

The Laws of Badminton

as adopted by the INTERNATIONAL BADMINTON FEDERATION for introduction on 1st August 2002 with subsequent amendments. Diagrams and drawings are reproduced by kind permission of the IBF.

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DEFINITIONS

Player	Any person playing badminton
Match	The basic contest in badminton between opposing sides each of 1 or 2 players
Singles	A match where there is one player on each of the opposing sides
Doubles	A match where there are two players on each of the opposing sides
Serving side	The side having the right to serve
Receiving side	The side opposing the serving side
Rally	A sequence of one or more strokes starting with the service, until the shuttle ceases to be in play

1. COURT AND COURT EQUIPMENT

- 1.1 The court shall be a rectangle laid out with lines 40 mm wide as in Diagram A.
- 1.2 The lines shall be easily distinguishable and preferably be coloured white or yellow.
- 1.3 All lines form part of the area which they define.
- 1.4 The posts shall be 1.55 metres in height from the surface of the court and shall remain vertical when the net is strained as provided in Law 1.10. Posts shall not extend into the court. [Until 1 August 2004 this will apply only to IBF sanctioned events].
- 1.5 The posts shall be placed on the doubles side lines as in Diagram A irrespective of whether singles or doubles is being played.
- 1.6 The net shall be made of fine cord of dark colour and even thickness with a mesh of not less than 15 mm and not more than 20 mm.
- 1.7 The net shall be 760 mm in depth and at least 6.1 metres wide.
- 1.8 The top of the net shall be edged with a 75 mm white cloth tape doubled over a cord or cable running through the tape. This tape must rest upon the cord or cable.
- 1.9 The cord or cable shall be stretched firmly, flush with the top of the posts.
- 1.10 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.
- 1.11 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.

DIAGRAM A see page 3

2. SHUTTLE

- 2.1 The shuttle may be made from natural and/or synthetic materials. From whatever material the shuttle is made, 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.
- 2.2 The shuttle shall have 16 feathers fixed in the base.
- 2.3 The feathers shall have a uniform length between 62 mm to 70 mm when measured from the tip to the top of the base.
- 2.4 The tips of the feathers shall lie on a circle with a diameter from 58 mm to 68 mm.
- 2.5 The feathers shall be fastened firmly with thread or other suitable material.
- 2.6 The base shall be 25 mm to 28 mm in diameter and rounded on the bottom.
- 2.7 The shuttle shall weigh from 4.74 to 5.50 grams.
- 2.8 **Non-Feathered Shuttle**
 - 2.8.1 The skirt, or simulation of feathers in synthetic materials, replaces natural feathers.
 - 2.8.2 The base is described in Law 2.6.
 - 2.8.3 Measurements and weight shall be as in Laws 2.3, 2.4 and 2.7. However, because of the difference in the specific gravity and other properties of synthetic materials in comparison with feathers, a variation of up to 10 per cent is acceptable.
- 2.9 Subject to there being no variation in the general design, speed and flight of the shuttle, modifications in the above specifications may be made with the approval of the Member Association concerned, in places where atmospheric conditions due to either altitude or climate make the standard shuttle unsuitable.

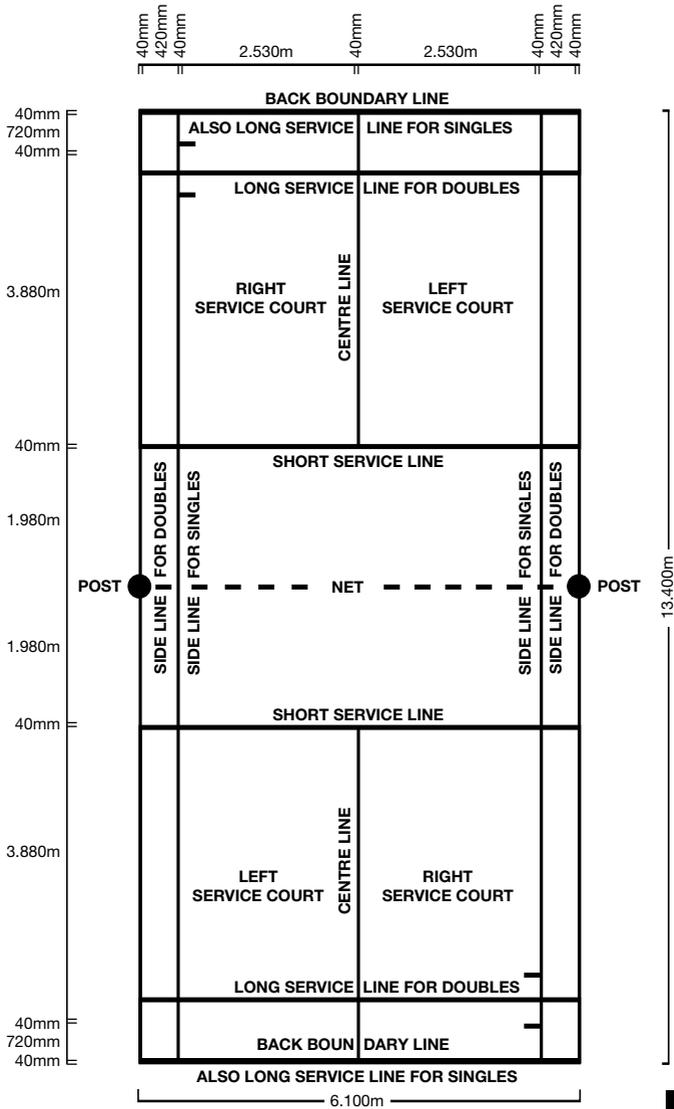
3. TESTING A SHUTTLE FOR SPEED

- 3.1 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.
- 3.2 A shuttle of correct speed will land not less than 530 mm and not more than 990 mm short of the other back boundary line as in **DIAGRAM B**.

4. RACKET

- 4.1 The racket shall be a frame not exceeding 680 mm in overall length and 230 mm in overall width consisting of the main parts described in Laws 4.1.1 to 4.1.5 as illustrated in Diagram C.
 - 4.1.1 The handle is the part of the racket intended to be gripped by the player.
 - 4.1.2 The stringed area is the part of the racket with which it is intended the player hits the shuttle.
 - 4.1.3 The head bounds the stringed area.
 - 4.1.4 The shaft connects the handle to the head (subject to Law 4.1.5).
 - 4.1.5 The throat (if present) connects the shaft to the head.

DIAGRAM A



* *
DIAGRAM B
* *

- Note.*
- (1) Diagonal length of full court = 14. 723m
 - (2) Court as shown above can be used for both singles and doubles play
 - (3) ** Optional testing marks shown in Diagram B

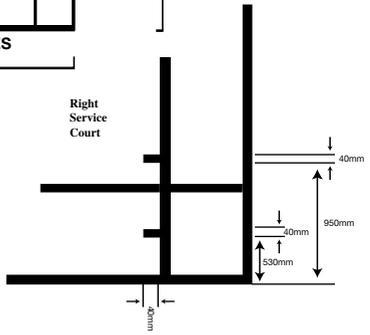
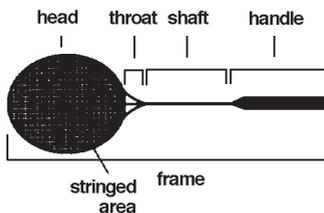


DIAGRAM C



4.2 The stringed area

- 4.2.1 shall be flat and consist of a pattern of crossed strings 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.
- 4.2.2 shall not exceed 280 mm in overall length and 220 mm in overall width. However, the strings may extend into an area which otherwise would be the throat, provided that the width of the extended stringed area does not exceed 35 mm and provided that the overall length of the stringed area does not then exceed 330 mm.

