

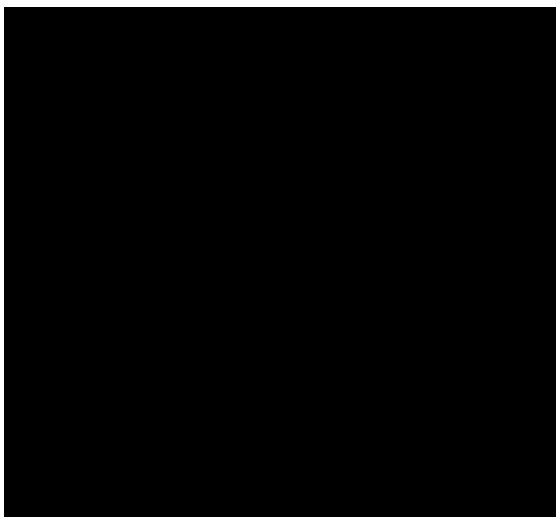
2. SHUTTLE

- 2.1 The shuttle shall be made of natural and / or synthetic materials. From whatever material the shuttle is made, the flight characteristics generally shall be similar to those produced by a natural feathered shuttle with a cork base covered by a thin layer of leather.
- 2.2 **Feathered Shuttle**
- 2.2.1 The shuttle shall have 16 feathers fixed in the base.
- 2.2.2 The feathers shall have a uniform length between 62 mm to 70 mm when measured from the tip to the top of the base.
- 2.2.3 The tips of the feathers shall lie on a circle with a diameter from 58 mm to 68 mm.
- 2.2.4 The feathers shall be fastened firmly with thread or other suitable material.
- 2.2.5 The base shall be 25 mm to 28 mm in diameter and rounded on the bottom.
- 2.2.6 The shuttle shall weigh from 4.74 to 5.50 grams.
- 2.3 **Non-Feathered Shuttle**
- 2.3.1 The skirt, or simulation of feathers in synthetic materials, shall replace natural feathers.
- 2.3.2 The base shall be as described in Law 2.2.5.
- 2.3.3 Measurements and weight shall be as in Laws 2.2.2, 2.2.3 and 2.2.6. 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 shall be acceptable.
- 2.4 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, a player shall 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.

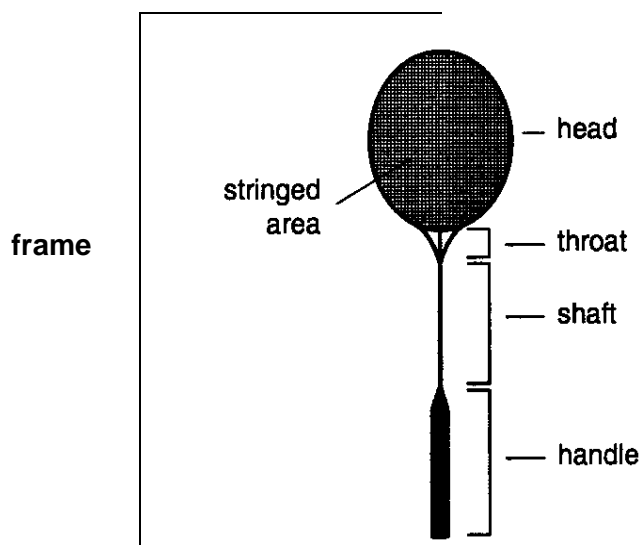
DIAGRAM B



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 a player.
- 4.1.2 The stringed area is the part of the racket with which it is intended that a 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 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; and
- 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:
- 4.2.2.1 the width of the extended stringed area does not exceed 35 mm; and
- 4.2.2.2 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 that 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 on application by any party with a bona fide interest, including any player, technical 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 (Appendix 2 and 3).
- 7.2 A game shall be won by the side which first scores 21 points, except as provided in Law 7.4 and 7.5.
- 7.3 The side winning a rally shall add a point to its score. A side shall win a rally, if the opposing side commits a 'fault' or the shuttle ceases to be in play because it touches the surface of the court inside the opponent's court.
- 7.4 If the score becomes 20-all, the side which gains a two point lead first, shall win that game.
- 7.5 If the score becomes 29-all, the side scoring the 30th point shall win that game.
- 7.6 The side winning a game shall serve 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 at the end of the second game, if there is to be a third game; and
 - 8.1.3 in the third game when a side first scores 11 points.
- 8.2 If the ends are not changed as indicated in Law 8.1, it shall be done so as soon as the mistake is discovered and when 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 the server and the receiver are ready for the service. On completion of the backward movement of server's racket head, any delay in the start of the service (Law 9.2), shall be considered to be an undue delay;
 - 9.1.2 the server and the receiver shall stand within diagonally opposite service courts (Diagram A) without touching the boundary lines of these service courts;
 - 9.1.3 some part of both feet of the server and the receiver shall remain in contact with the surface of the court in a stationary position from the start of the service (Law 9.2) until the service is delivered (Law 9.3);
 - 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. The waist shall be considered to be an imaginary line round the body, level with the lowest part of the server's bottom rib;

- 9.1.6 the shaft of the server's racket at the instant of hitting the shuttle shall be pointing in a downward direction;
- 9.1.7 the movement of the server's racket shall continue forwards from the start of the service (Law 9.2) until the service is delivered (Law 9.3);
- 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 shall land in the receiver's service court (i. e. on or within the boundary lines); and
- 9.1.9 in attempting to serve, the server shall not miss the shuttle.
- 9.2 Once the players are ready for the service, the first forward movement of the server's racket head shall be the start of the service.
- 9.3 Once started (Law 9.2), the service is delivered when the shuttle is hit by the server's racket or, in attempting to serve, the server misses the shuttle.
- 9.4 The server shall not serve before the receiver is ready. However, the receiver shall be considered to have been ready if a return of the service is attempted.
- 9.5 In doubles, during the delivery of service (Law 9.2, 9.3), the partners may take up any positions within their respective courts, which do not obstruct 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 Order of play and position on court

In a rally, the shuttle may be hit by the server and the receiver alternately, from any position on that player's side of the net, until the shuttle ceases to be in play (Law 15).

10.3 Scoring and serving

- 10.3.1 If the server wins a rally (Law 7.3), the server shall score a point. The server shall then serve again from the alternate service court.
- 10.3.2 If the receiver wins a rally (Law 7.3), the receiver shall score a point. The receiver shall then become the new server.

11. DOUBLES

11.1 Serving and receiving courts

- 11.1.1 A player of the serving side shall serve from the right service court when the serving side has not scored or has scored an even number of points in that game.
- 11.1.2 A player of the serving side shall serve from the left service court when the serving side has scored an odd number of points in that game.
- 11.1.3 The player of the receiving side who served last shall stay in the same service court from where he served last. The reverse pattern shall apply to the receiver's partner.
- 11.1.4 The player of the receiving side standing in the diagonally opposite service court to the server shall be the receiver.

- 11.1.5 The players shall not change their respective service courts until they win a point when their side is serving.
- 11.1.6 Service in any turn of serving shall be delivered from the service court corresponding to the serving side's score, except as provided in Laws 12.

11.2 Order of play and position on court

After the service is returned, in a rally, the shuttle may be hit by either player of the serving side and either player of the receiving side alternately, from any position on that player's side of the net, until the shuttle ceases to be in play (Law 15).

11.3 Scoring and serving

- 11.3.1 If the serving side wins a rally (Law 7.3), the serving side shall score a point. The server shall then serve again from the alternate service court.
- 11.3.2 If the receiving side wins a rally (Law 7.3), the receiving side shall score a point. The receiving side shall then become the new serving side.

11.4 Sequence of serving

In any game, the right to serve shall pass consecutively:

- 11.4.1 from the initial server who started the game from the right service court
 - 11.4.2 to the partner of the initial receiver. The service shall be delivered from the left service court.
 - 11.4.3 to the partner of the initial server
 - 11.4.4 to the initial receiver,
 - 11.4.5 to the initial server and so on.
- 11.5 No player shall serve or receive out of turn, or receive two consecutive services in the same game, except as provided in Laws 12.
 - 11.6 Either player of the winning side may serve first in the next game, and either player of the losing side may receive first in the next game.

