

# INITIAL TRAINING COURSE FOR UMPIRES

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## SECTION A

### THE LAWS OF BADMINTON

#### DEFINITIONS

<b>Player</b>	Any person playing badminton
<b>Match</b>	The basic contest in Badminton between opposing sides each of one or two players.
<b>Singles</b>	A match where there is one player on each of the opposing sides.
<b>Doubles</b>	A match where there are two players on each of the opposing sides.
<b>Serving side</b>	The side having the right to serve.
<b>Receiving side</b>	The side opposing the serving side.
<b>Rally</b>	A sequence of one or more strokes starting with the service, until the shuttle ceases to be in play.
<b>Stroke</b>	A movement of the player's racket with an intention to hit the shuttle.

#### 1. COURT AND COURT EQUIPMENT

- 1.1 The court shall be a rectangle marked out with lines 40mm wide as shown in Diagram A.
- 1.2 The lines marking out the court shall be easily distinguishable and preferably be coloured white or yellow.
- 1.3 All the lines shall 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.
- 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. The posts or its supports shall not extend into the court beyond the side lines.
- 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 tape doubled over a cord or cable running through the tape. This tape shall 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 at the ends shall be tied to the posts.

#### 2. SHUTTLE

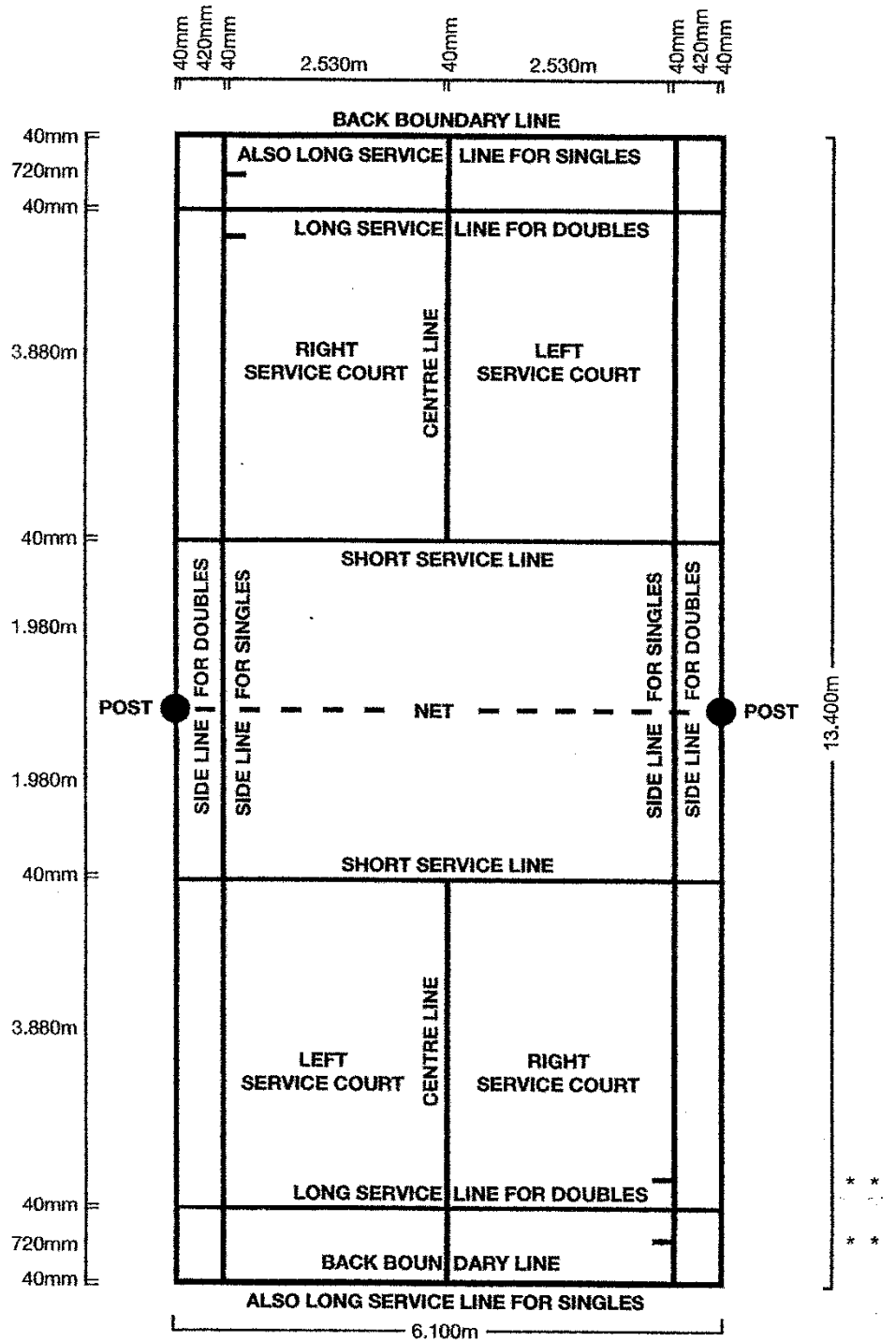
- 2.1 The shuttle shall be made of natural and/or synthetic materials. From whatever material the shuttle is made, the flight characteristics generally shall be similar to those produced by a natural feathered shuttle with a cork base covered by a thin layer of leather.
- 2.2 **Feathered Shuttle**
  - 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.