4.3 The racket:

- 4.3.1 shall be free of attached objects and protrusions, other than those used 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
- 4.3.2 shall be free of any device which makes it possible for a player to change materially the shape of the racket.

5. EQUIPMENT COMPLIANCE

The International Badminton Federation shall rule on any question of whether any racket, shuttle or equipment or any prototype used in the playing of badminton complies with the specifications. Such ruling may be undertaken on the Federation's initiative or upon application by any party with a bona fide interest, including any player, court official, equipment manufacturer or Member Association or member thereof.

6. TOSS

- 6.1 Before play commences, a toss shall be conducted and the side winning the toss shall exercise the choice in either Law 6.1.1 or 6.1.2:
 - 6.1.1 to serve or receive first;
 - 6.1.2 to start play at one end of the court or the other.
- 6.2 The side losing the toss shall then exercise the remaining choice.

7. SCORING SYSTEM

- 7.1 A match shall consist of the best of three games, unless otherwise arranged.
- 7.2 In doubles and men's singles a game is won by the first side to score 15 points, except as provided in Law 7.5.
- 7.3 In women's singles a game is won by the first side to score 11 points, except as provided in Law 7.5.
- 7.4 Only the serving side can add a point to its score (see Law 10.3 or 11.5).
- 7.5 If the score becomes 14-all (10-all in women's singles), the side which first scored 14 (10) shall exercise the choice in Law 7.5.1 or 7.5.2:
 - 7.5.1 to continue the game to 15 (11) points, ie not to 'set' the game; or
 - 7.5.2 to 'set' the game to 17 (13) points.
- 7.6 The side winning a game serves first in the next game.

8. CHANGE OF ENDS

- 8.1 Players shall change ends:
- 8.1.1 at the end of the first game;
 - 8.1.2 prior to the beginning of the third game (if any); and
 - 8.1.3 in the third game, or in a match of one game, when the leading score reaches:
 - 6 in a game of 11 points; or
 - 8 in a game of 15 points.
- 8.2 If players omit to change ends as indicated in Law 8.1, they shall do so as soon as the mistake is discovered and the shuttle is not in play. The existing score shall stand.

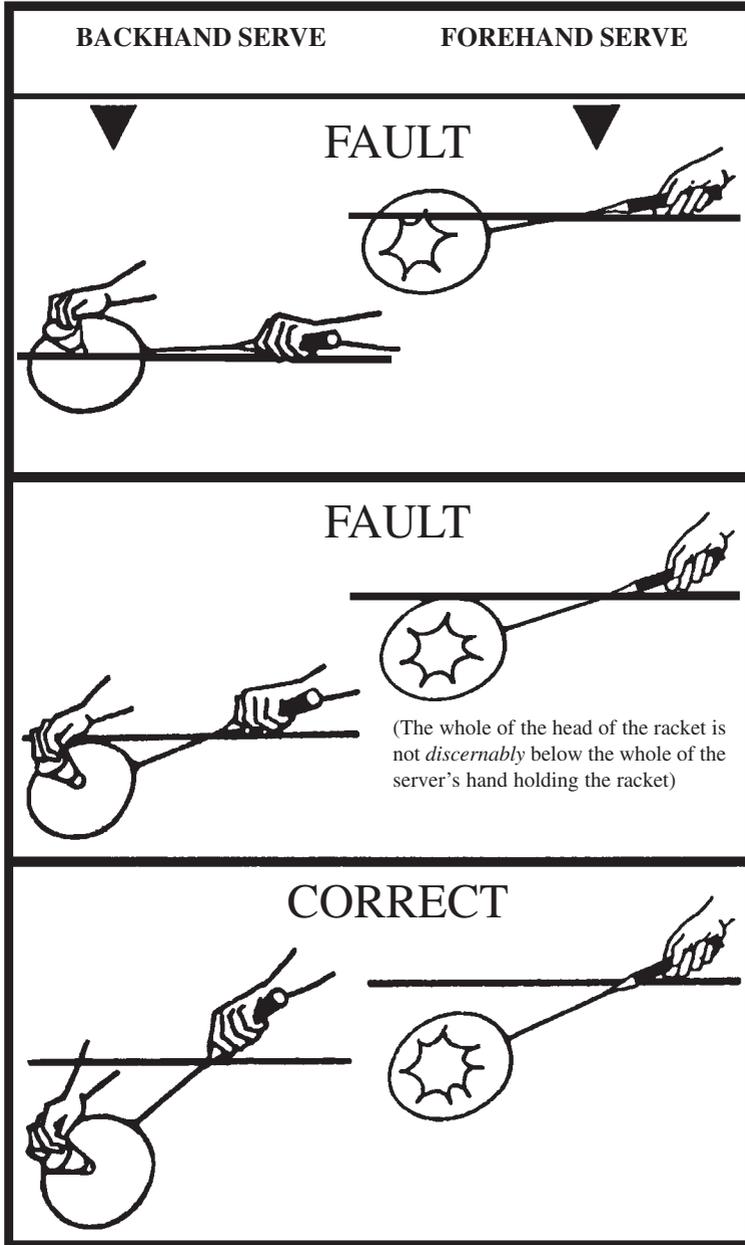
9. SERVICE

- 9.1 In a correct service:
- 9.1.1 neither side shall cause undue delay to the delivery of the service once server and receiver have taken their respective positions;
 - 9.1.2 the server and receiver shall stand within diagonally opposite service courts without touching the boundary lines of these service courts;
 - 9.1.3 some part of both feet of the server and receiver must remain in contact with the surface of the court in a stationary position from the start of the service (Law 9.4) until the service is delivered (Law 9.5);
 - 9.1.4 the server's racket shall initially hit the base of the shuttle;
 - 9.1.5 the whole shuttle shall be below the server's waist at the instant of being hit by the server's racket;
 - 9.1.6 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 as in Diagram D;
 - 9.1.7 the movement of the server's racket must continue forwards from the start of the service (Law 9.4) until the service is delivered; and
 - 9.1.8 the flight of the shuttle shall be upwards from the server's racket to pass over the net so that, if not intercepted, it lands in the receiver's service court (ie on or within the boundary lines).
- 9.2 If a service is not correct by virtue of any of Laws 9.1.1 to 9.1.8, it shall be a 'fault' (Law 13) by the offending side.
- 9.3 It is a 'fault' if the server, in attempting to serve, misses the shuttle.
- 9.4 Once the players have taken their positions, the first forward movement of the server's racket head shall be the start of the service.
- 9.5 Once started (Law 9.4), the service is delivered when the shuttle is hit by the server's racket or, attempting to serve, the server misses the shuttle.
- 9.6 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.
- 9.7 In doubles, the partners may take up any positions which do not unsight the opposing server or receiver.

10. SINGLES

- 10.1 ***Serving and receiving courts***
- 10.1.1 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.
 - 10.1.2 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.
- 10.2 The shuttle is hit alternately by the server and the receiver until a 'fault' is made or the shuttle ceases to be in play.
- 10.3 ***Scoring and serving***
- 10.3.1 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.
 - 10.3.2 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.

DIAGRAM D



Positions of the racket and of the server's hand holding it at the instant of striking the shuttle

11. DOUBLES

- 11.1 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.
- 11.2 Only the receiver shall return the service: should the shuttle touch or be hit by the receiver's partner, it shall be a 'fault' and the serving side scores a point.
- 11.3 ***Order of play and position on court***
 - 11.3.1 After the service is returned, the shuttle may be 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.
 - 11.3.2 After the service is returned, a player may hit the shuttle from any position on that player's side of the net.
- 11.4 ***Serving and receiving courts***
 - 11.4.1 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 when that player's side has scored an odd number of points in that game.
 - 11.4.2 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 when that player's side has scored an odd number of points in that game.
 - 11.4.3 The reverse pattern shall apply to the partners.
- 11.5 ***Scoring and serving***
 - 11.5.1 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.
 - 11.5.2 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.
- 11.6 Service in any turn of serving shall be delivered from alternate service courts, except as provided in Laws 12 and 14.
- 11.7 In any game, the right to serve passes consecutively from the initial server to the initial receiver, then to that initial receiver's partner, then to the opponent who is due to serve from the right service court (Law 11.4), then to that player's partner, and so on.
- 11.8 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 12 and 14.
- 11.9 Either player of the winning side may serve first in the next game, and either player of the losing side may receive.

