the whole of the server's hand holding the racket;
- 11.1.5 the movement of the server's racket must continue forwards after the start of the service (Law 11.2) until the service is delivered; and
- 11.1.6 the flight of the shuttle shall be upwards from the server's racket to pass over the net, so that, if not intercepted, it falls in the receiver's service court.

LAW 11.1.4 — DELIVERY OF SERVICE



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

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

12. SINGLES

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

13. DOUBLES

- 13.1 At the start of a game, and each time a side gains the right to serve, the service shall be delivered from the right service court.
- 13.2 Only the receiver shall return the service: should the shuttle touch or be hit by the receiver's partner, the serving side scores a point.
 - 13.3.1 After the service is returned, the shuttle is hit by either player of the serving side and then by either player of the receiving side, and so on, until the shuttle ceases to be in play.
 - 13.3.2 After the service is returned, a player may hit the shuttle from any position on that player's side of the net.
- 13.4.1 If the receiving side makes a "fault" or the shuttle ceases to be in play because it touches the surface of the court inside the receiving side's court, the serving side scores a point, and the server serves again.
- 13.4.2 If the serving side makes a "fault" or the shuttle ceases to be in play because it touches the surface of the court inside the serving side's court, the server loses the right to continue serving, with no point scored by either side.

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

14. SERVICE COURT ERRORS

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

15. FAULTS

It is a "fault":

- 15.1 if a service is not correct (Law 11.1);
- 15.2 if the server, in attempting to serve, misses the shuttle;
- 15.3 if after passing over the net on service, the shuttle is caught in or on the net;

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

16. LETS

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

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

17. SHUTTLE NOT IN PLAY

A shuttle is not in play when:

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

18. CONTINUOUS PLAY, MISCONDUCT, PENALTIES

- 18.1 Play shall be continuous from the first service until the match is concluded, except as allowed in Laws 18.2 and 18.3.
- 18.2 An interval not exceeding 5 minutes is allowed between the second and third games of all matches in all of the following situations:
 - 18.2.1 in international competitive events;
 - 18.2.2 in IBF sanctioned events; and
 - 18.2.3 in all other matches (unless the National Organization has previously published a decision not to allow such an interval).
- 18.3 When necessitated by circumstances not within the control of the players, the Umpire may suspend play for such a period as the Umpire may consider necessary. If play be suspended, the existing score shall stand and play be resumed from that point.
- 18.4 Under no circumstances shall play be suspended to enable a player to recover his strength or wind, or to receive instruction or advice.
- 18.5.1 Except in the intervals provided in Laws 18.2 and 18.3, no player shall be permitted to receive advice during a match.
- 18.5.2 Except at the conclusion of a match, no player shall leave the court without the Umpire's consent.
- 18.6 The Umpire shall be the sole judge of any suspension of play.
- 18.7 A player shall not:
 - 18.7.1 deliberately cause suspension of play;
 - 18.7.2 deliberately interfere with the speed of the shuttle;
 - 18.7.3 behave in an offensive manner; or
 - 18.7.4 be guilty of misconduct not otherwise covered by the Laws of Badminton.
- 18.8 The Umpire shall administer any breach of Law 18.4, 18.5 or 18.7 by:
 - 18.8.1 issuing a warning to the offending side;
 - 18.8.2 faulting the offending side, if previously warned; or
 - 18.8.3 in cases of flagrant offence or persistent offences, faulting the offending side and reporting the offending side immediately to the Referee, who shall have the power to disqualify.
- 18.9 Where a Referee has not been appointed, the responsible official shall have the power to disqualify.