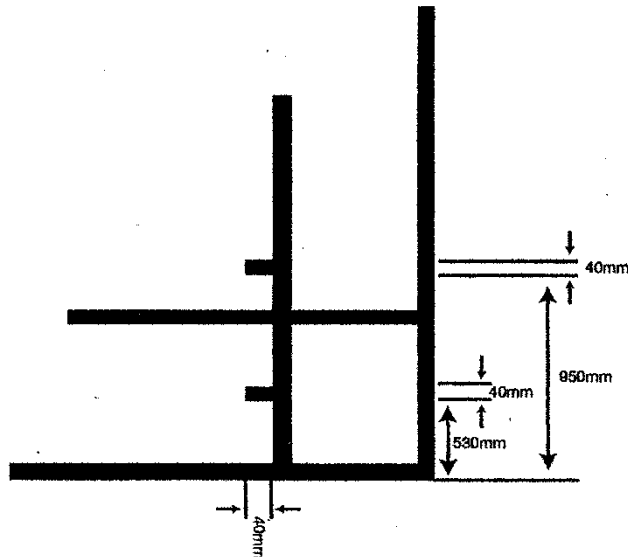
DIAGRAM A



**Note:**

1. Diagonal length of full court = 14.723m
2. Court as shown can be used for both singles and doubles play
3. \*\* Optional testing marks as shown in Diagram B on next page

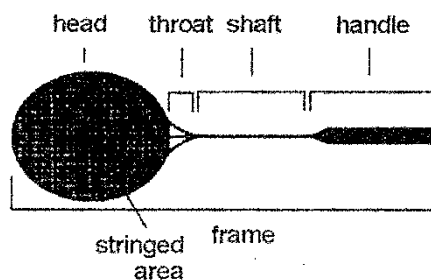
**DIAGRAM B**



#### **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**

Badminton World 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;
  - 9.1.2 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;
  - 9.1.3 the server and the receiver shall stand within diagonally opposite service courts (Diagram A) without touching the boundary lines of these service courts;

- 9.1.4 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);
- 9.1.5 the server's racket shall initially hit the base of the shuttle;
- 9.1.6 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;
- 9.1.7 the shaft and the racket head of the server's racket at the instant of hitting the shuttle shall be pointing in a downward direction;
- 9.1.8 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);
- 9.1.9 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
- 9.1.10 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 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 ***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 fails to pass over the net;

13.3.3 touches the ceiling or side walls;

13.3.4 touches the person or dress of a player;