12. SERVICE COURT ERRORS

- 12.1 A service court error has been made when a player:
 - 12.1.1 has served or received out of turn; or
 - 12.1.2 has served or received from the wrong service court;
- 12.2 If a service court error is discovered, the error shall be corrected and the existing score shall stand.

13. FAULTS

It shall be a fault :

- 13.1 if a service is not correct (Law 9.1);
- 13.2 if, in service, the shuttle:
 - 13.2.1 is caught on the net and remains suspended on its top;
 - 13.2.2 after passing over the net, is caught in the net; or

- 13.2.3 is hit by the receiver's partner;
- 13.3 if in play, the shuttle:
 - 13.3.1 lands outside the boundaries of the court (i. e. not on or within the boundary lines);
 - 13.3.2 passes through or under the net;
 - 13.3.3 fails to pass over the net;
 - 13.3.4 touches the ceiling or side walls;
 - 13.3.5 touches the person or dress of a player;
 - 13.3.6 touches any other object or person outside 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).*
 - 13.3.7 is caught and held on the racket and then slung during the execution of a stroke;
 - 13.3.8 is hit twice in succession by the same player. However, a shuttle hitting the head and the stringed area of the racket in one stroke shall not be a fault ;
 - 13.3.9 is hit by a player and the player's partner successively; or
 - 13.3.10 touches a player's racket and does not travel towards the opponent's court;
- 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 that the striker may follow the shuttle over the net with the racket in the course of a stroke after the initial point of contact with the shuttle is on the striker's side of the net;
 - 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, i.e. prevents an opponent from making a legal stroke where the shuttle is followed over the net;
 - 13.4.5 deliberately distracts an opponent by any action such as shouting or making gestures;
- 13.5 if a player is guilty of flagrant, repeated or persistent offences under Law 16;

14. LETS

- 14.1 Let shall be called by the umpire, or by a player (if there is no umpire), to halt play.
- 14.2 It shall be a let if:
 - 14.2.1 the server serves before the receiver is ready (Law 9.5);
 - 14.2.2 during service, the receiver and the server are both faulted;
 - 14.2.3 after the service is returned, the shuttle is:
 - 14.2.3.1 caught on the net and remains suspended on its top, or
 - 14.2.3.2 after passing over the net is caught in the net;

- 14.2.4 during play, the shuttle disintegrates and the base completely separates from the rest of the shuttle;
 - 14.2.5 in the opinion of the umpire, play is disrupted or a player of the opposing side is distracted by a coach;
 - 14.2.6 a line judge is unsighted and the umpire is unable to make a decision; or
 - 14.2.7 any unforeseen or accidental situation has occurred.
- 14.3 When a let occurs, play since the last service shall not count and the player who served last shall serve again,.

15. SHUTTLE NOT IN PLAY

A shuttle is not in play when:

- 15.1 it strikes the net or post and starts to fall towards the surface of the court on the striker's side of the net;
- 15.2 it hits the surface of the court; or
- 15.3 a fault or a 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:

- 16.2.1 not exceeding 60 seconds during each game when the leading score reaches 11 points; and
- 16.2.2 not exceeding 120 seconds between the first and second game, and between the second and third game 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).

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 or to receive advice.
- 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 Only when the shuttle is not in play (Law 15), shall a player be permitted to receive advice during a match.
- 16.5.2 No player shall leave the court during a match without the umpire's permission, except during the intervals as described in Law 16.2.

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 Administration of breach

- 16.7.1 The umpire shall administer any breach of Law 16.4, 16.5 or 16.6 by:
 - 16.7.1.1 issuing a warning to the offending side;
 - 16.7.1.2 faulting the offending side, if previously warned. Two such faults by a side shall be considered to be a persistent offence; or
- 16.7.2 in cases of flagrant offence, persistent offences or breach of Law 16.2, the umpire shall fault the offending side and report the offending side immediately to the Referee, who shall have the power to disqualify the offending side from the match.

17. OFFICIALS AND APPEALS

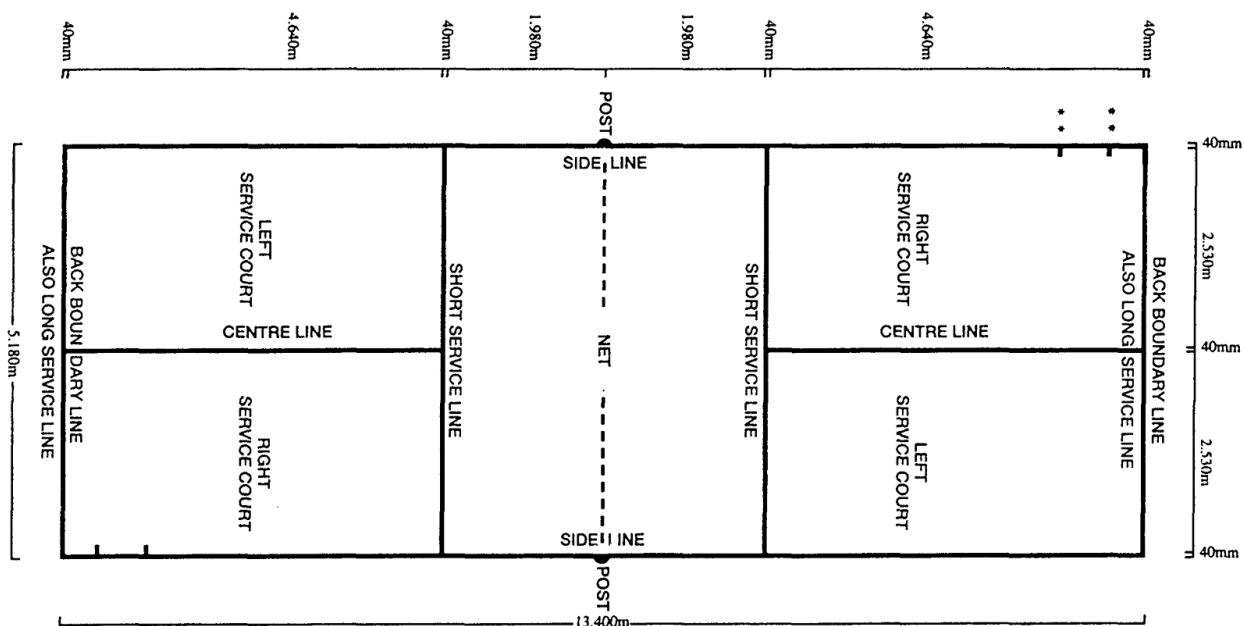
- 17.1 The Referee shall be in overall charge of the tournament or event of which a match forms part.
- 17.2 The umpire, where appointed, shall be in charge of the match, the court and its immediate surrounds. The umpire shall report to the Referee.
- 17.3 The service judge shall call service faults made by the server should they occur (Law 9.1).
- 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 shall be final on all points of fact for which that official is responsible except that if, in the opinion of the umpire, it is beyond reasonable doubt that a line judge has clearly made a wrong call, the umpire shall overrule the decision of the line judge.
- 17.6 An umpire shall:
 - 17.6.1 uphold and enforce the Laws of Badminton and, especially, call a 'fault' or a '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 replace 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 that official's duties or play a 'let';
 - 17.6.7 record and report to the Referee all matters relating to Law 16; and
 - 17.6.8 refer 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 match, before the side that appeals has left the court).

APPENDIX 1

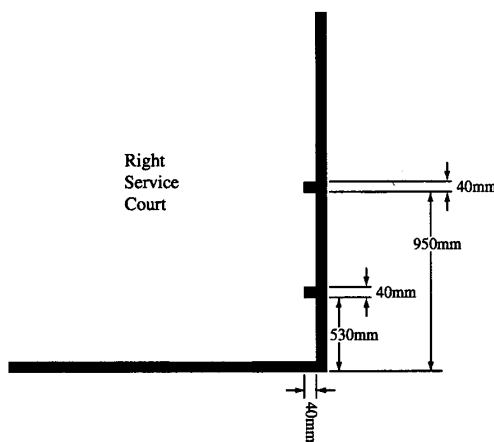
VARIATIONS IN COURT AND EQUIPMENT

1. Where it is not practicable to have posts on the sidelines, some method shall be used to indicate the position of the sidelines where they pass under the net, e.g. by the use of thin posts or strips of material 40 mm wide, fixed to the side lines and rising vertically to the net cord.
2. 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



** 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.
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**OTHER SCORING SYSTEM**

It is permissible to play by prior arrangement, either.