19. OFFICIALS AND APPEALS

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

An Umpire shall:

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

APPENDICES TO THE LAWS OF BADMINTON

APPENDIX 1

IMPERIAL MEASUREMENTS

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

15 millimetres	$\frac{5}{8}$ inch
20 millimetres	$\frac{1}{2}$ inch
25 millimetres	1 inch
28 millimetres	$1\frac{1}{4}$ inches
40 millimetres	$1\frac{1}{2}$ inches
58 millimetres	$2\frac{1}{4}$ inches
64 millimetres	$2\frac{1}{2}$ inches
68 millimetres	$2\frac{3}{4}$ inches
70 millimetres	$2\frac{3}{4}$ inches
75 millimetres	3 inches
220 millimetres	$8\frac{5}{8}$ inches
230 millimetres	9 inches
280 millimetres	11 inches
290 millimetres	$11\frac{3}{8}$ inches
380 millimetres	1 foot 3 inches
420 millimetres	1 foot $4\frac{1}{2}$ inches
490 millimetres	1 foot $7\frac{1}{2}$ inches
530 millimetres	1 foot 9 inches
570 millimetres	1 foot $10\frac{1}{2}$ inches
680 millimetres	2 feet $2\frac{1}{4}$ inches
720 millimetres	2 feet $4\frac{1}{2}$ inches
760 millimetres	2 feet 6 inches
950 millimetres	3 feet $1\frac{1}{2}$ inches
990 millimetres	3 feet 3 inches
1.524 metres	5 feet
1.55 metres	5 feet 1 inch
2.53 metres	8 feet $3\frac{1}{4}$ inches
3.88 metres	12 feet 9 inches
4.64 metres	15 feet 3 inches
5.18 metres	17 feet
6.1 metres	20 feet
13.4 metres	44 feet

APPENDIX 2

HANDICAP MATCHES

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

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 Server"

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 O.K.?"
- 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 | 10 — Ten |
| 1 — One | 11 — Eleven |
| 2 — Two | 12 — Twelve |
| 3 — Three | 13 — Thirteen |
| 4 — Four | 14 — Fourteen |
| 5 — Five | 15 — Fifteen |
| 6 — Six | 16 — Sixteen |
| 7 — Seven | 17 — Seventeen |
| 8 — Eight | 18 — Eighteen |
| 9 — Nine | |

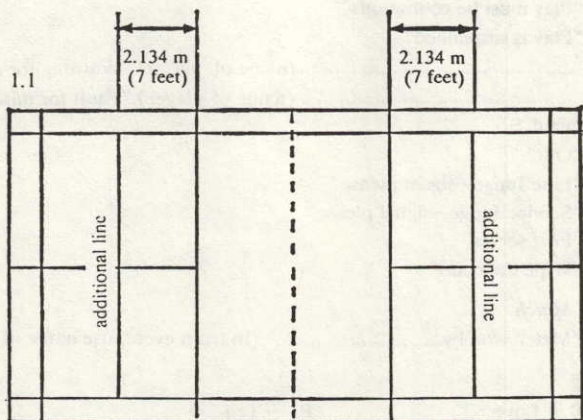
APPENDIX 5

BADMINTON FOR DISABLED PEOPLE

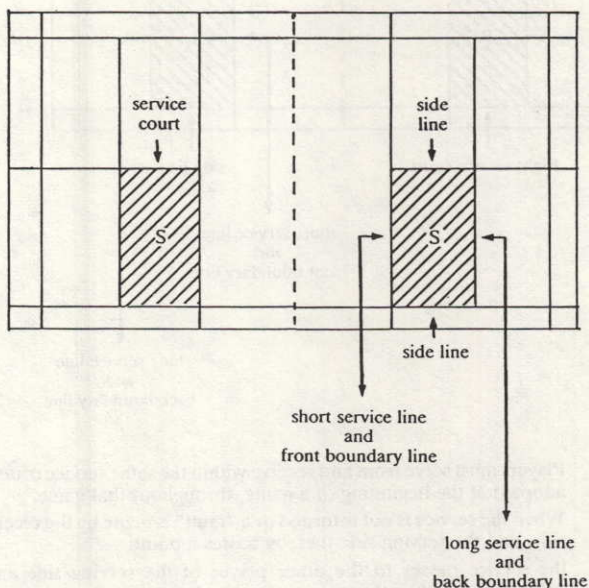
The following amended Laws of Badminton are applicable to the various categories of disabled people as listed:

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

The table below shows the changes to Laws.

