

The Laws of Badminton

as revised in the year 1939 and adopted by
THE INTERNATIONAL BADMINTON FEDERATION.
Subsequently revised 1949, 1952.

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 shown, 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.

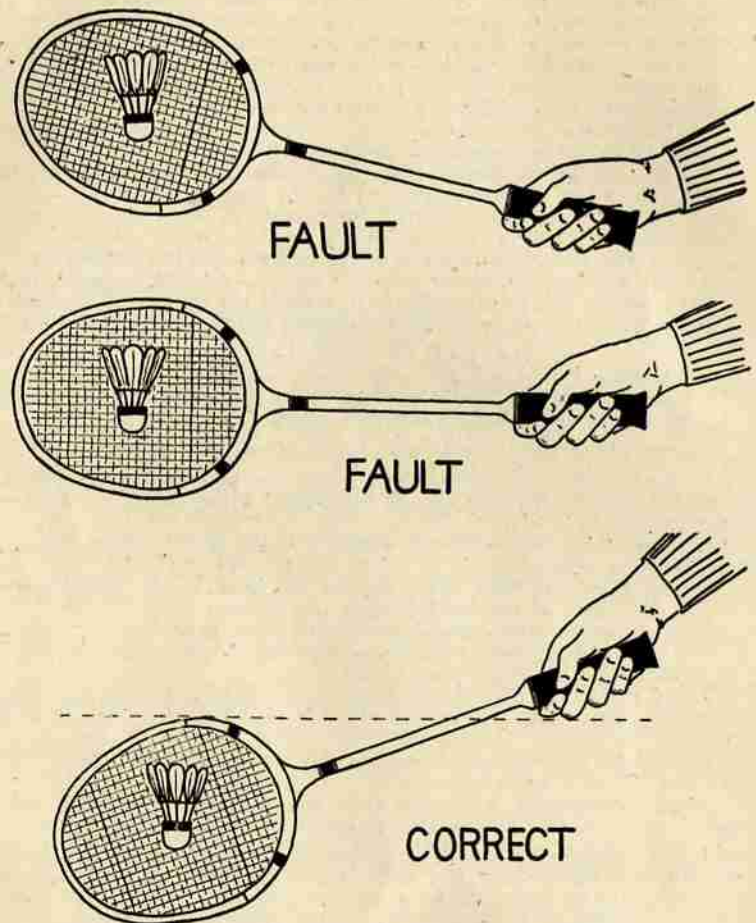
(b) Where space does not permit of the marking out of a court for doubles, a court may be marked out for singles only as shown in Diagram "B." The back boundary lines become also the long service lines, and the posts, or the strips of material representing them as referred to in Law 2, shall be placed 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 $\frac{1}{4}$ -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.



LAW 14—DELIVERY OF SERVICE

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

Diagrams by courtesy of Manchester and District League

DIAGRAM (A).