12. SERVICE COURT ERRORS

- 12.1 A service court error has been made when a player:
 - 12.1.1 has served out of turn;
 - 12.1.2 has served from the wrong service court; or
 - 12.1.3 standing in the wrong service court, was prepared to receive the service and it has been delivered.
- 12.2 If a service court error is discovered before the next service is delivered:
 - 12.2.1 if one side made the error and won the rally, it shall be a 'let';
 - 12.2.2 if one side made the error and lost the rally, the error shall not be corrected.
 - 12.2.3 if both sides made an error, it shall be a 'let';
- 12.3 If there is a 'let' because of a service court error, the rally shall be replayed with the error corrected.
- 12.4 If a service court error is discovered after the next service has been delivered, the error shall not be corrected and the play in that game shall proceed without changing the players' new service courts (nor, when relevant, the new order of serving).

13. FAULTS

It is a 'fault':

- 13.1 if a service is not correct (Law 9.1) or if Law 9.3 or 11.2 applies;
- 13.2 if in play, the shuttle:
 - 13.2.1 lands outside the boundaries of the court (ie not on or within the boundary lines);
 - 13.2.2 passes through or under the net;
 - 13.2.3 fails to pass the net;
 - 13.2.4 touches the ceiling or side walls;
 - 13.2.5 touches the person or dress of a player; or
 - 13.2.6 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 Member Association, make bye-laws dealing with cases in which a shuttle touches an obstruction).
- 13.3 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);
- 13.4 if, in play, a player:
 - 13.4.1 touches the net or its supports with racket, person or dress;
 - 13.4.2 invades an opponent's court over the net with racket or person except as permitted in Law 13.3;
 - 13.4.3 invades an opponent's court under the net with racket or person such that an opponent is obstructed or distracted; or
 - 13.4.4 obstructs an opponent, ie prevents an opponent from making a legal stroke where the shuttle is followed over the net;
- 13.5 if, in play, a player deliberately distracts an opponent by any action such as shouting or making gestures;
- 13.6 if, in play, the shuttle:
 - 13.6.1 is caught and held on the racket and then slung during the execution of a stroke;
 - 13.6.2 is hit twice in succession by the same player with two strokes;
 - 13.6.3 is hit by a player and the player's partner successively; or
 - 13.6.4 touches a player's racket and continues towards the back of that player's court;
- 13.7 if a player is guilty of flagrant, repeated or persistent offences under Law 16;
- 13.8 if, on service, the shuttle is caught on the net and remains suspended on top or, on service, after passing over the net is caught in the net.

14. LETS

- 14.1 'Let' shall be called by the umpire, or by a player (if there is no umpire), to halt play if:
 - 14.1.1 the server serves before the receiver is ready (see also Law 9.6);
 - 14.1.2 during service, the receiver and server are both faulted;
 - 14.1.3 a shuttle is caught on the net and remains suspended on top or, after passing over the net, is caught in the net, except on service;
 - 14.1.4 during play, the shuttle disintegrates and the base completely separates from the rest of the shuttle;
 - 14.1.5 a line judge is unsighted and the umpire is unable to make a decision;
 - 14.1.6 a service court error as specified in Law 12.2.1 or 12.2.3 has occurred; or
 - 14.1.7 any unforeseen or accidental situation has occurred.
- 14.2 When a 'let' occurs, the play since the last service shall not count and the player who served shall serve again, except where Law 12 is applicable.

15. SHUTTLE NOT IN PLAY

A shuttle is not in play when:

- 15.1 it strikes the net and remains attached there or suspended on top;
- 15.2 it strikes the net or post and starts to fall towards the surface of the court on the striker's side of the net;
- 15.3 it hits the surface of the court; or
- 15.4 a 'fault' or 'let' has occurred.

16. CONTINUOUS PLAY, MISCONDUCT, PENALTIES

- 16.1 Play shall be continuous from the first service until the match is concluded, except as allowed in Laws 16.2 and 16.3.
- 16.2 Intervals not exceeding 90 seconds between the first and second games, and not exceeding 5 minutes between the second and third games, shall be allowed in all matches.
(For a televised match the Referee may decide before the match that intervals as in Law 16.2 are mandatory and of fixed duration).

NOTE

BADMINTON England has resolved that except in international events there will be no intervals of 90 seconds between the first and second games or 5 minutes between the second and third games of matches in England unless prior approval of BADMINTON England has been obtained.

16.3 *Suspension of play*

- 16.3.1 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.
- 16.3.2 Under special circumstances the Referee may instruct the umpire to suspend play.
- 16.3.3 If play is suspended, the existing score shall stand and play shall be resumed from that point.

16.4 *Delay in play*

- 16.4.1 Under no circumstances shall play be delayed to enable a player to recover strength or wind.
- 16.4.2 The umpire shall be the sole judge of any delay in play

16.5 *Advice and leaving the court*

- 16.5.1 Except in the intervals provided in Laws 16.2 and 16.3, no player shall be permitted to receive advice during a match.
- 16.5.2 Except during the five minute interval described in Law 16.2, no player shall leave the court during a match without the umpire's permission.

16.6 A player shall not:

- 16.6.1 deliberately cause delay in, or suspension of, play;
- 16.6.2 deliberately modify or damage the shuttle in order to change its speed or its flight;
- 16.6.3 behave in an offensive manner; or
- 16.6.4 be guilty of misconduct not otherwise covered by the Laws of Badminton.

16.7 The umpire shall administer any breach of Law 16.4, 16.5 or 16.6 by:

- 16.7.1 issuing a warning to the offending side;
- 16.7.2 faulting the offending side, if previously warned; or
- 16.7.3 in cases of flagrant offence or persistent offences, faulting the offending side and reporting the offending side immediately to the Referee, who shall have power to disqualify the offending side from the match.