1. one game of 21 points, or
2. the best of 3 games of 15 points in case of doubles and men 's singles and 11 points in case of women 's singles

In case of 1 above, the following variation shall apply to the Laws of Badminton:

8. CHANGE OF ENDS

- 8.1 In a one game match, players shall change ends when a side first scores 11 points.

In case of 2 above, the following variation shall apply to the Laws of Badminton:

7. SCORING SYSTEM

- 7.1 A match shall consist of the best of three games, unless otherwise arranged (Appendix 2 and 3).
- 7.2 In doubles and men 's singles a game shall be won by the side which first scores 15 points, except as provided in Law 7.5.
- 7.3 In women 's singles a game shall be won by the side which first scores 11 points, except as provided in Law 7.5.
- 7.4 Only the serving side on winning a rally shall add a point to its score (Law 10.3 or 11.3). A side shall win a rally, if the opposing side commits a 'fault ' or the shuttle ceases to be in play because it touches the surface of the court inside the opponent 's court.
- 7.5 If the score becomes 14-all (10-all in women 's singles), the side which first scored 14 (10 in women 's singles) points shall exercise the choice in either Law 7.5.1 or 7.5.2:
 - 7.5.1 to continue the game to 15 (11) points, i.e. not to 'set 'the game; or
 - 7.5.2 to 'set 'the game to 17 (13) points.
- 7.6 The side winning a game shall serve 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 at the end of the second game, if there is to be a third game; and
 - 8.1.3 in the third game when a side first scores:

- 8.1.3.1 6 points in a game of 11 points; or
- 8.1.3.2 8 points in a game of 15 points.

- 8.2 If the ends are not changed as indicated in Law 8.1, it shall be done so as soon as the mistake is discovered and when the shuttle is not in play. The existing score shall stand.

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 Order of play and position on court

In a rally, the shuttle may be hit by the server and the receiver alternately, from any position on that player's side of the net, until the shuttle ceases to be in play (Law 15).

10.3 Scoring and serving

- 10.3.1 If the server wins a rally (Law 7.4), the server shall score a point. The server shall then serve again from the alternate service court.
- 10.3.2 If the receiver wins a rally (Law 7.4), the server shall lose the right to continue serving and the receiver shall then become the server, with no point scored by either player.

11. DOUBLES

11.1 Serving and receiving courts

- 11.1.1 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
- 11.1.2 The player who serves or receives 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.
- 11.1.3 The player who serves or receives at the start of any game shall serve from, or receive in, the left service court when that player's side has scored an odd number of points in that game.
- 11.1.4 The reverse pattern shall apply to the partners.
- 11.1.5 The player of the receiving side standing in the diagonally opposite service court to the server shall be the receiver..
- 11.1.6 Service in any turn of serving shall be delivered from alternate service courts, except as provided in Laws 12 and 14.

11.2 Order of play and position on court

After the service is returned, in a rally, the shuttle may be hit by either player of the serving side and either player of the receiving side alternately, from any position on that player's side of the net, until the shuttle ceases to be in play (Law 15).

11.3 Scoring and serving

- 11.3.1 If the serving side wins a rally (Law 7.4), the serving side shall score a point. The server shall then serve again.
- 11.3.2 If the receiving side wins a rally (Law 7.4), the server shall lose the right to continue serving, with no point scored by either side.

11.4 Sequence of serving

In any game, the right to serve shall pass consecutively:

- 11.4.1 from the initial server,
 - 11.4.2 to the initial receiver,
 - 11.4.3 to the partner of the initial receiver,
 - 11.4.4 to the player of the initial receiving side who is standing in the right service court (Law 11.1.2),
 - 11.4.5 to the partner of the player stated in 11.4.4 and so on.
- 11.5 No player shall serve or receive out of turn, or receive two consecutive services in the same game, except as provided in Laws 12 and 14.
 - 11.6 Either player of the winning side may serve first in the next game, and either player of the losing side may receive first in the next game.

12. SERVICE COURT ERRORS

- 12.1 A service court error has been made when a player:
 - 12.1.1 has served or received out of turn; or
 - 12.1.2 has served or received from the wrong service court;
- 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).

16. CONTINUOUS PLAY, MISCONDUCT & PENALTIES**16.3 Intervals:**

- 16.3.1 not exceeding 90 seconds between the first and second game; and
 - 16.3.2 not exceeding 5 minutes between the second and third game shall be allowed in all matches.
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APPENDIX 4**VOCABULARY**

This Appendix lists the standard vocabulary that shall 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), (country name), and on my left, (player name), (country name); or
- 1.1.2 on my right, (player names), (country name), and on my left (player names), (country name)
- 1.1.3 on my right, (country / team name), represented by (player name), and on my left, (country/team name), represented by (player name); or
- 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; or
- 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:

Event	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 Interval ’
- 2.4 Court ... ’(number) 20 seconds ’
- 2.5 ‘.. game point ... ’e.g. 20 game point 6 ’, or 29 game point 28 ’
- 2.6 ‘.. match point ... ’e.g. 20 match point 8 ’, or 29 match point 28 ’
- 2.7 ‘.. game point all ’e.g. 29 game point all ’
- 2.8 First game won by ’(in team event, use name of country / team) ‘... ’(score)
- 2.9 Court ... ’(number) à 2 minute interval ’
- 2.10 Second game ’
- 2.11 ‘.. match point all ’e.g. 29 match point all ’
- 2.12 Second game won by ’(in team event, use name of country / team) ‘... ’(score)
- 2.13 One game all ’
- 2.14 Final Game ’

3. General Communication

- 3.1 Choose your end ’
- 3.2 ‘Are you ready?’
- 3.3 ‘You missed the shuttle during service ’

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- 3.4 Receiver not ready ’
 - 3.5 You attempted the return of service ’
 - 3.6 You must not influence the line judge ’
 - 3.7 Come here ’
 - 3.8 Is the shuttle OK? ’
 - 3.9 Test the shuttle ’
 - 3.10 Change the shuttle ’
 - 3.11 Do not change the shuttle ’
 - 3.12 Play a let ’
 - 3.13 Change ends ’
 - 3.14 You did not change the ends ’
 - 3.15 You served from the wrong service court ’
 - 3.16 You served out of turn ’
 - 3.17 You received out of turn ’
 - 3.18 You must not interfere with the shuttle ’
 - 3.19 The shuttle touched you ’
 - 3.20 You touched the net ’
 - 3.21 You are standing in the wrong service court ’
 - 3.22 You distracted your opponent ’
 - 3.23 Your coach distracted your opponent ’
 - 3.24 You hit the shuttle twice ’
 - 3.25 You slung the shuttle ’
 - 3.26 You invaded your opponent’s court ’
 - 3.27 You obstructed your opponent ’
 - 3.28 ‘Are you retiring?’ ’
 - 3.29 Fault –receiver ’
 - 3.30 Service fault called ’
 - 3.31 Service delayed, play must be continuous ’
 - 3.32 Play is suspended ’
 - 3.33 ‘..... ’(name of player) ‘warning for misconduct ’
 - 3.34 ‘..... ’(name of player) ‘fault for misconduct ’
 - 3.35 Fault ’
 - 3.36 Out ’
 - 3.37 Line judge –signal ’
 - 3.38 Service judge –signal ’
 - 3.39 Correction IN ’
 - 3.40 Correction OUT ’

3.41 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	11	-	Eleven	22	-	Twenty two
1	-	One	12	-	Twelve	23	-	Twenty three
2	-	Two	13	-	Thirteen	24	-	Twenty four
3	-	Three	14	-	Fourteen	25	-	Twenty five
4	-	Four	15	-	Fifteen	26	-	Twenty six
5	-	Five	16	-	Sixteen	27	-	Twenty
6	-	Six	17	-	Seventeen	28	-	seven
7	-	Seven	18	-	Eighteen	29	-	Twenty eight
8	-	Eight	19	-	Nineteen	30	-	Twenty nine
9	-	Nine	20	-	Twenty			Thirty
10	-	Ten	21	-	Twenty one			

APPENDIX 5

(as from 1 August 2004)

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 (see 'Members' section for contact details).