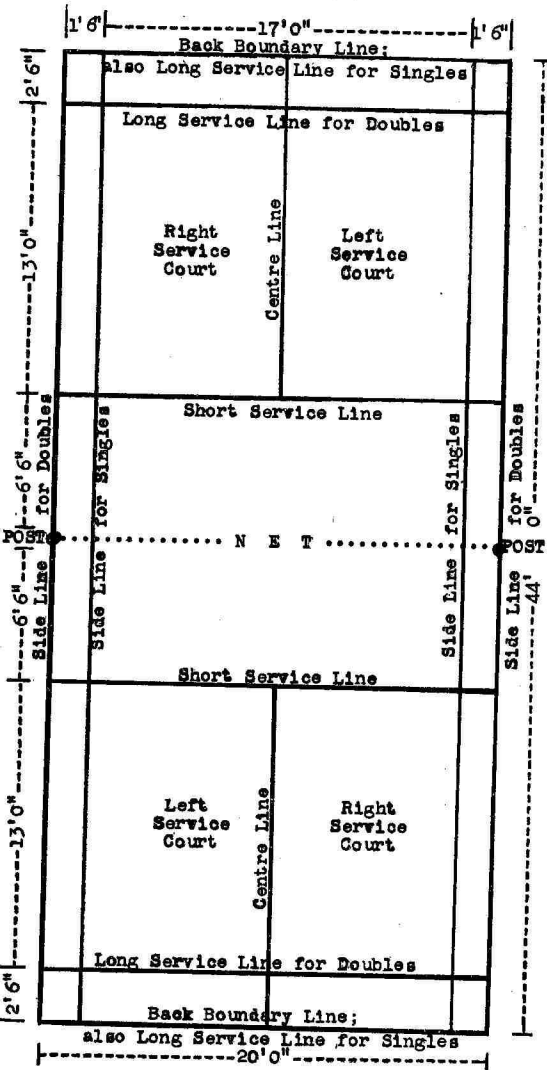
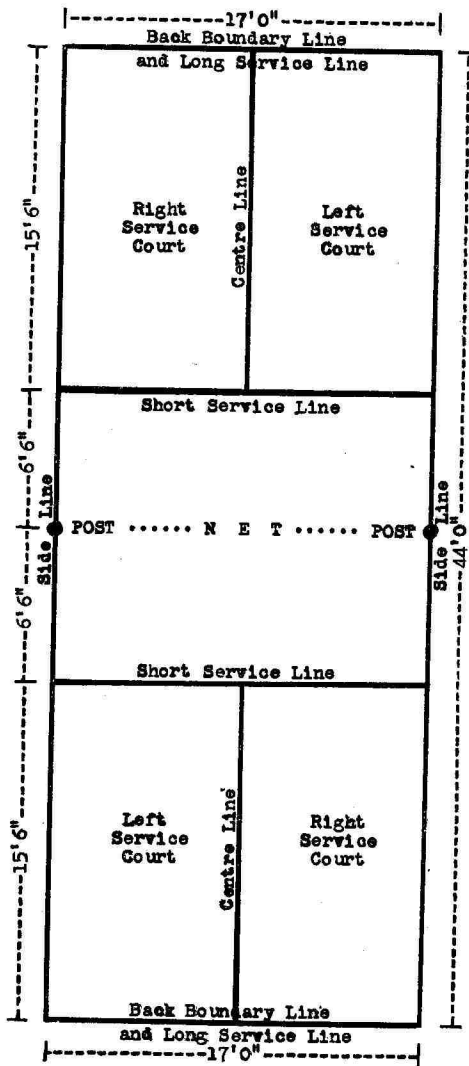


DIAGRAM (B). Singles Court.



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 1½ inches in diameter. The feathers shall be from 2½ to 2¾ inches in length from the tip to the top of the cork base. They shall have from 2½ to 2½ inches spread at the top and shall be firmly fastened with thread or other suitable material.

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

(a) in places where atmospheric conditions, due either to altitude or climate, make the standard shuttle unsuitable; or

(b) if special circumstances exist which make it otherwise expedient in the interests of the game.

(The Badminton Association of England has approved the use of modified shuttles for play in England.)

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, until a fault is made, or the shuttle ceases to be "In Play."

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 an even number of points in the game, the service being delivered from and received in their respective left-hand service courts when the server's score is an odd number of points.
- (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.)

(*Vide* paragraph (b).) If a fault is made by the "In" side, the server's 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, or except as provided in Law 19. 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, except as provided in Law 12.

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.

If in either of the above cases the side at fault loses the rally, the mistake shall stand and the players' positions shall not be corrected during the remainder of that game.

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

- (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 balk his opponent.

21. It shall be the duty of the umpire to call "Fault" or "Let" should either occur, without appeal being made by the players, and to give his decision on any appeal regarding a point in dispute, if made before the next service; and also to appoint linesmen 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.

CONTINUOUS PLAY

22. Play shall be continuous from the first service until the match be concluded; except that (a) in countries where climatic conditions render it desirable, there shall be allowed, subject to the previously published approval of the National Organisation concerned, an interval not exceeding five minutes between the second and third games of a match, in singles or doubles, or both, and (b) when necessitated by circumstances not within the control of the players, the umpire may suspend play for such a period as he may consider necessary. If play be suspended the existing score shall stand and play be resumed from that point. Under no circumstances shall play be suspended to enable a player to recover his strength or wind, or to receive instruction or advice. No player shall be allowed to leave the court until the match be concluded without the umpire's consent. The umpire shall be the sole judge of any suspension of play and he shall have the right to disqualify an offender.

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.

(*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 (f).)

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.

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