13.3.5 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).*

13.3.6 is caught and held on the racket and then slung during the execution of a stroke;

13.3.7 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';

13.3.8 is hit by a player and the player's partner successively;

or

13.3.9 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 9.4);
  - 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 16.4.1, 16.5.2 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; or
    - 16.7.1.3 faulting the offending side in cases of flagrant offence or breach of Law 16.2
  - 16.7.2 On faulting a side (Law 16.7.1.2 or 16.7.1.3), the umpire shall 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 championship(s) 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 9.1.2 to 9.1.8).
- 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:
  - 17.5.1 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;
  - 17.5.2 an Instant Review system is in operation, the Referee shall decide on any line call challenge using the system (Appendix 7)
- 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 technical 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).

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## **SECTION B**

### **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:

<b>Event</b>	<b>Singles</b>	<b>Doubles</b>
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
- 2.2 'Play'
- 2.3 'Service over'
- 2.4 'Interval'
- 2.5 'Court ... ' (number) '20 seconds'
- 2.6 '... game point ... ' e.g. '20 game point 6', or '29 game point 28'
- 2.7 '... match point ... ' e.g. '20 match point 8', or '29 match point 28'
- 2.8 '... game point all' e.g. '29 game point all'
- 2.9 '... match point all' e.g. '29 match point all'
- 2.10 'Game'
- 2.11 'First game won by ..... ' (in team championship, use name of country / team) ' ... ' (score)
- 2.12 'Second game'
- 2.13 'Second game won by ..... ' (in team championship, use name of country / team) ' ... ' (score)
- 2.14 'One game all'
- 2.15 'Final Game'

#### **3. General Communication**

- 3.1 'Come here for the toss'
- 3.2 'Who will serve?'
- 3.3 'Choose your end'
- 3.4 'Who will receive?'
- 3.5 'Are you ready?'
- 3.6 'Ready to play'
- 3.7 'Place your bag properly in the basket'
- 3.8 'Serve from ...'
- 3.9 'Receive in ...'
- 3.10 'Right service court'
- 3.11 'Left service court'
- 3.12 'You missed the shuttle during service'
- 3.13 'The Receiver is not ready'
- 3.14 'You attempted the return of service'
- 3.15 'You must not influence the line judge'
- 3.16 'You must not influence the service judge'
- 3.17 'Come here'
- 3.18 'Is the shuttle OK?'

- 3.19 'Test the shuttle'
- 3.20 'Change the shuttle'
- 3.21 'Do not change the shuttle'
- 3.22 'Play a let'
- 3.23 'Change ends'
- 3.24 'You did not change the ends'
- 3.25 'You served from the wrong service court'
- 3.26 'You received from the wrong service court'
- 3.27 'You served out of turn'
- 3.28 'You received out of turn'
- 3.29 'You must not interfere with the shuttle'
- 3.30 'The shuttle passed through the net'
- 3.31 'The shuttle did not pass over the net'
- 3.32 'The shuttle touched you'
- 3.33 'You touched the net'
- 3.34 'A shuttle came on the court'
- 3.35 'You are standing in the wrong service court'
- 3.36 'You distracted your opponent'
- 3.37 'Your coach distracted your opponent'
- 3.38 'You hit the shuttle twice'
- 3.39 'You slung the shuttle'
- 3.40 'You invaded your opponent's court'
- 3.41 'You obstructed your opponent'
- 3.42 'Are you retiring?'
- 3.43 'Fault – receiver'
- 3.44 'Service fault called'
- 3.45 'Service delayed, play must be continuous'
- 3.46 'You must not delay the game'
- 3.47 'You left the court without permission'
- 3.48 'Play is suspended'
- 3.49 '.....' (name of player) 'warning for misconduct'
- 3.50 '.....' (name of player) 'fault for misconduct'
- 3.51 '.....' (name of player) 'disqualified for misconduct'
- 3.52 'Fault'
- 3.53 'Let'
- 3.54 'Out'
- 3.55 'Line judge – signal'
- 3.56 'Service judge – signal'
- 3.57 'Correction IN'
- 3.58 'Correction OUT'
- 3.59 'Wipe the court'
- 3.60 'Coach leave the court'
- 3.61 'Switch off your mobile phone'