WHEELCHAIR CLASS 1 –BMW 1

Tetraplegic player with lesion above C8 minimal motor losses maybe seen in the playing hand, but these losses are not significant. Slight changes of trunk position are secured by the free hand holding, pushing or propping the wheelchair or thigh. Lower part of the trunk keeps in contact with the back of the seat. Backward movements of the arm are reduced because of missing trunk rotation. Deliberate movements of the wheelchair are mostly disadvantageous.

CPs:

Severe diplegia.

Minimal limitations in control of upper extremities.

Moderate trunk balance disorders.

Severe Spasticity in lower extremities (Spasticity grade scale for muscle tone: 4).

WHEELCHAIR CLASS 2 –BMW 2

Paraplegic Players with the lesion above T12. Slight changes of trunk position are secured by the free hand holding, pushing or propping the wheelchair or thigh. Lower part of the trunk keeps in contact with the back of the seat. Backward movements of the arm are reduced because of missing trunk rotation. Deliberate movements of the wheelchair are mostly disadvantageous.

CPs:

Moderate diplegia.

Moderate disorders in trunk balance.

Moderate spasticity in lower extremities (Spasticity grade scale for muscle tone: 3).

WHEELCHAIR CLASS 3 –BMW 3

Paraplegic Players with the lesion L1 and below.

Minimal disability is lost of muscular power at least 20 points in one or both lower limbs.

Sitting upright, normal arm and trunk movements can be seen. Trunk movements to increase reach are only possible by using free arm to prop, hold or push at wheelchair or thigh. Deliberate movements of the wheelchair are possible. When starting with one hand forward trunk can not lean forward optimally. Lateral movements are not possible without assistance from the free arm.

CPs:

Slight diplegia.

Minimal trunk balance problems.

Slight spasticity in lower extremities.

Cannot play standing.

STANDING BELOW WAIST CLASS 1 –BMSTL 1

Very severe impairments of legs (poor static and dynamic balance)

1. severe polio of both legs

* *International Badminton Association for Disabled Players*

2. single AK plus single BK (below knee amputation)
3. incomplete spinal cord injury of comparable profile
4. severe diplegia
5. severe hemiplegia with playing arm included

STANDING BELOW WAIST CLASS 2 –BMSTL 2

The player is standing and has a reduction of muscular power of at least 20 points in one or both lower limbs or equivalent disability.

Profile - Moderate impairments of the legs

1. one non-functional leg
2. polio on one leg
3. single AK
4. stiff hip and stiff knee (together)
5. hip luxation with visible shortening
6. two moderate legs
7. polio
8. double BK
9. incomplete Spinal Cord Injury (SCI), spina bifida level S1

STANDING BELOW WAIST CLASS 3 –BMSTL 3

The player is standing and has a reduction of muscular power of 10 to 19 points in one or both lower limbs or equivalent disability.

Very mild impairments in legs

single stiff ankle

amputation of forefoot through all metatarsals (minimal 1/3 of foot)

hip subluxation

Restriction movement of one hip or knee or ankle

Polio: loss of at least 10 points in muscles strength in one or both lower extremity

STANDING ABOVE WAIST CLASS 1 –BMSTU 4

Severe impairments of non-playing arm

Minimal disability: loss of 50 points

or

Single AE (Above or through elbow joint amputation)

Brachial plexus lesion with paralysis of the whole arm

Shortening of the arm through the elbow without a functional hand.

And comparable disabilities

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 not 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 ̀ loss of 30-50% for ante-flexion of the shoulder, extension of the elbow, pronation of the forearm.
- In co-ordination as in spastic monoplegia and athetosis a slight degree.
- And comparable disabilities.

STANDING ABOVE WAIST CLASS 2 –BMSTU 5

Minimal disability: loss of 30 points

or Severe to moderate impairment of NON-PLAYING ARM

single BE (below elbow but through or above wrist joint)

brachial plexus lesion with some residual functions

dysmelia or similar disabilities comparable with single BE

THE PLAYING ARM

Very mild impairment of playing arm

finger amputation/dysmelia with functional grip
stiff wrist with functional grip
weakness of the hand or joints of the arm
Comparable impairment profile

LES AUTRES (OTHER LOCOMOTOR DISABILITIES) BASED

The handicap must be permanent (Stationary or Progressive).

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 necessary.

DWARFS

The maximum height for a dwarf to meet minimum disability is 142 centimeters for male and 136 centimeters for female. The athlete must exhibit other disabilities besides being of small stature therefore excluding a pituitary dwarf.

NOTES

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

COMPETING IN A CLASS WITH LESSER DISABILITY

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

BADMINTON FOR DISABLED PEOPLE: AMENDMENTS TO LAWS OF BADMINTON

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 Wheelchair badminton: the courts for singles and doubles shall be as shown in Diagrams F, G, H and I, respectively.
- 1.1.2 Standing badminton (below waist classes 1 and 2): the court for singles 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 Wheelchair badminton: 1.40 metres.
- 1.4.2 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 Wheelchair badminton: 1.372 and 1.40 metres.
- 1.10.2 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 their respective courts which do not sight 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

11.1 Serving and receiving courts for standing badminton

- 11.1.1 In standing Badminton, a player of the serving side shall serve from the right service court at the start of the game or when the serving side has not scored or has scored an even number of points in that game.
- 11.1.2 In standing Badminton, a player of the serving side shall serve from the left service court when the serving side has scored an odd number of points in that game.
- 11.1.3 In standing Badminton, the reverse pattern shall apply to the partners.

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 when the shuttle is in play may any part of the feet come into 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.

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.
-



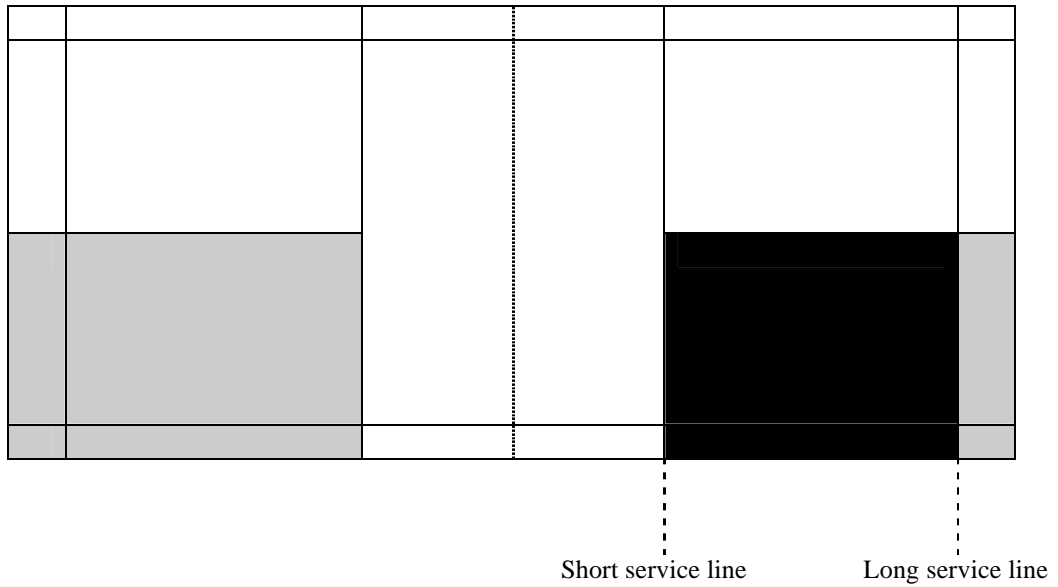
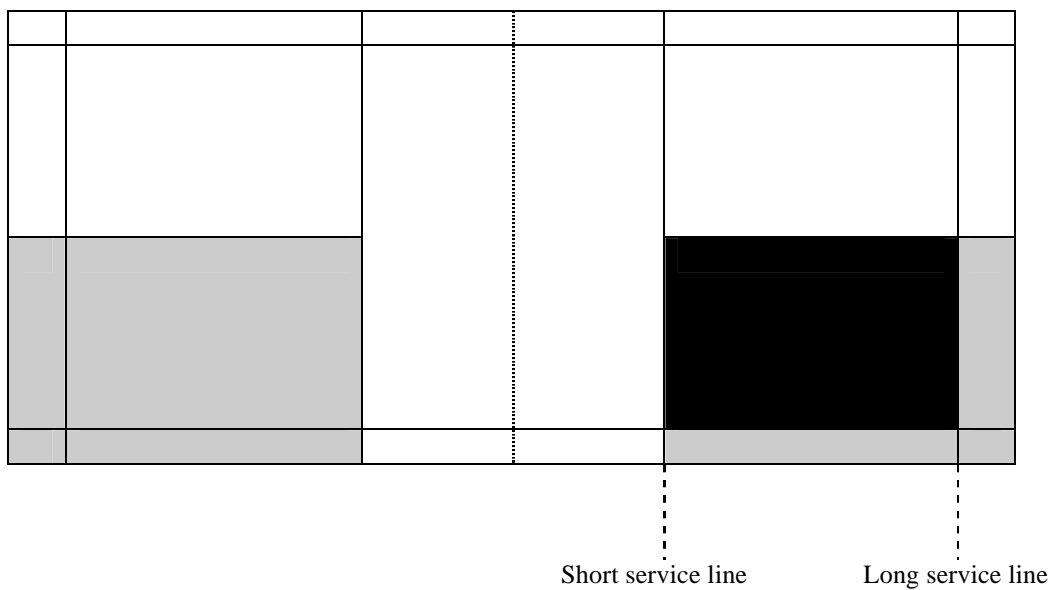
Note: In all diagrams that follow  = court area for play and  = service area