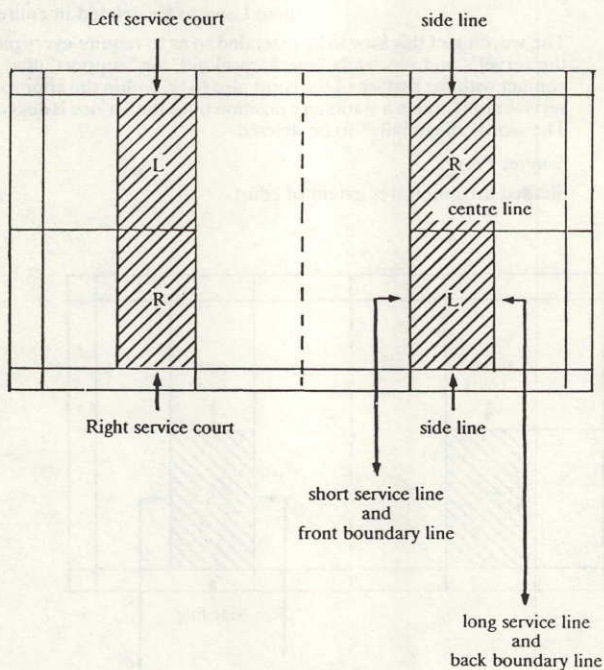


LAW	SEMI-AMBULANT	NON-AMBULANT
11.1.3 and 11.1.4	No Change	As some medical conditions which render a player "Non-Ambulant" may also positively preclude compliance, these Laws to be deleted in entirety.
11.1.2	The wording of this Law to be extended so as to require every part of the server's and receiver's "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.	<i>Singles Play</i> Shaded area 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 indicates extent of court.



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

When the service is not returned or a "fault" is made by the receiving side, and the serving side thereby scores a point:

the service passes to the other player of the serving side and is delivered from the other service court and continues to alternate thus as long as the serving side continues to score.

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

All other Laws

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

RECOMMENDATIONS TO COURT OFFICIALS

1. INTRODUCTION

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

2. OFFICIALS AND THEIR DECISIONS

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

3. RECOMMENDATIONS TO UMPIRES

- 3.1 Before the match, the Umpire shall:
 - 3.1.1 obtain the scorepad from the referee;
 - 3.1.2 ensure that any scoring device to be used is working;
 - 3.1.3 see that the posts are on the lines, or that the tapes are correctly placed;
 - 3.1.4 check the net for the height and ensure that there are no gaps between the ends of the net and the net posts;
 - 3.1.5 ascertain whether there are any bye-laws regarding the shuttle hitting an obstruction;
 - 3.1.6 ensure that the Service Judge and Line Judges know their duties and that they are correctly placed (sections 5 and 6);
 - 3.1.7 ensure that a sufficient quantity of tested 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 coloured clothing.
- 3.2 To start the match, the Umpire shall:
 - 3.2.1 ensure that the toss is fairly carried out, and that the winning side and the losing side exercise their choice correctly (Law 8);

- 3.2.2 note, in the case of doubles, the names of the players starting in the right service court. (Similar notes must be made at the start of each game.) This enables a check to be made at any time to see if the players are in the correct service court. If during the game a player commits a service court error unnoticed, so that the players have to stay wrong, change the note accordingly; and
- 3.2.3 (In a tournament)
announce the match by calling "Ladies and Gentlemen", "this is the semi-final (or final) of the Men's singles (or, etc.) between and "On my right X; and on my left Y" (pointing to right and left as this is said). "X to serve; 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 is represented by X; and on my left B is represented by Y" (pointing to right and left as this is said). "A to serve; love all; play".
(Refer thereafter only to teams, i.e., A and B, rather than players, X and Y).
- In Doubles, identify server and receiver by announcing "On my right A is represented by W and X; and on my left B is represented by Y and Z. A to serve; X to Y; love all; play"
- 3.3 During the match the Umpire shall record and call the score.
- 3.3.1 Always call the server's score first.
- 3.3.2 In singles, when a player loses his service, call "Service over" followed by the score in favour of the new server.
- 3.3.3 In doubles, at the beginning of a game call the score only, and continue to do so as long as the first player serves. When the right to serve is lost call "Service over" followed by the score in favour of the new server. When the first server loses his right to serve, call the score followed by
"Second server".
Continue this as long as the second player serves. When a side loses the right to serve call
"Service over"
followed by the score in favour of the new server.
- 3.3.4 When a side reaches 14, or in the case of Ladies' singles 10, call on the first occasion only in each game
"Game point", or "Match point" when applicable.
If a further game or match point occurs after setting, call it again on the first occasion. "Game point" where applicable should always immediately follow the server's score and precede the receiver's score.
- 3.3.5 When appropriate, ask the relevant player (side):
"Are you setting?"
and, if the answer is affirmative, call:
"Setting points; love-all" (and "second server", if appropriate)
or, if the answer is negative, call:
"Game not set".

