

# The Laws of Badminton

as revised in the year 1939 and adopted by  
THE INTERNATIONAL BADMINTON FEDERATION.  
Subsequently revised 1949.

## COURT.

1. (a) The Court shall be laid out as in the following Diagram "A" (except in the case provided for in paragraph "b" of this Law) and to the measurements there shewn, and shall be defined by white, black or other easily distinguishable lines,  $1\frac{1}{2}$  inches wide.

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

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

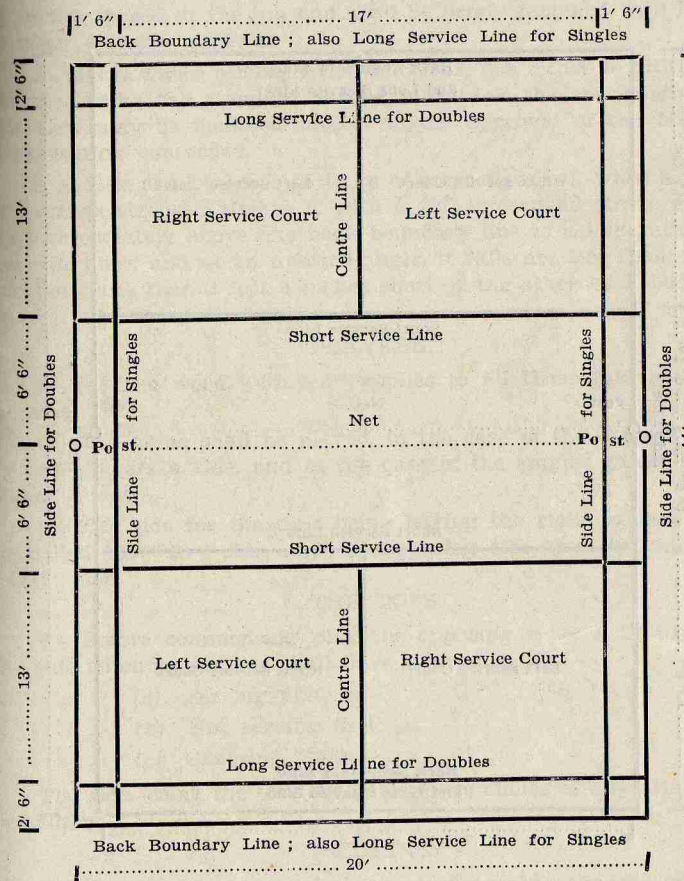
## POSTS.

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

## NET.

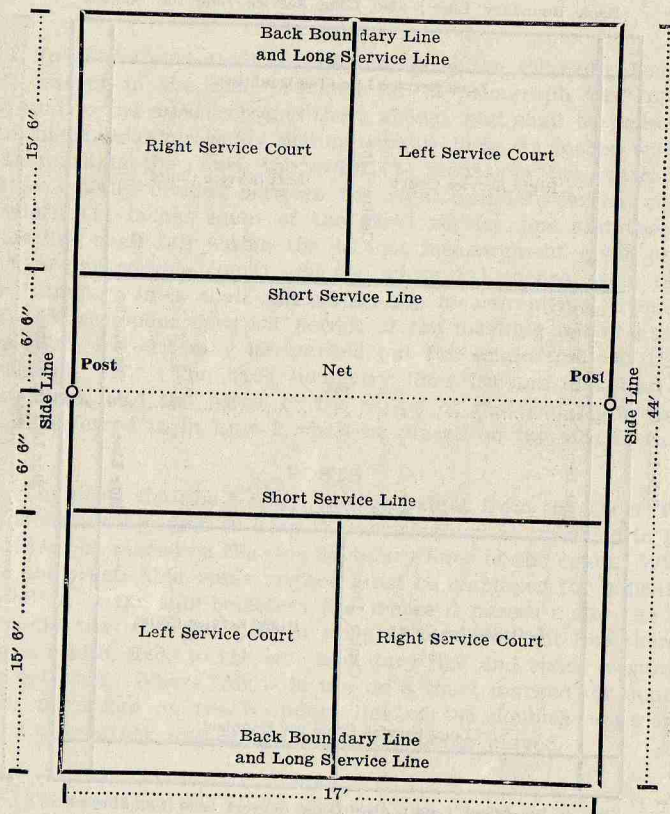
3. The net shall be made of fine tanned cord of  $\frac{3}{4}$ -inch mesh. It shall be firmly stretched from post to post, and shall be 2 feet 6 inches in depth. The top of the net shall be 5 feet in height from the floor at the centre, and 5 feet 1 inch at the posts, and shall be edged with a 3 inch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