DIAGRAM F



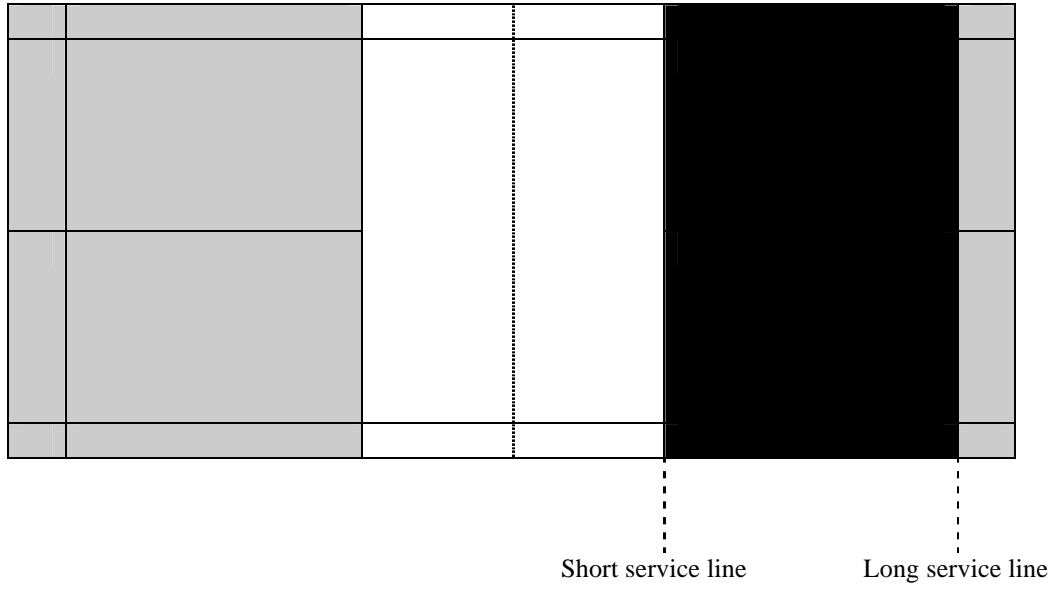
Court and service court for singles badminton wheelchair class 3 –BMW3

DIAGRAM G



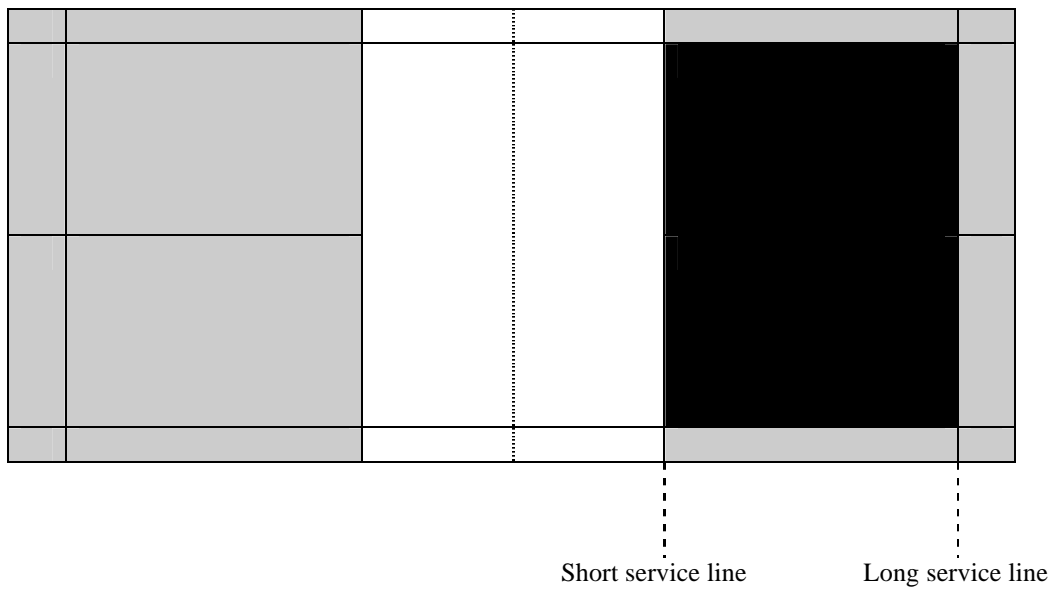
Court and service court for singles badminton wheelchair classes 1 & 2 –BMW 1 & 2

DIAGRAM H



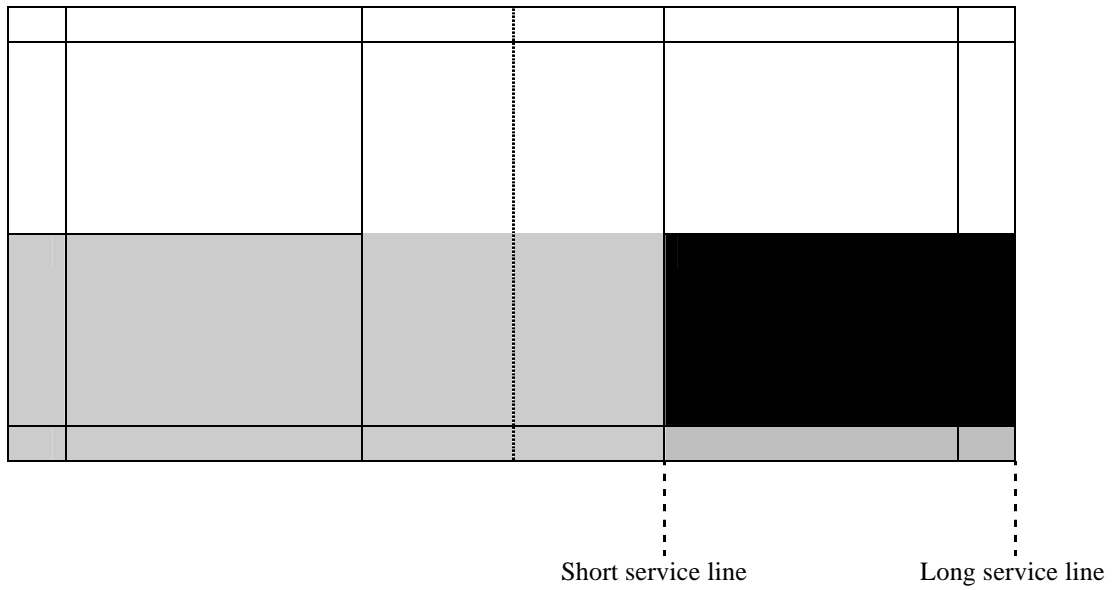
Court and service court for doubles badminton wheelchair class 3 –BMW3

DIAGRAM I



Court and service court for doubles badminton wheelchair classes 1 & 2 –BMW 1 & 2

DIAGRAM J



Court and service court for singles standing badminton below waist classes 1 & 2

Standing Below Waist Class 3 and Above Waist disability courts

Such disabilities 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
15	$\frac{5}{8}$
20	$\frac{3}{4}$
25	1
28	$1\frac{1}{8}$
40	$1\frac{1}{2}$
58	$2\frac{1}{4}$
64	$2\frac{1}{2}$
68	$2\frac{5}{8}$
70	$2\frac{3}{4}$
75	3
220	$8\frac{5}{8}$
230	9
280	11
290	$11\frac{3}{8}$

Millimetres	Feet	Inches
380	1	3
420	1	$4\frac{1}{2}$
490	1	$7\frac{1}{2}$
530	1	9
570	1	$10\frac{1}{2}$
680	2	$2\frac{3}{4}$
720	2	$4\frac{1}{2}$
760	2	6
950	3	$1\frac{1}{2}$
990	3	3
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.