- 3.3.6 At the end of every game, "game" must always be called immediately the conclusive rally has ended, regardless of applause. Where appropriate, this constitutes the start of any interval allowed under Law 18.2.
- After each game, call:
 "Game won by [name(s) of player(s), or team (in a team event)] [score]",
 or if that game wins the match, call:
 "Match won by [name(s) or player(s), or team (in a team event)], [scores]".
- 3.3.7 To start the second game, call:
 "Second Game, love all, play".
- 3.3.8 If there is to be a third game, call:
 "One game all" immediately after the call in Recommendation 3.3.6.
- If a five minute interval is being claimed, call:
 "A five minute interval has been claimed".
- After three minutes have elapsed, call:
 "[Court] (if appropriate), two minutes remaining". Repeat the call.
- After four minutes have elapsed, call:
 "[Court] (if appropriate), one minute remaining". Repeat the call.
- To start the third game, call:
 "Final game; love all; play".
- 3.3.9 In the third game, or in a one game match, call the score followed by "Change ends" when the leading score reaches 6 or 8, as appropriate (Law 10.1.3).
 Once the players have changed ends the score should be repeated, followed by "play".
- 3.3.10 At the end of the match immediately take the completed scorepad to the Referee.
- 3.4 If a Service Judge is appointed, the Umpire shall especially watch the receiver.
- 3.5 The Umpire should always look to the Line Judge(s) when the shuttle lands close to a line, and always when the shuttle lands out, however far. The Line Judge is entirely responsible for the decision.
- 3.6 During the match the Umpire shall:
- 3.6.1 if possible, keep aware of the status of any scoring device; and
- 3.6.2 when the shuttle falls outside a line for which the Umpire is responsible in the absence of a Line Judge, or if the Line Judge is unsighted, call:
 "Out"
 before calling the score.
- 3.7 During the match the Umpire shall use the standard vocabulary in Appendix 4 of the Laws of Badminton.
- 3.8 During the match the following situations should be watched for and dealt with as detailed.
- 3.8.1 A player sliding under the net or throwing a racket into the opponent's court should be faulted under Law 15.6.2.

- 3.8.2 A player shouting to a partner who is about to hit the shuttle should not necessarily be regarded as distracting his opponent. Calling "no shot", "fault", etc., should be considered a distraction.
- 3.8.3 Coaching during a match from off court should be prevented. If this cannot be controlled by the Umpire, the Referee should be informed immediately.
- 3.8.4 Players going off court to wipe their hands, etc. If play is not held up, this is acceptable, but if one side is ready to play, the offending side may have to be reminded that leaving the court needs the Umpire's permission (Law 18.5.2), and if necessary Law 18.8 should be applied.
- 3.8.5 Changing the shuttle during the match should not be unfair. If both sides agree to the change, there should be no objection by the Umpire. If only one side wishes to change the shuttle, the Umpire should take the decision, testing the shuttle if necessary.
- 3.8.6 Law 15.8. A double hit by one player with one stroke is not a "fault".
- 3.9 Ensure that players do not leave the court without the Umpire's permission.
- 3.10 Injury or sickness during a match must be handled carefully and flexibly. The Umpire must determine the severity of the problem as quickly as possible. Normally, the only people that should be allowed on court are a doctor or paramedical, and the Referee. The opposing side must not be put at a disadvantage and Laws 11.1.1 and 18.4 should be applied appropriately.
- 3.11 If play has 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.