17. OFFICIALS AND APPEALS

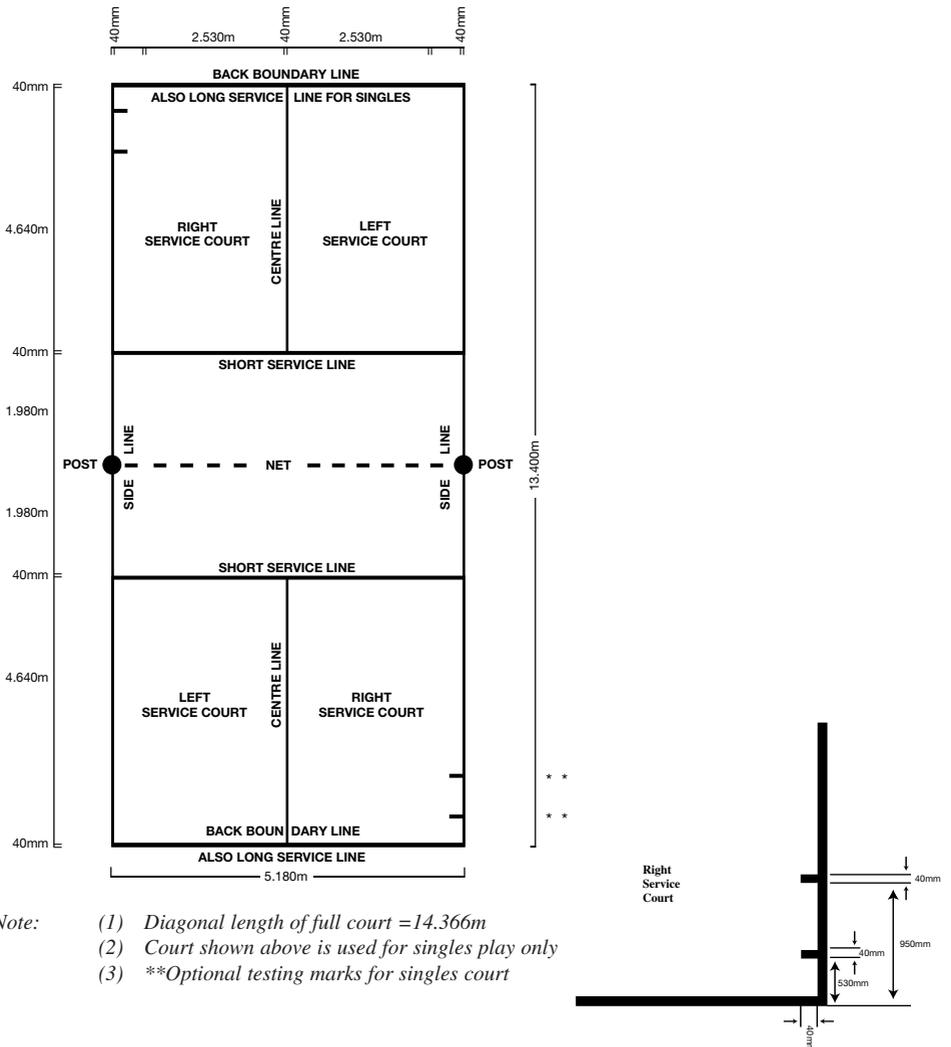
- 17.1 The Referee is in overall charge of the tournament or event of which a match forms part.
- 17.2 The umpire, where appointed, is in charge of the match, the court and its immediate surrounds. The umpire shall report to the Referee.
- 17.3 The service judge shall call service faults made by the server should they occur (Law 9).
- 17.4 A line judge shall indicate whether a shuttle landed 'in' or 'out' on the line(s) assigned.
- 17.5 An official's decision is final on all points of fact for which that official is responsible.
- 17.6 An umpire shall:
 - 17.6.1 uphold and enforce the Laws of badminton and, especially, call a 'fault' or 'let' should either occur;
 - 17.6.2 give a decision on any appeal regarding a point of dispute, if made before the next service is delivered;
 - 17.6.3 ensure players and spectators are kept informed of the progress of the match;
 - 17.6.4 appoint or remove line judges or a service judge in consultation with the Referee;
 - 17.6.5 where another court official is not appointed, arrange for that official's duties to be carried out;
 - 17.6.6 where an appointed official is unsighted, carry out the official's duties or play a 'let';
 - 17.6.7 record and report to the Referee all matters in relation to Law 16; and
 - 17.6.8 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 the game, before the side that appeals has left the court).

Appendix 1

VARIATIONS IN COURT AND EQUIPMENT

1. Where it is not practicable to have posts on the sidelines, some method must be used to indicate the position of the sidelines where they pass under the net, eg 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. A court may be marked out for singles only as shown in Diagram E. The back boundary lines become also the long service lines and the posts or the strips of material representing them shall be placed on the side lines.
3. 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.

DIAGRAM E



- Note:
- (1) Diagonal length of full court = 14.366m
 - (2) Court shown above is used for singles play only
 - (3) **Optional testing marks for singles court

Appendix 2

HANDICAP MATCHES

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

1. No variation shall be permitted in the number of points required to win a game (ie setting the game as in Law 7.5 shall not be permitted).
2. Law 8.1.3 shall be amended to read: “in the third game, and in a match of one game, 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 or the best of 5 games of 7 points by prior arrangement.

Appendix 4

VOCABULARY

This Appendix lists the standard vocabulary that should be used by the umpire to control a match.

1. Announcements and Introductions

- 1.1 “Ladies and Gentlemen:
 - 1.1.1 on my right.....(player name), and on my left.....(player name) or
 - 1.1.2 on my right.....(player names) x, and on my left.....(player names)
 - 1.1.3 on my right.....(country/team name), represented by.....(player name), and on my left.....(country/team name) represented by.....(player name)
 - 1.1.4 on my right.....(country/team name), represented by.....(player names), and on my left.....(country/team name) represented by.....(player names)
- 1.2.1(player name) to serve
- 1.2.2(country/team name) to serve
- 1.3.1(player name) to serve to.....(player name)
- 1.3.2(player name) to.....(player name)”

To be used in the order shown in the table below, as appropriate:

Events	Singles	Doubles
Individual	1.1.1, 1.2.1	1.1.2, 1.3.1
Team	1.1.3, 1.2.2	1.1.4, 1.2.2, 1.3.2

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.....” eg “ 14 game point 6”, or “16 game point 14”
- 2.5 “.....match point.....” eg “ 14 match point 8”, or “16 match point 14”
- 2.6 “.....game point all.....” eg “ 14 game point all”, or “16 game point all”
- 2.7 “.....match point all.....” eg “ 14 match point all”, or “16 match point all”
- 2.8 “First game won by.....” (in team event, use name of country/team) “.....” (score)
- 2.9 Second game
- 2.10 Second game won by.....” (in team event, use name of country/team) “.....” (score)
- 2.11 “Are you setting?”
 - 2.11.1 “Game not set; playing to 15 (11)”
 - 2.11.2 “Setting to 17 (13)”
- 2.12 “Court.....” (number) “20 seconds”
- 2.13 “One game all”
- 2.14 “Court.....” (number) “a five minute interval”
- 2.15 “Court.....” (number) “two minutes”
- 2.16 “Court.....” (number) “one minute”
- 2.17 “Final game”

3. General Communication

- 3.1 "Are you ready?"
- 3.2 "Come here"
- 3.3 "Is the shuttle OK?"
- 3.4 "Test the shuttle"
- 3.5 "Change the shuttle"
- 3.6 "Do not change the shuttle"
- 3.7 "Play a let"
- 3.8 "Change ends"
- 3.9 "You served from the wrong court"
- 3.10 "You served out of turn"
- 3.11 "You received out of turn"
- 3.12 "You must not interfere with the shuttle"
- 3.13 "The shuttle touched you"
- 3.14 "You touched the net"
- 3.15 "You are standing in the wrong court"
- 3.16 "You distracted your opponent"
- 3.17 "You hit the shuttle twice"
- 3.18 "You slung the shuttle"
- 3.19 "You invaded your opponent's court"
- 3.20 "You obstructed your opponent"
- 3.21 "Are you retiring?"
- 3.22 "Fault – receiver"
- 3.23 "Service fault called"
- 3.24 "Service delayed, play must be continuous"
- 3.25 "Play is suspended"
- 3.26 "....." (name of player) "warning for misconduct"
- 3.27 "....." (name of player) "fault for misconduct"
- 3.28 "Fault"
- 3.29 "Out"
- 3.30 "Line judge – signal"
- 3.31 "Service judge – signal"
- 3.32 "First server"
- 3.33 "Second server"
- 3.34 "Wipe the court"

4. End of Match

- 4.1 "Match won by....." (name of player/team) "....." (scores)
- 4.2 "....." (name of player/team) "retired"
- 4.3 "....." (name of player/team) "disqualified"

5. Scoring

0	-	Love	6	-	Six	12	-	Twelve
1	-	One	7	-	Seven	13	-	Thirteen
2	-	Two	8	-	Eight	14	-	Fourteen
3	-	Three	9	-	Nine	15	-	Fifteen
4	-	Four	10	-	Ten	16	-	Sixteen
5	-	Five	11	-	Eleven	17	-	Seventeen

Appendix 5

(as of 1 August 2003)

BADMINTON FOR DISABLED PEOPLE

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

IBAD* CLASSIFICATIONS

The system is a functional classification system for all physical disabilities. The minimum disabilities described hereafter may be increased, but not decreased without the approval of the IBAD Annual General Meeting. Any such changes are not official unless printed as an update to the IBAD manual. Further details can be obtained from IBAD.