DIAGRAM (A).



Measurements are quoted in Feet (') and Inches (").

DIAGRAM (B). Singles Court.



Measurements are quoted in Feet (') and Inches (").

## SHUTTLE.

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

In places where atmospheric conditions, due either to altitude or climate, make the standard shuttle unsuitable the specifications in this Law may be modified subject to the approval of the National Organisation concerned.

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

## PLAYERS.

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

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

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

## THE TOSS.

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

- (a) Serving first; or
- (b) Not serving first; or
- (c) Choosing Ends.

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

## SCORING.

7. (a) The doubles and men's singles game consists of 15 or 21 points, as may be arranged. Provided that in a game of 15 points, when the score is 13 all, the side which first reached 13 has the option of "setting" the game to 5, and that when the score is 14 all, the side which first reached 14 has the option of "setting"

the game to 3. After the game has been "set" the score is called "love all," and the side which first scores 5 or 3 points, according as the game has been "set" at 13 or 14 all, wins the game. In either case the claim to "set" the game must be made before the next service is delivered after the score has reached 13 all or 14 all. Provided also that in a game of 21 points the same method of scoring be adopted, substituting 19 and 20 for 13 and 14.

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

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

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

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

(a) 8 in a game of 15 points;

(b) 6 in a game of 11 points;

(c) 11 in a game of 21 points;

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

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

#### DOUBLES PLAY.

9.(a) It having been decided which side is to have the first service, the player in the right-hand service court of that side commences the game by serving to the player in the service court diagonally opposite. If the latter player returns the shuttle before it touches the ground it is to be returned by one of the "in" side, and then returned by one of the "out" side, and so on, till a fault is made or the shuttle ceases to be "in play" (*vide* paragraph (b)). If a fault is

made by the "in" side, the servers' hand is out, and as the side beginning a game has only one hand in its first innings (*vide* Law 11), the player of the opposing side in the right-hand service court now becomes the server; but if the service is not returned, or the fault is made by the "out" side, the "in" side scores a point. The "in" side players then change from one service court to the other, the service now being from the left-hand service court to the player in the service court diagonally opposite. So long as a side remains "in" service is delivered alternately from each service court into the one diagonally opposite, the change being made by the "in" side when, and only when, a point is added to its score.

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

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

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

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

If a player standing in the wrong service court takes the service, and his side wins the rally, it shall be a "Let," provided that such "Let" be claimed or allowed before the next succeeding service is delivered.

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

## SINGLES PLAY.

13. In singles Laws 9 and 12 hold good, except that:—
- (a) The players shall serve from and receive service in their respective right-hand service courts only when the server's score is 0, or when he has scored an even number of points in the game, the service being delivered from and received in their respective left-hand service courts when the server has scored an odd number of points.
- (b) Both players shall change service courts after each point has been scored.