4. GENERAL ADVICE ON UMPIRING

This section gives general advice which should be followed.

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

5. INSTRUCTIONS TO SERVICE JUDGES

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



Law 11.1.3

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



Law 11.1.3

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 discernibly 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.



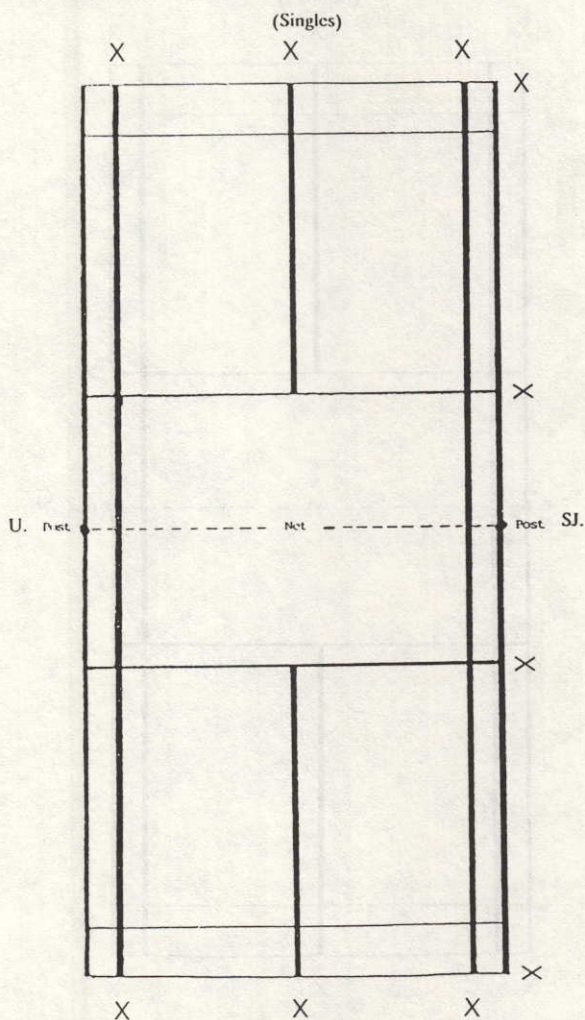
Laws 11.1.1, 11.2 and 11.1.5

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 forwards.

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

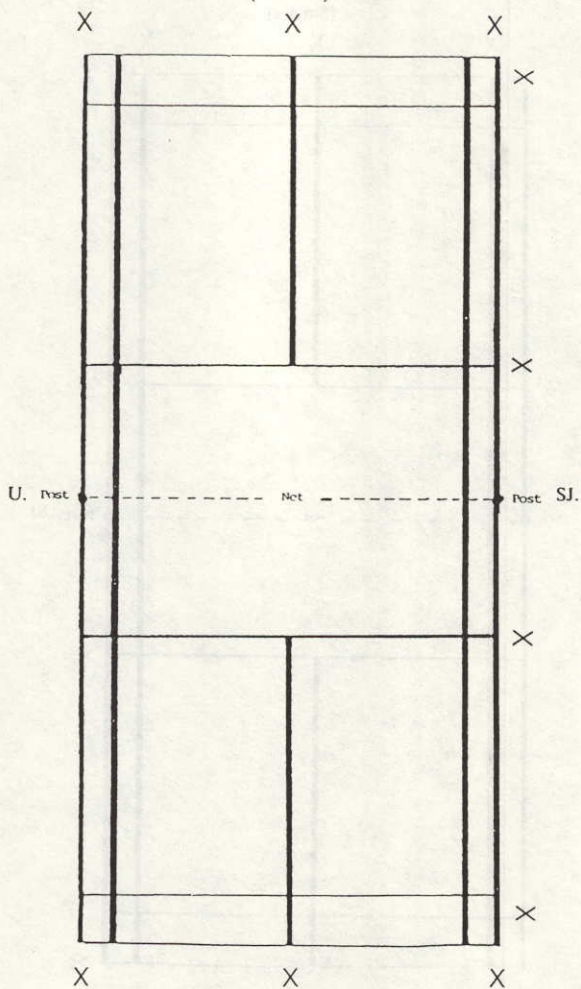
6. INSTRUCTIONS TO LINE JUDGES

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



An ideal distance from the line is about 2 metres.