WHEELCHAIR CLASS 3 - Tetraplegics (Class 1)

This can range from severe reduction of functions in the playing arm affecting the grip, wrist flexion and elbow extension. M triceps may or may not be functional. The grip on the playing arm may be affected or the hand function (wrist muscles) may be functional.

- Spinal cord lesion with complete muscle loss from T7 upwards
- Comparable disabilities

WHEELCHAIR CLASS 2 - Paraplegics

No favourable balance when sitting upright in a wheelchair. Lack of mm abdominals and back muscles to control part of trunk and Fixed lumbar column. Insufficient sitting balance in upright position of trunk. No deliberate trunk movement in sagittal and frontal plane because of missing functional hip or thigh muscles.

- Spinal cord lesion with complete muscle loss from L1 upwards
- Double-sided amputation (thigh at one third of the hip)
- Comparable disabilities

WHEELCHAIR CLASS 1

Minimal functional level is at least deliberate trunk movement in sagittal plane by functional mm abductors or other appliances which hold pelvis in an upright position (ie long leg braces, contractors and spasticity.) All trunk muscles are involved.

- Spinal cord lesion with complete muscle loss from L2 downwards
- Double above knee amputation at one-third of the hip
- One-sided amputation
- Disabilities in the lower part of the body, which prevent participation in sporting activities in a standing position
- Comparable disabilities

STANDING CLASS - above waist disability (disability of one or more upper limbs)

The non-playing arm is not functional during service and playing, caused by loss of muscle strength, loss of range of movement, loss of co-ordination or reduction in arm length:

- Muscle strength in elbow or shoulder is not more than grade 3 on MRC scale (just enough to move against gravity)
- The range of movement in the shoulder is not more than 25% ante-flexion from the anatomical position (arm alongside of the body)
- The range of movement in the elbow is not more than 25% extension from maximum flexion extension loss of 75%
- Lack of co-ordination such as in spastic monoplegia or co-ordination problems in plexus brachialis lesions of severe level
- Amputation through the elbow or above
- Shortening of the arm through the elbow without a functional hand
- Minimum disability class A8, single BE (one arm amputated below the elbow, but through or above the wrist joint)
- Comparable disabilities

* International Badminton Association for Disabled Players

The playing arm has a considerable loss of speed during maximal swing action caused by loss of muscle strength, range of movement or co-ordination problems. The loss of speed must be in the hitting direction.

- Muscle strength is more than grade 4 on the MRC scale in the hitting direction (forehand or backhand) of one of the participating joints
- The range of movement's loss of 30-50% for ante-flexion of the shoulder, extension of the elbow, pronation of the forearm
- Lack of co-ordination such as in spastic monoplegia and athetosis to a slight degree
- Comparable disabilities

STANDING CLASS 2 - below waist disability

At least one leg has to be above knee (AK) amputation

1. Symmetric or asymmetric moderate to severe diplegia, severe spasticity in lower limbs, plus slight spasticity in the less affected side of the body, with a moderate dynamic balance
2. Comparable disabilities.

STANDING CLASS 1 - below waist disability

At least one leg has a loss in forceful push off during jumping, landing and stepping

- stiff ankle, knee or hips
- range of movements
 - * no full extension of knee : 30 degrees loss
 - * no full extension of hip
- muscle strength
 - * not more than grade 3 on MRC scale in plantar flexors of ankle
 - * not more than grade 3 on MRC scale in knee extensors
 - * not more than grade 3 on MRC scale in hip extensors
- and comparable disabilities

A function loss across both legs must be compatible as written for one leg

- in co-ordination in hemiplegia, spastic monoplegia and diplegia
- amputation below knee (BK) single class A4. (BK means below knee but through or above talo-crucial joint.)

Lower limb prosthesis are allowed during competition.

SITTING BADMINTON

All players that have the minimum disability

Note: Lower Extremity Tests include testing of muscles involved in: Hip Flexion and Extension, Hip Abduction and Adduction, Knee Flexion and Extension, Ankle Plantar Flexion and Dorsi Flexion. Points are based on a 0 to 5 scale: 0 to 3 being a non-working muscle, 4 is working with resistance and 5 represents a normal functioning muscle.

LES AUTRES (OTHER LOCOMOTOR DISABILITIES) BASED

The handicap must be permanent (stationary or progressive).

SHORTENING OF ONE LOWER LIMB

At least 7cm difference. (Measurements to be taken from anterior superior iliac spine to medial malleolus on the same side.)

BACK AND TORSO

Severely reduced mobility of a permanent nature and/or as in scoliosis measuring over 60 degrees curve as measured by the Cobb method. X-Ray proof is required.

DWARFS

The maximum height for a dwarf to meet minimum disability is 142 centimetres for males and 136 centimetres for females. The player must exhibit other disabilities besides being of small stature, therefore excluding a pituitary dwarf.

NOTES

1. Competitors with progressive locomotive disabilities eg Multiple Sclerosis, must be classified at the start of each sanctioned competition.
2. Example of conditions not eligible: Down's Syndrome, Mongolism or persons with severely reduced mental capacity, persons with heart, chest, abdominal, skin, ear and eye diseases without locomotor disability.

COMPETING IN A CLASS WITH LESSER DISABILITY

When a player chooses to compete in a class with less disabled players he/she must stay in the same class for that particular competition.

1. COURT AND COURT EQUIPMENT

- 1.1 The court shall be a rectangle laid out with lines 40mm wide as in Diagram A in the laws of badminton.
The following courts shall be used for the disabled:
- 1.1.1 Sitting badminton: the courts for singles and doubles shall be as shown in Diagram F and G respectively.
- 1.1.2 Wheelchair badminton: the courts for singles and doubles shall be as shown in Diagrams H and I respectively.
- 1.1.3 Standing badminton: the courts for singles and doubles shall be as shown in Diagram J.
- 1.4 The posts shall be the following heights from the surface of the court and shall remain vertical when the net is strained as provided in Law 1.10:
- 1.4.1 Sitting badminton: 1.20 metres.
- 1.4.2 Wheelchair badminton: 1.40 metres.
- 1.4.3 Standing badminton: 1.55 metres.
- 1.10 The top of the net from the surface of the court shall be the following heights at the centre of the court and over the side lines for doubles, respectively:
- 1.10.1 Sitting badminton: 1.176 and 1.20 metres.
- 1.10.2 Wheelchair badminton: 1.372 and 1.40 metres.
- 1.10.3 Standing badminton: 1.524 and 1.55 metres.

9. SERVICE

- 9.1 In a correct service:
- 9.1.2 the server and receiver shall stand within diagonally opposite service courts or be within the respective service courts without touching the boundary lines of these service courts;
- 9.1.3 (This Law applies to standing badminton, above body disability only.) In wheelchair badminton: at the start of the service the wheels of both the server and the receiver must be stationary.
- 9.1.5 in standing badminton the whole shuttle shall be below the server's waist at the instant of being hit by the server's racket; in sitting and wheelchair badminton, the whole shuttle shall be below the server's armpit at the instant of being hit by the server's racket;
- 9.7 In doubles for standing badminton the partners may take up any positions which do not unsight the opposing server or receiver and in doubles for sitting and wheelchair badminton, the partners shall be in the adjoining service court.

10. SINGLES

10.1 *Serving and receiving courts*

- 10.1.1 The players shall serve from, and receive in, their respective service courts.