THE INDEX IS BEING COMPILED.

RECOMMENDATIONS TO TECHNICAL OFFICIALS

1. INTRODUCTION

- 1.1 The Recommendations to technical 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 technical officials shall remember that the game is for the players.

2. OFFICIALS AND THEIR DECISIONS

- 2.1 An umpire shall report to and acts under the authority of the Referee (Law 17.2) (or the responsible official in the absence of a Referee).
- 2.2 A service judge shall normally be appointed by the Referee but can be replaced by the Referee or by the umpire in consultation with each other (Law 17.6.4).
- 2.3 Line judges shall normally be appointed by the Referee, but a line judge can be replaced by the Referee or by the umpire in consultation with each other (Law 17.6.4).
- 2.4 An official's decision shall be final on all points of fact for which that official is responsible except that if, in the opinion of the umpire, it is beyond reasonable doubt that a line judge has clearly made a wrong call, the umpire shall overrule the decision of the line judge (Law 17.5). If, in the opinion of the umpire, the line judge needs to be replaced, the umpire shall call the Referee (Law 17.6.4, Recommendation 2.3).
- 2.5 When another official is unsighted, the umpire shall make the decision. When no decision can be given, a let shall be called (Law 17.6.6).
- 2.6 The umpire shall be in charge of the court and its immediate surrounds. The umpire's jurisdiction shall exist from entering the court before the match until leaving the court after the match (Law 17.2).

3. RECOMMENDATIONS TO UMPIRES

- 3.1 **Before the match**, the umpire shall:
 - 3.1.1 obtain the score-sheet 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 doubles side lines (Law 1.5);
 - 3.1.4 check the net for the height and ensure that there are no gaps between the ends of the net and the net posts;
 - 3.1.5 ascertain whether there are any bye-laws regarding the shuttle hitting an obstruction;
 - 3.1.6 ensure that the service judge and the 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) is readily available for the match in order to avoid delays during play;

(It is customary for the umpire to delegate the duties specified in Recommendations 3.1.3, 3.1.4 and 3.1.7 to the service judge, where one is appointed);

- 3.1.8 check that the players' clothing conforms to the relevant Regulations concerning colour, designs, lettering and advertising, and ensure that any violations are rectified. Any decision that the clothing was in violation of the Regulations (or was nearly so) shall be advised to the Referee or appropriate official before the match or, if this is not possible, immediately after the match;
- 3.1.9 carry out the toss fairly and ensure that the winning side and the losing side exercise their choices correctly (Law 6). Note the choices of the ends;
- 3.1.10 note, in the case of doubles, the names of the players starting in the right service court. Similar notes shall 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);
- 3.2 **To start the match**, the umpire shall announce the match using the appropriate announcement from the following and point to the right or to the left at the appropriate words in the announcement. (W, X, Y, Z being names of the players and A, B, C, D being names of the countries represented.)

Singles

Tournament

‘Ladies and Gentlemen; on my right, X, A ; and on my left, Y, B : X 'to serve; love all; play.’

Team event

‘Ladies and Gentlemen; on my right, A ; represented by X ; and on my left, B ; represented by Y : A 'to serve; love all; play.’

Doubles

Tournament

‘Ladies and Gentlemen; on my right, W, A 'and X, B ; and on my left, Y, C 'and Z, D : X 'to serve to Y ; love all; play.’

If doubles partners represent the same country, announce the country name after announcing both players' names. e. g. W and X, A '

Team event

‘Ladies and Gentlemen; on my right, A ; represented by W 'and X ; and on my left, B ; represented by Y 'and Z : A 'to serve; X 'to Y ; love all; play.’

The calling of ‘Play’ constitutes the start of a match.

3.3 **During the match**

3.3.1 The umpire shall:

- 3.3.1.1 use the standard vocabulary in Appendix 4 of the Laws of Badminton;
- 3.3.1.2 record and call the score. Always call the server's score first;
- 3.3.1.3 during the service, if a service judge is appointed, especially watch the receiver. The Umpire may also call service fault, if necessary;
- 3.3.1.4 if possible, keep aware of the status of any scoring device; and
- 3.3.1.5 raise the right hand above the umpire's head, if assistance is needed from the Referee.

3.3.2 When a side loses a rally and thereby the right to continue serving (Law 10.3.2, 11.3.2), call ‘Service over’

followed by the score in favour of the new serving side; if necessary, at the same time pointing the appropriate hand towards the new server and the correct service court.

- 3.3.3 “Play” shall only be called by the umpire:
- 3.3.3.1 to indicate that a match or a game is to start or that a game after interval or after changing the ends is to continue;
 - 3.3.3.2 to indicate that play is to resume after a break; or
 - 3.3.3.3 to indicate that the umpire is instructing players to resume play.
- 3.3.4 “Fault” shall be called by the umpire when a fault occurs, except as follows:
- 3.3.4.1 a fault of the server (Law 9.1) called by the service judge under Laws 13.1 shall be acknowledged by the umpire by calling “Service fault called”. The umpire shall call a fault of the receiver by calling “Fault receiver”;
 - 3.3.4.2 a fault occurring under Law 13.3.1, for which the line judge’s call and signal suffices (Recommendation 6.2); and
 - 3.3.4.3 faults occurring under Laws 13.2.1, 13.2.2, 13.3.2 or 13.3.3 which shall only be called if clarification is needed for the players or the spectators.
- 3.3.5 During each game when the leading score reaches 11 points, call “Service over”, where appropriate, followed by the score immediately after the rally scoring the 11th point has ended followed by “Interval”, regardless of applause. This constitutes the start of interval allowed under Law 16.2.1. During each interval, the service judge, where appointed, shall ensure that the court is mopped during the interval.
- 3.3.6 In the interval during the games when the leading score reaches 11 points (Law 16.2.1), after 40 seconds have elapsed, call:
“[Court ...], 20 seconds”. Repeat the call.

In the intervals (Law 16.2.1) during the first and second game, and in the third game after the players have changed the ends, each side may be joined on the court by not more than two persons.. These persons shall leave the court when the umpire calls “... 20 seconds”.

To start the game after the interval, repeat the score followed by “Play”.

If the players do not claim the interval under Law 16.2.1, play in that game shall proceed without an interval.

3.3.7 Extended game:

- 3.3.7.1 When leading side reaches 20 points, in each game, call “Game point” or “Match point”, as applicable.
 - 3.3.7.2 If a side reaches 29 points, in each game and for each side, call “Game point” or “Match point”, as applicable.
 - 3.3.7.3 The calls in Recommendation 3.3.7.1 and 3.3.7.2 shall always immediately follow the server’s score and precede the receiver’s score.
- 3.3.8 At the end of each game, “Game” must always be called immediately after the conclusive rally has ended, regardless of applause. Where appropriate this constitutes the start of any interval allowed under Law 16.2.2.

After the first game ends, call:

“First game won by [name(s) of player(s), or team (in a team event)] [score]”.

After the second game ends, call:

“Second game won by [name(s) of player(s), or team (in a team event)] [score]; One game all”.

At the end of each game, the service judge, where appointed, shall ensure that the court is mopped during the interval and place the interval board, if provided, at the centre below the net.

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 intervals between the first and second game and between the second and third game (Law 16.2.2), after 100 seconds have elapsed, call:

{[Court ...] 20 seconds”. Repeat the call.