(Doubles)



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

SIGNALS FOR LINE JUDGES



SHUTTLE IS OUT

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



SHUTTLE IS IN

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



IF UNSIGHTED

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

NOTICE

Although the preceding are the rules of this date, these rules may change from year to year to some extent. Hence any time after January 1988, to assure yourself that you are dealing with up-to-date-rules, secure them from the National Office of the USBA.

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 11). 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. There shall be a maximum of five (5) minutes allowed during a match for equipment repair. (See Law 18.3)
3. 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. (See Law 18.3).
4. U.S. rules permit adjusting the shuttle to obtain correct speed. Tournament referee or chairman is final authority as to need for adjustment. (See Law 4.5)
5. Certain non-feathered shuttles are approved for use in all tournaments except: (See Law 4.3)
 - a. Adult "Open" tournaments;
 - b. USBA National Championships - Closed or Open;
 - c. USBA National Junior Championships.

National Open Championships

ANY TOURNAMENT OF THE STATUS OF 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:

- a) for a tournament desired to be held between October 1st and April 30th, application must be made by the preceding May 31st.
- b) 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 member of the USBA or is a member of another national 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 4.5 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.

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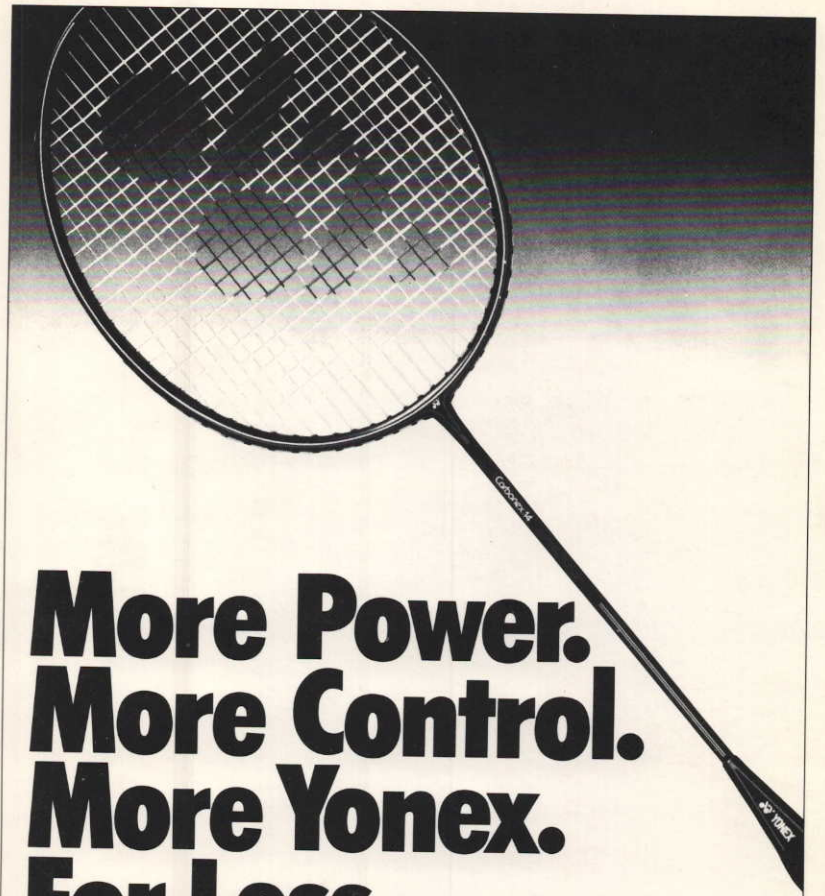
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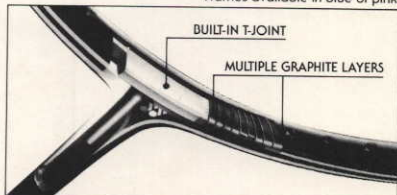
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