11. DOUBLES

11.4 *Serving and receiving courts for standing badminton*

- 11.4.1 In standing badminton, 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 when that player's side has scored an odd number of points in that game.
- 11.4.2 In standing badminton, 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 when that player's side has scored an odd number of points in that game.
- 11.4.3 In standing badminton, the reverse pattern shall apply to the partners.

11.5 *Serving and receiving courts for sitting badminton*

- 11.5.1 In sitting badminton, the player who serves or receives the service at the start of any game shall serve and receive in the right service court during the game.
- 11.5.2 In sitting badminton, the partner shall serve and receive in the left service court during the game.
- 11.5.3 In sitting badminton, the server shall serve to the diagonally opposite service court when that player's side has not scored or has scored an even number of points.
- 11.5.4 In sitting badminton, the server shall serve to the straight opposite service court when that player's side has scored an odd number of points.

13. FAULTS

13.2.5 In wheelchair badminton, the whole of the wheelchair is considered part of the player's person.

16. CONTINUOUS PLAY

In wheelchair badminton:

16.1 Play shall be continuous from the first service until the match is concluded, except as allowed in Laws 16.2, 16.3, 16.9 and 16.10.

16.9 A player may be allowed to leave the court for an interval not exceeding three minutes during a match in order to catheterise. He/she shall be accompanied by an official.

16.10 A player may be allowed to repair a damaged wheelchair provided it is done in the quickest possible time. If the player has to leave the court, he/she shall be accompanied by an official.

18. LIMITATION OF MOVEMENT

18.1 In wheelchair badminton:

18.1.1 At the moment a player strikes the shuttle some part of the trunk shall be in contact with the seat of the wheelchair.

18.1.2 When the shuttle is in play, the feet shall remain in contact with the footrest. The feet may be fixed to the footrest.

18.1.3 At no time must any part of the feet come in contact with the floor. In particular, a player may not use the feet for braking or for support.

18.1.4 Just before and at the moment that a player strikes the shuttle, the player may not touch the floor with the hands for support.

18.1.5 When the shuttle is in play, a mounted footrest may not touch the floor.

18.2 In sitting badminton, at the moment that a player strikes the shuttle some part of the trunk shall be in contact with the floor.

19. WHEELCHAIR EQUIPMENT

19.1 A player's body may be fixed to the wheelchair with an elastic belt.

19.2 A wheelchair may be equipped with a rear supporting wheel, which may extend beyond the main wheels..

Note: In all diagrams that follow

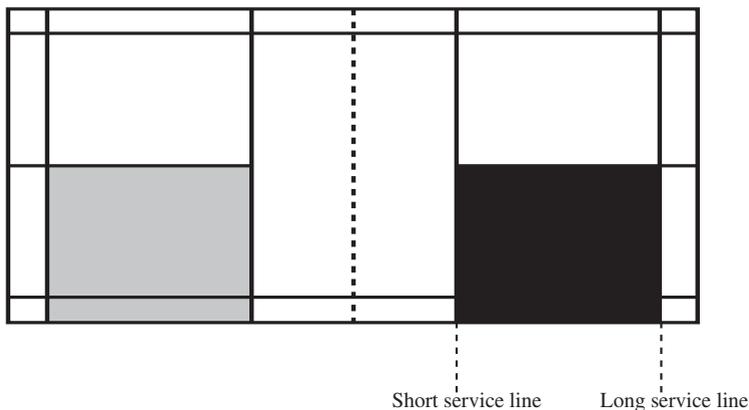


= court area for play and



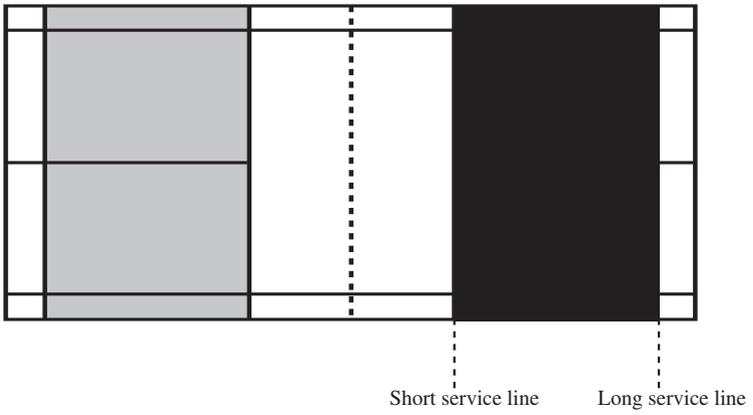
= service area

DIAGRAM F



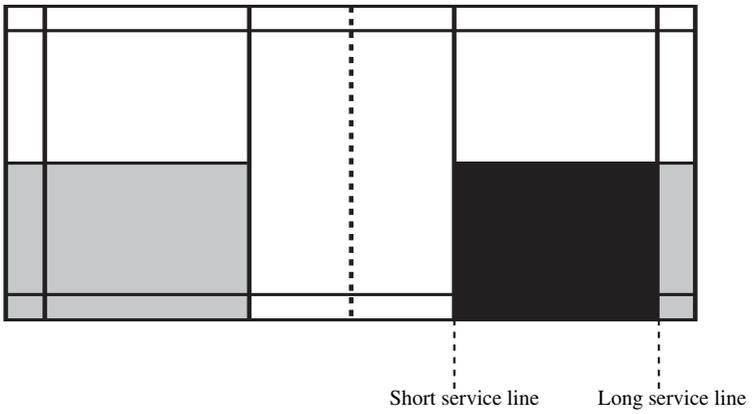
Court and service court for singles for sitting badminton

DIAGRAM G



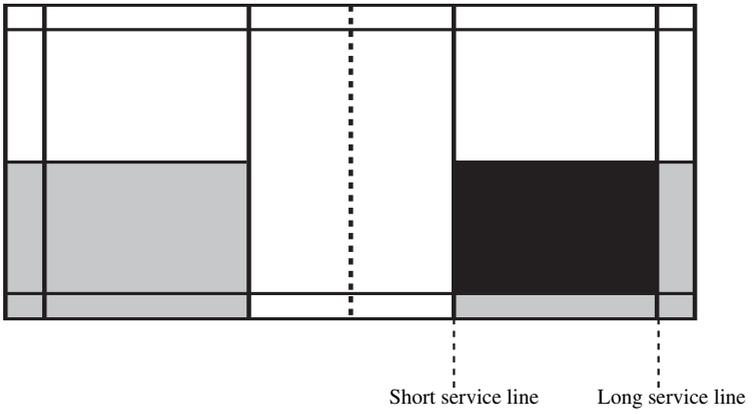
Court and service court for doubles for sitting badminton

DIAGRAM H1



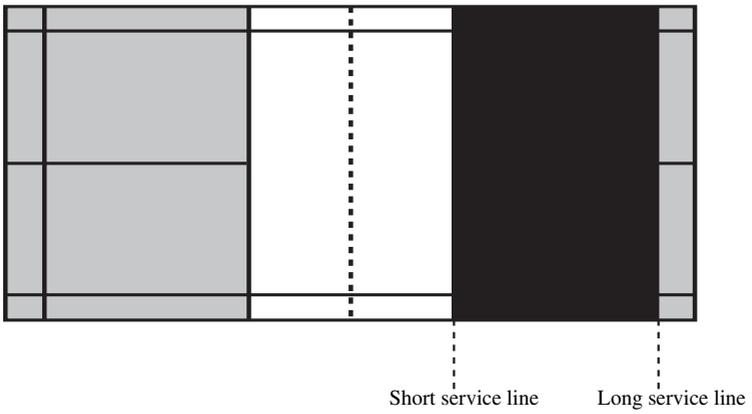
Court and service court for singles wheelchair badminton class 1