In the intervals (Law 16.2.2) between two games each side may be joined on the court by no more than two persons. These persons shall join the side after the players have changed the ends, and shall leave the court when the umpire calls “... 20 seconds”.

- 3.3.10 To start the second game, call:
‘Second game; love all; play’.

If there is to be a third game, 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 ‘Service over’, where appropriate, followed by the score, followed by ‘Interval; change ends’ when the leading score reaches 11 points (Law 8.1.3). To start the game after the interval,, repeat the score, followed by ‘Play’.

- 3.3.12 After the end of the match immediately take the completed score-sheet to the Referee.

3.4 **Line calls**

- 3.4.1 The umpire shall 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 shall be entirely responsible for the decision except Recommendation 3.4.2 below.

- 3.4.2 If, in the opinion of the umpire, it is beyond reasonable doubt, a line judge has clearly made a wrong call, the umpire shall call:

3.4.2.1 ‘Correction, IN’, if the shuttle has landed ‘in’; or

3.4.2.2 ‘Correction, OUT’, if the shuttle has landed ‘but’.

- 3.4.3 In the absence of a line judge or if the line judge is unsighted, the umpire shall immediately call:

3.4.3.1 ‘Out’ before calling the score when the shuttle lands outside the line; or

3.4.3.2 the score, when the shuttle lands in; or

3.4.3.3 ‘Let’ when the umpire is also unsighted.

3.5 **During the match**, the following situations shall be watched for and dealt with as detailed.

- 3.5.1 A player throwing a racket into the opponent’s court or sliding under the net (and who also thereby obstructs or distracts an opponent), shall be faulted under Law 13.4.2 or 13.4.3 respectively.

- 3.5.2 A shuttle invading from an adjacent court shall not automatically be considered a ‘let’. A ‘let’ shall not be called if, in the opinion of the umpire, such invasion:

3.5.2.1 has gone unnoticed by the players; or

3.5.2.2 has not obstructed or distracted the players.

- 3.5.3 A player shouting to a partner who is about to hit the shuttle shall not necessarily be regarded as distracting the opponents. Calling ‘no shot’, ‘fault’, etc. shall be considered as distraction (Law 13.4.5).

3.5.4 Players leaving the court

3.5.4.1 Ensure that the players do not leave the court without the umpire’s permission except during the intervals as described in Law 16.2. (Law 16.5.2)

3.5.4.2 Any 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 shall be applied. However, change of a racket at courtside during a rally is permitted.

3.5.4.3 During the game, if play is not held up, the players may be allowed to have a quick towel and / or drink at the discretion of the umpire.

3.5.4.4 If the court needs to be mopped, the players shall be within the court before the mopping is over.

3.5.5 Delays and suspension

Ensure that the players do not deliberately cause any delay in, or suspension of play (Law 16.4). Any unnecessary walk around the court shall be prevented. If necessary, Law 16.7 shall be applied.

3.5.6 Coaching from off the court

3.5.6.1 Coaching from off the court (Law 16.5.1) in any form while the shuttle is in play shall be prevented.

3.5.6.2 Ensure that:

- the coaches are seated in the designated seats and do not stand court-side during the match except during the permitted intervals; (Law 16.2)
- there is no distraction or disruption to play by any coach.

3.5.6.3 If, in the opinion of the umpire, play is disrupted or a player of the opposing side is distracted by a coach, a ‘let’ shall be called. The Referee shall be called immediately. The Referee shall issue a warning to the coach concerned;

3.5.6.4 If there is second recurrence of such incident, the Referee may ask the coach to be removed from the arena floor, if necessary.

3.5.7 Change of shuttle

3.5.7.1 Changing the shuttle during the match shall not be unfair. The umpire shall decide if the shuttle needs to be changed.

3.5.7.2 A shuttle whose speed or flight has been interfered with shall be discarded and Law 16.7 applied, if necessary.

3.5.8 Injury or sickness during a match

3.5.8.1 Injury or sickness during a match should be handled carefully and flexibly. The umpire must determine the severity of the problem as quickly as possible. The Referee shall be called on the court, if necessary.

3.5.8.2 The Referee shall decide on whether a medical official or any other persons are required on court. The medical official should examine the player and advise the player about the severity of the injury or sickness. If there is bleeding, the game should be delayed until the bleeding stops or the wound is suitably protected.

3.5.8.3 The Referee should advise the umpire of the time that may be required for the player to resume play. The Umpire shall monitor the elapsed time.

3.5.8.4 The Umpire shall ensure that the opposing side is not put at a disadvantage. Laws 16.4, 16.5, 16.6.1, and 16.7 shall be applied appropriately.

3.5.8.5 When appropriate, when there is 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(s) / team, as appropriate] ... [score]”.

3.6 Suspension of play

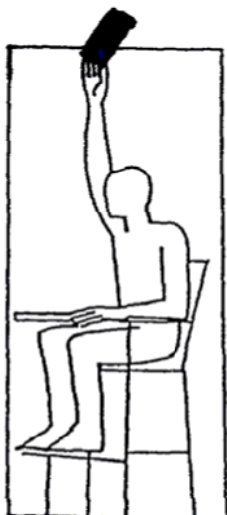
If play has to be suspended, call:

“Play is suspended”

and record the score, server, receiver, correct service courts and ends. When play resumes, note the duration of suspension, ensure that the players have taken the correct positions and call:

“Are you ready?”

call the score and “Play”.

3.7 Misconduct

3.7.1 Record and report to the Referee any incident of misconduct and the action taken.

3.7.2 Misconduct between games is treated as misconduct during a game. The umpire announces the decision at the start of the following game. The appropriate call in Recommendation 3.3.10 shall follow with the appropriate call in either of Recommendations 3.7.3 to 3.7.5. Thereafter, call “Service over”, where appropriate followed by the score.

3.7.3 When the umpire has to administer a breach of Law 16.4, 16.5 or 16.6 by issuing a warning to the offending side (Law 16.7.1.1), call “Come here” to the offending player and call:

“... [name of player], warning for misconduct”

at the same time raising the right hand **holding a yellow card** above the umpire’s head.

3.7.4 When the umpire has to administer a breach of Law 16.4, 16.5 or 16.6 by faulting the offending side, which has been previously warned (Law 16.7.1.2), call “Come here” to the offending player and call:

“... [name of player], fault for misconduct”

at the same time raising the right hand **holding a red card** above the umpire’s head.

3.7.5 When the umpire has to administer a flagrant or persistent breach of Law 16.4, 16.5 or 16.6 or breach of Law 16.2 by faulting the offending side (Law 16.7.2) and reporting the offending side immediately to the Referee with a view to disqualification, call “Come here” to the offending player and call:

“... [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.

3.7.6 When the Referee decides to disqualify the offending side, a black card is given to the umpire. The umpire shall call “Come here” to the offending player and call:

“... [name of side] disqualified for misconduct”.

at the same time raising the right hand **holding a black card** above the umpire’s head.

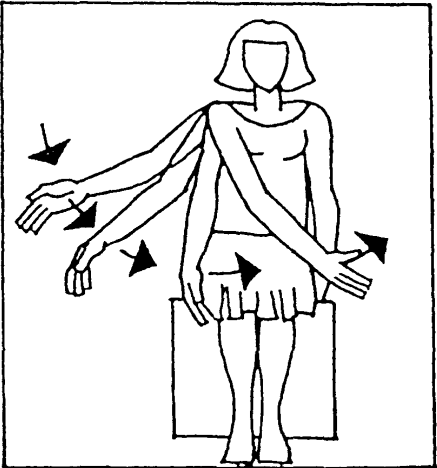
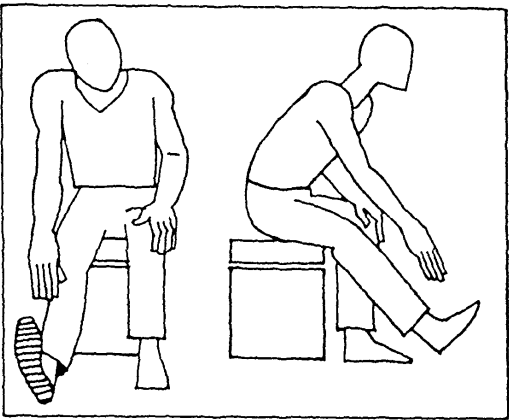
4. GENERAL ADVICE ON UMPIRING

This section gives general advice which shall be followed by the Umpires.