## FAULTS.

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

It is a fault:—

- (a) If, in serving, the shuttle at the instant of being struck be higher than the server's waist, or if any part of the head of the racket, at the instant of striking the shuttle, be higher than any part of the server's hand holding the racket.
- (b) If, in serving, the shuttle falls into the wrong service court, (*i.e.*, into the one not diagonally opposite to the server), or falls short of the short service line, or beyond the long service line, or outside the side boundary lines of the service court into which service is in order.
- (c) If the server's feet are not in the service court from which service is at the time being in order, or if the feet of the player receiving the service are not in the service court diagonally opposite until the service is delivered. (*Vide* Law 16).
- (d) If before or during the delivery of the service any player makes preliminary feints or otherwise intentionally baulks his opponent.
- (e) If either in service or play, the shuttle falls outside the boundaries of the court, or passes through or under the net, or fails to pass the net, or touches the roof or side walls, or the person or dress of a player. (A shuttle falling on a line shall be deemed to have fallen in the court or service court of which such line is a boundary).
- (f) If the shuttle "in play" be struck before it crosses to the striker's side of the net. (The striker, may, however, follow the shuttle over the net with his racket in the course of his stroke).

- (g) If, when the shuttle is "in play," a player touches the net or its supports with racket, person or dress.
- (h) If the shuttle be hit twice in succession by the same player, or be hit by a player and his partner successively, or if the shuttle be not distinctly hit, or the base of the shuttle be hit by the frame, shaft or handle of the racket (*vide* Interpretation 2).
- (i) If, in play, a player strikes the shuttle (unless he thereby makes a good return) or is struck by it, whether he is standing within or outside the boundaries of the court.
- (j) If a player obstructs an opponent.
- (k) If Law 16 be transgressed.

## GENERAL.

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

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

17. If, in service, the shuttle touches the net it is a "Let," provided the service be otherwise good. If in the course of a rally the shuttle touches and passes over the net it does not invalidate the stroke. It is a good return if the shuttle having passed outside either post drop on or within the boundary lines of the opposite court. A "Let" may be given by the umpire for any unforeseen or accidental hindrance.

If, in service, the shuttle strikes the top of the net, and is then struck or touched by the player served to, it is assumed that the shuttle would have fallen into the proper service court, and it is a "Let."

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

When a "Let" occurs, the play since the last service shall not count, and the player who served shall serve again.

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

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

20. If a player has a chance of striking the shuttle in a downward direction when quite near the net, his opponent must not put up his racket near the net on the chance of the shuttle rebounding from it. This is obstruction within the meaning of Law 14 (j).

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

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

#### INTERPRETATIONS.

1. Any movement or action 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.

(Vide Law 14 (d)).

2. It is a fault under Law 14 (h):—

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

(b) If the shuttle be hit twice during the execution of a stroke

But it is *not* a fault (provided the stroke be otherwise legitimate)

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

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

(Vide Law 14 (j)).

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

## Hall Suitable for Badminton

The following are the main requisites in a Hall suitable for one or more Courts.

HEIGHT.—Not less than 25 feet over the middle of the Court.

SPACE ROUND COURT.—Where there is only one Court, there should be at least 3 feet clear all round it. Where two Courts lie side by side, they should be 4 feet apart.

BACKGROUND.—This should be uniform in colour and of a darkish shade. Dull green is very suitable.

FLOOR.—The colour of the floor should be dark rather than light. If stained a dull stain should be used, not one that reflects light.

MARKING.—The lines should be white; preferably painted with a mixture of very thin glue and whitewash.

POSTS.—Those on a metal base screwed to the floor on the side line are most satisfactory, but where these cannot be used, posts with guy ropes or weighted bases will do well enough.

#### LIGHTING—

##### (1) Daylight.

This should come, if possible, from above, through skylights. In a Hall without skylights, light should only be admitted through windows at the sides of the Court; any windows facing either end of the Court should be completely blocked out.

##### (2) Artificial.

(a) *Incondescent Gas*.—Inverted mantles, with frosted or opalescent globes should be used. Good light is provided by a row of eight lamps (of about 80 c.p.) hanging on each side of the Court, about 12 or 13 feet above the floor and about 2 feet outside the sidelines, the centre of the row of lamps being opposite the net post.

N.B.—The exact height above the floor at which the lamps give best results varies according to the particular features (height, colour of ceiling, etc.) of the Hall concerned, and can only be decided by experiment. The candle power required also varies to some extent.

(b) *Electric*.—As with gas; or with one naked light of about 750 c.p. at each side of the Court.