DIAGRAM H2



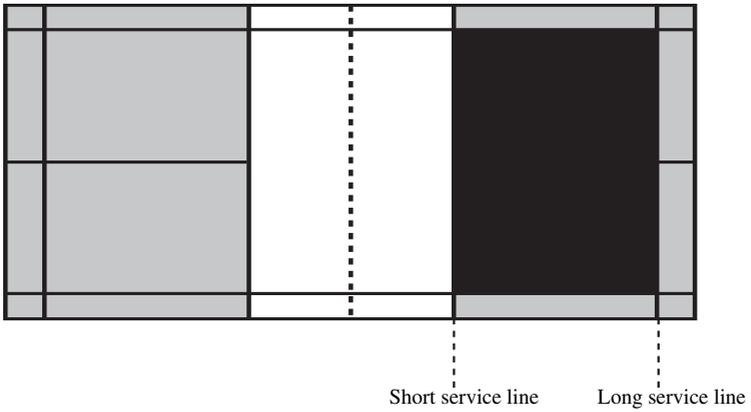
Court and service court for singles wheelchair badminton class 2

DIAGRAM II



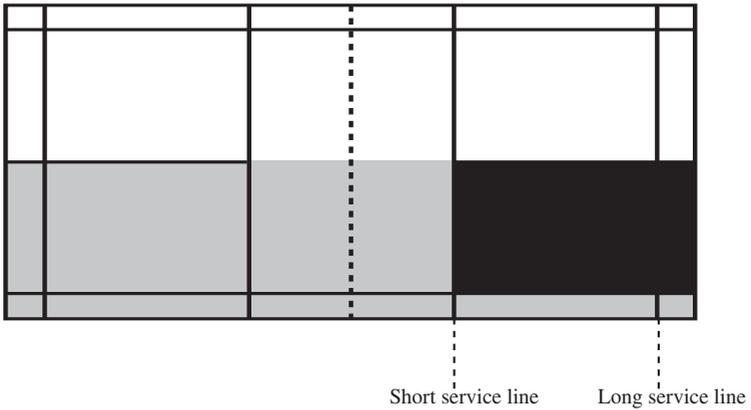
Court and service court for doubles wheelchair badminton class 1

DIAGRAM I2



Court and service court for doubles wheelchair badminton class 2

DIAGRAM J



Court and service court for singles standing badminton handicap lower, above knee

Above body disability courts

Above body disability will play normal court size in accordance with IBF Laws for both singles and doubles

Appendix 6

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:

Millimetres	Inches	Millimetres	Feet	Inches
15	$\frac{3}{8}$	380	1	3
20	$\frac{3}{4}$	420	1	4 $\frac{1}{2}$
25	1	490	1	7 $\frac{1}{2}$
28	1 $\frac{1}{8}$	530	1	9
40	1 $\frac{1}{2}$	570	1	10 $\frac{1}{2}$
58	2 $\frac{1}{4}$	680	2	2 $\frac{3}{4}$
64	2 $\frac{1}{2}$	720	2	4 $\frac{1}{2}$
68	2 $\frac{3}{8}$	760	2	6
70	2 $\frac{3}{4}$	950	3	1 $\frac{1}{2}$
75	3	990	3	3
220	8 $\frac{3}{8}$			
230	9			
280	11			
290	11 $\frac{3}{8}$			
		Metres	Feet	Inches
		1.524	5	
		1.550	5	1
		2.530	8	3 $\frac{3}{4}$
		3.880	12	9
		4.640	15	3
		5.180	17	
		6.100	20	
		13.400	44	

Appendix 7

INDEX TO THE LAWS OF BADMINTON

This index is intended to assist with speedier reference to the Laws. It is not intended to be definitive and the full text of the Laws should always be consulted for certainty.

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Winner	

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 (Law 17.5).
- 2.5 When another official is unsighted, the umpire makes the decision. When no decision can be given, a "let" is called (Law 17.6.6).
- 2.6 The umpire is in charge of the court and its immediate surrounds. The umpire's jurisdiction exists from entering the court before the match until leaving the court after the match.

3. RECOMMENDATIONS TO UMPIRES

- 3.1 Before the match, the umpire shall:
 - 3.1.1 obtain the scoresheet 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; (it is customary for the umpire to delegate the duties in 3.1.3 and 3.1.4 to the service judge, where one is appointed).
 - 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 3) are readily available for the match in order to avoid delays during play; and
 - 3.1.8 check that players' clothing conforms with the relevant Regulations concerning colour, designs, lettering and advertising, and ensure that any violations are rectified. Any decision that clothing was in violation of the Regulations (or was nearly so) should be advised to the Referee or appropriate official before the match or, if this is not possible, immediately after the match.
- 3.2 The calling of 'play' constitutes the start of a match. 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 choices correctly (Law 6);
 - 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 a 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 announce the match using the following announcement and pointing to the right or left at the appropriate words in the announcement.
Tournament: “Ladies and Gentlemen, on my right “X” and on my left “Y”. “X” to serve; love all; play.”
Team Event: “Ladies and Gentlemen, on my right “A”(country name) represented by “X” and on my left “B”(country name) represented by “Y”. “A” to serve; love all; play.”
 In doubles, identify server and receiver by announcing:
Tournament: “..... on my right “W” and “X” and on my left “Y” and “Z”. “X” to serve to “Y”; love all; play.”
Team Event: “..... on my right “A”(country name) represented by “W” and “X” and on my left “B”(country name) 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 the right to continue serving, 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 the 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 “Play” should only be called by the umpire:
 - to indicate that a match or a game is to start, or that a game after changing ends is to continue;
 - to indicate that play is to resume after a break; or
 - to indicate that the umpire is instructing players to resume play.
- 3.3.5 “Fault” should be called when a ‘fault’ occurs, except as follows:
 - a ‘fault’ called by the service judge under Laws 9.1 to 9.3, which should be recognised by calling “Service fault called”;
 - a ‘fault’ occurring under Law 13.2.1, for which the line judge’s call or signal suffices; and
 - ‘faults’ occurring under Laws 13.2.2 or 13.2.3 which should only be called if clarification is needed for players or spectators.
- 3.3.6 “Game point” (or “match point”, where applicable) should be called in each game and for each side on the first occasion that a side reaches 14 or 16 (10 or 12 in women’s singles). These calls should always immediately follow the serving side’s score and precede the receiving side’s score. When the score reaches 14-all (10-all), call on the first occasion only in each game, and before asking if the side wishes to set “14 (10) game point all” or “14 (10) match point all” as appropriate.
- 3.3.7 When scores are first level on game point/match point, ask the receiver ‘Are you setting?’ If the answer is yes, call: ‘Setting to (relevant score)’; (and ‘second server’ – if appropriate). If the answer is no, call: ‘game not set; playing to 15 (11)’. Thereafter call the progressive score until the winning point is scored.
- 3.3.8 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 16.2. After first game call: “First game won by [name(s) of player(s), or team (in a team event)] ... [score]”. After second game call: “Second game won by [name(s) of player(s), or team (in a team event)] ... [score]”. If a game wins the match, call instead:
 “Match won by [name(s) of player(s), or team (in a team event)] ... [scores]”
- 3.3.9 In the interval between first and second game, after 70 seconds have elapsed call: “(Court...) 20 seconds”. Repeat the call.
 In the interval between the first and second game each side may be joined on court by no more than two persons. These persons shall join the side after ends have been changed, and shall leave the court when the umpire calls “...20 seconds”. To start the second game, call: “Second game, love all, play”.