- 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 Make all announcements and calling of the score distinctly and loudly enough to be heard clearly by players and the spectators.
- 4.4 Do not call a 'fault' and allow the game to proceed, if a doubt arises in your mind as to whether an infringement of the Laws has occurred or not.
- 4.5 Never ask the spectators nor be influenced by them or their remarks.
- 4.6 Motivate your other technical officials, e.g. by discreetly acknowledging the decisions of line judges and establishing a working relationship with them.

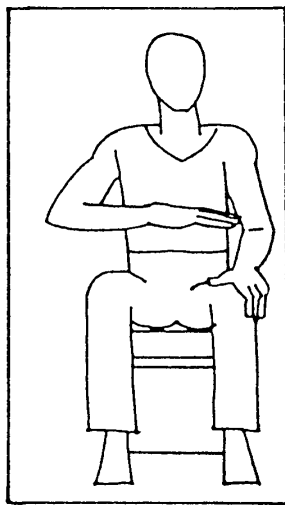
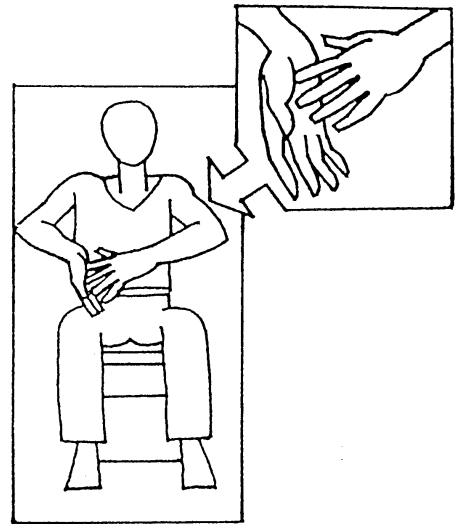
5. INSTRUCTIONS TO SERVICE JUDGES

- 5.1 The service judge shall sit on a low chair by the post, preferably opposite the umpire.
- 5.2 The service judge is responsible for judging that the server delivers a correct service (Law 9.1). If not, call 'Fault' loudly and use the approved hand signal to indicate the type of infringement.
- 5.3 The approved hand signals are:

<p>Law 9.1.1 <i>neither side shall cause undue delay to the delivery of the service once the server and the receiver are ready for the service.</i></p> <p>Law 9.1.7 <i>Once the players are ready for service, the first forward movement of the server's racket head is the start of the service. The movement of the racket must continue forwards.</i></p>	
	<p>Laws 9.1.2 and 9.1.3 <i>Some part of both feet not in the service court and in a stationary position until the service is delivered.</i></p>

Law 9.1.4

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

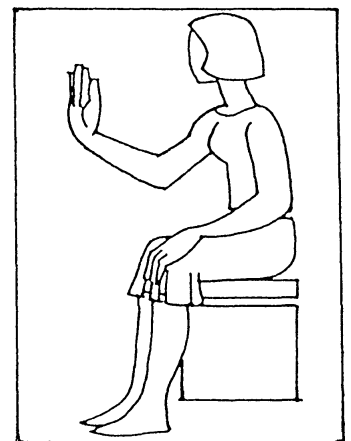


Law 9.1.5

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

Law 9.1.6

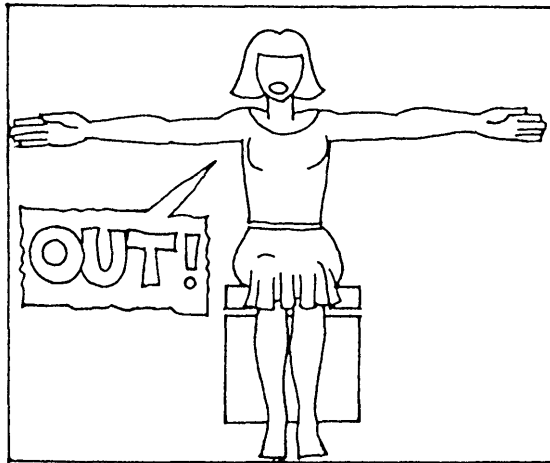
At the instant of hitting the shuttle, the shaft of the racket not pointing in a downward direction.



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 The line judges shall 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).
- 6.2 A line judge shall be entirely responsible for the line(s) assigned except that the umpire shall overrule the call of the line judge, if beyond reasonable doubt, in the opinion of the umpire, a line judge has clearly made a wrong call.
- 6.2.1 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.
- 6.2.2 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 shall always be made, and no anticipation made of umpiring decisions, e.g. that the shuttle hit a player.
- 6.6 The approved hand signals are:

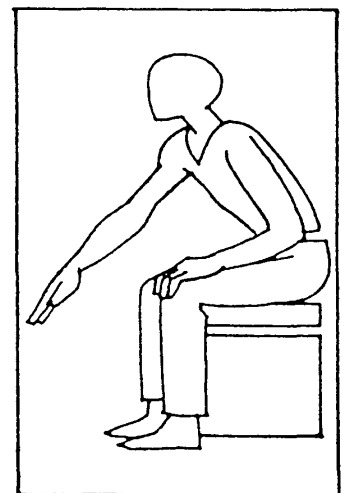


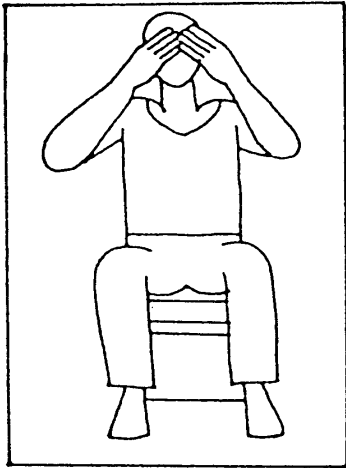
SHUTTLE IS OUT

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

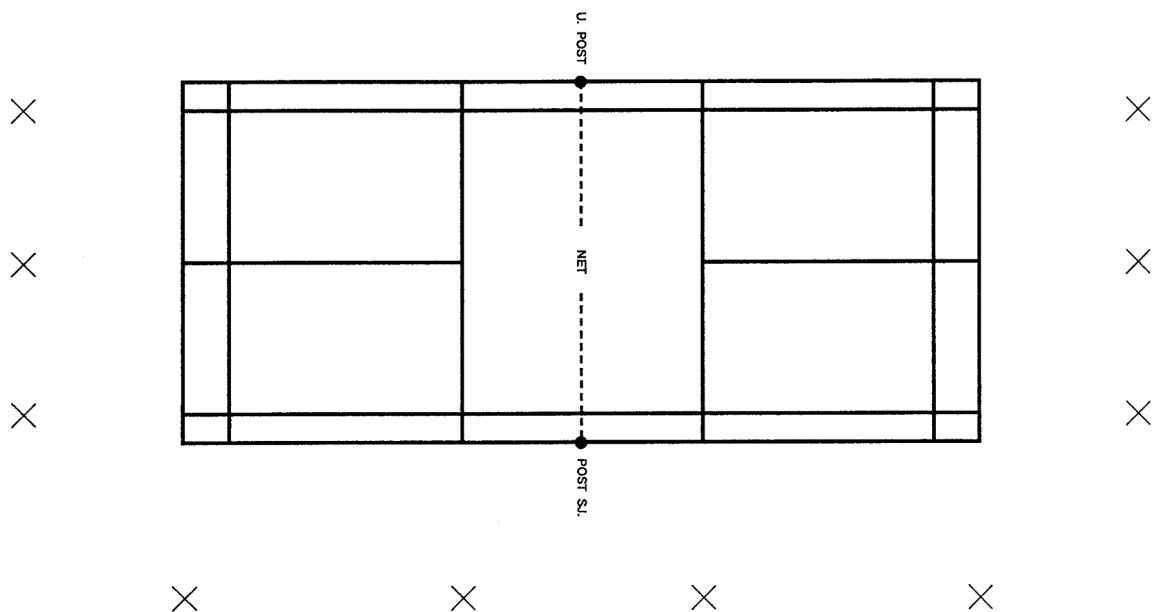
If unsighted, inform the umpire immediately by holding your hands to cover your eyes.

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, e.g. by photographers.

X indicates the positions of the line judges

Singles



Doubles