- 3.3.10 If there is to be a third game, call: “One game all” immediately after the call in Recommendation 3.3.8.
 If a five minute interval is being claimed, call:
 “[Court ...] a five minute interval”.
 After three minutes have elapsed, call:
 “[Court ...] two minutes”. Repeat the call.
 After four minutes have elapsed, call:
 “[Court ...] one minute”. Repeat the call.
 To start the third game, call:
 “Final game; love all; play”.
- 3.3.11 In the third game, or in a match of one game, call the score followed by “Change ends” when the leading score reaches 6 or 8, as appropriate (Law 8.1.3). Once the players have changed ends the score should be repeated, followed by “play”.
- 3.3.12 At the end of the match immediately take the completed scoresheet 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 in the absence of a line judge, or if the line judge is unsighted, call:
 “Out” before calling the score when the shuttle lands outside the line: or
 The score when the shuttle lands in; or
 “let” when the umpire is also unsighted.
- 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 (and who also thereby obstructs or distracts an opponent), or throwing a racket into the opponent’s court should be faulted under Law 13.4.3 or 13.4.2 respectively.
- 3.8.2 A player shouting to a partner who is about to hit the shuttle should not necessarily be regarded as distracting the opponents. 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 16.5.2). If necessary, Law 16.7 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, having the shuttle tested if necessary.
- 3.8.6 Law 13.6: 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. However, change of a racket at courtside during a rally is permitted.
- 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 paramedic and the Referee.
 The opposing side must not be put at a disadvantage and Laws 16.4, 16.5, 16.6.1, and 16.7 should be applied appropriately.
 When appropriate, because of injury, illness or other unavoidable hindrance, ask the player: “Are you retiring?” and if the answer is affirmative, call “[name of player/team, as appropriate] retired, match won by.....[name of player/team, as appropriate].....[score]”.
- 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/second server”) and “Play”.

- 3.12 A shuttle whose speed or flight 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 Misconduct between games is treated as misconduct during a game. The umpire announces the decision at the start of the following game.
 - 3.13.3 When the umpire administers a breach of Law 16.4, 16.5 or 16.6 by issuing a warning to the offending side (Law 16.7.1), the umpire calls “Come here” to the offending player and calls: “.....(name of player), warning for misconduct” at the same time raising the right hand **holding a yellow card** above the umpire’s head.

When the umpire administers a breach of Law 16.4, 16.5 or 16.6 by issuing a warning to the offending side, which has been previously warned (Law 16.7.2), the umpire calls “Come here” to the offending player and calls: “.....(name of player), fault for misconduct” at the same time raising the right hand **holding a red card** above the umpire’s head.

When the umpire administers a flagrant or persistent breach of Law 16.4, 16.5 or 16.6 by faulting the offending side (Law 16.7.3) and reporting the offending side immediately to the Referee with a view to disqualification, the umpire calls:

“...[name of player], fault for misconduct” at the same time raising the right hand holding a red card above the umpire’s head, and calling the Referee.

When the Referee decides to disqualify the side, a black card is given to the umpire, who raising the right hand holding the black card above his/her head, announces “...[name of side] disqualified for misconduct”.

- 3.14 If you want assistance from the Referee raise your right hand above your head.



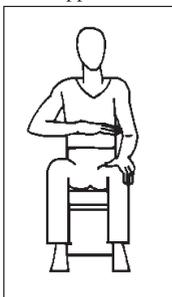
4. GENERAL ADVICE ON UMPIRING

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, apologise 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 them or their remarks.
- 4.6 Motivate your other court officials, eg 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. If not, call ‘fault’ loudly and use the approved hand signal to indicate the type of infringement.
- 5.3 The approved hand signals are:

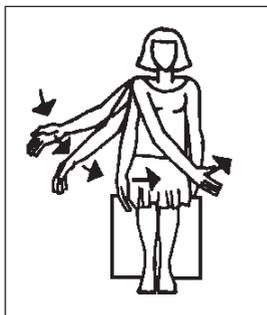
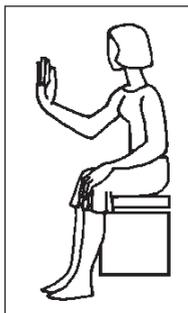


Law 9.1.5

Whole of the shuttle not below the server’s waist at the moment of being struck.

Law 9.1.6

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

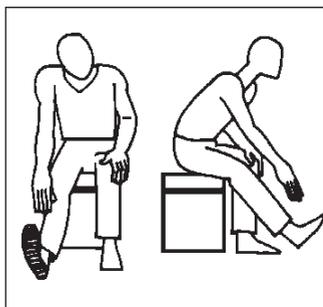


Laws 9.4 and 9.1.7

Once the players have taken their positions, the first forward movement of the server's racket head is the start of the service. The movement of the racket must continue forwards.

Laws 9.1.2 and 9.1.3

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



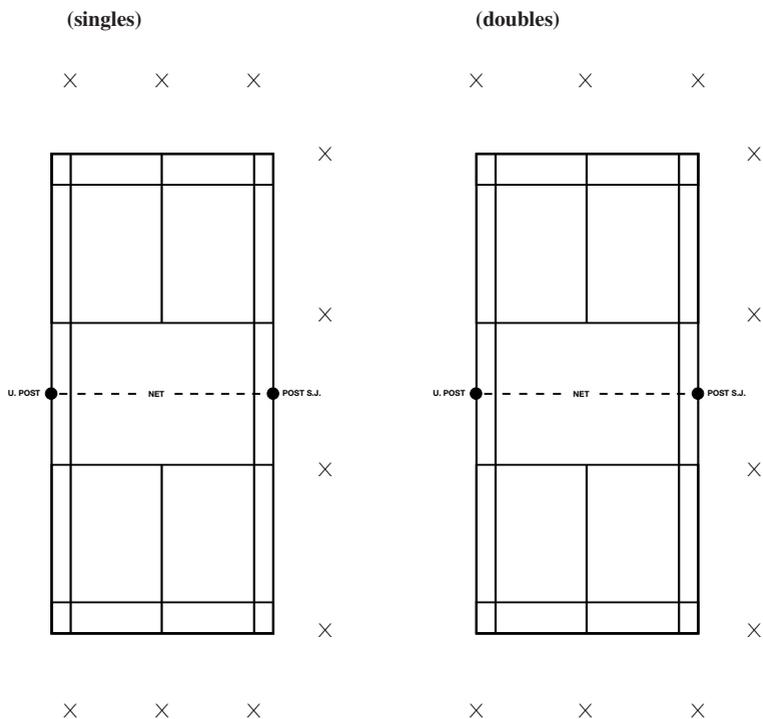
Law 9.1.4

Initial point of contact with the shuttle not on the base of the shuttle.

- 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

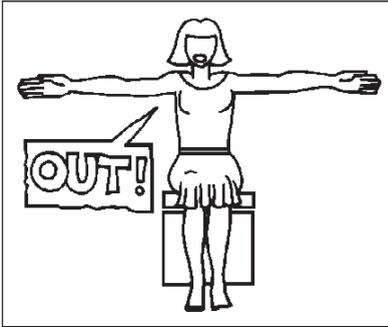
- 6.1 Line judges sit on chairs in prolongation of their lines at the ends and sides of the court and preferably at the side opposite to the umpire. (See diagrams).



X positions of line judges

Where practical, it is recommended that the line judges' positions be 2.5 to 3.5 metres from the court boundaries and, in any arrangement, the line judges' positions be protected from encroachment by any outside influence, eg by photographers.

- 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 lands 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, eg that the shuttle hit a player.

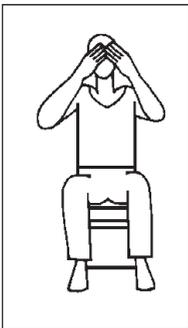
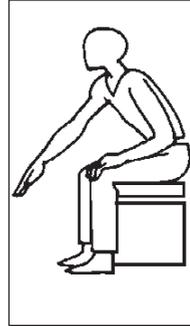


SHUTTLE IS OUT

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 lands 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.