#### 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(s)) 'disqualified'

#### 5. Scoring

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

## **SECTION C**

### **RECOMMENDATIONS TO TECHNICAL OFFICIALS**

*(as updated by BWF 9th November 2015)*

#### **1. INTRODUCTION**

- 1.1 The Recommendations to technical officials are issued by the BWF 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 Championship

"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 Championship

"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 or the left hand when a decision is required from the Referee on any line call challenge using the Instant Review system..

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:

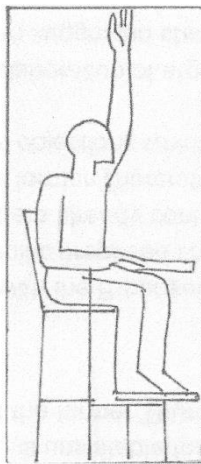
- 3.3.4.1 a 'fault' of the server (Law 9.1) called by the service judge under Laws 13.1 shall be acknowledged by the umpire by calling "Service fault called". The umpire shall call a 'fault' of the receiver by calling "Fault receiver";
- 3.3.4.2 a 'fault' occurring under Law 13.3.1, for which the line judge's call and signal suffices (Recommendation 6.2); and
- 3.3.4.3 'faults' occurring under Laws 13.2.1, 13.2.2 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 (or appropriate score for matches being played using other scoring systems as outlined in Appendix 3), 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 or appropriate score for matches being played using other scoring systems as outlined in Appendix 3), 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 championship)] ..... [score]”.
- After the second game ends, call:  
“Second game won by ..... [name(s) of player(s), or team (in a team championship)] ..... [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 championship)] ..... [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:
- 3.4.3.1 “Correction, IN”, if the shuttle has landed “in”; or

- 3.4.3.2 “Correction, OUT”, if the shuttle has landed “out”.
- 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.
- 3.4.4 If the call by the line judge (Recommendations 6.2, 6.3) or the call by the umpire (Recommendations 3.4.2 and 3.4.3) is challenged by a player/pair/country where an Instant Review System is in operation (Law 17.5.2, Appendix 7), the umpire shall ensure that the player / pair has a valid right to challenge. The player should clearly say ‘Challenge’ to the umpire and at the same time, make a clear signal by raising an arm.
- 3.4.4.1 If there is a right to challenge remaining the umpire shall call: ‘....[name of player/pair/country, as appropriate, challenges. Called IN (or OUT as appropriate)]’ at the same time raising the left hand above the umpire’s head and indicating towards the line on which the call has been challenged.



- 3.4.4.2 The system in operation will review the call by using the Instant Review System and indicate to the umpire the result of the challenge by giving the final call IN, OUT or NO DECISION.
- 3.4.4.3 To announce the result of the challenge call:
- If challenge is successful: ‘Correction, IN, or ‘Correction, OUT’ [as appropriate]. Thereafter call ‘Service over’, where appropriate, followed by the score. Call ‘Play’.
  - If challenge is unsuccessful: ‘Challenge unsuccessful’ [‘one’ or ‘no’, as appropriate] challenge remaining.’ ‘Service over’, where appropriate, followed by the score. Call ‘Play’.
  - If the final call is ‘No Decision then ‘Let’ shall be given on review of a call ‘Unsighted’, otherwise the original, challenged decision stands.

**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) shall be prevented in any form from the moment when the players are ready to play and while the shuttle is in play shall be prevented.
  - 3.5.6.2 Ensure that:
    - 3.5.6.2.1 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)
    - 3.5.6.2.2 there is no distraction or disruption to play by any coach.
    - 3.5.6.2.3 there are no attempts to communicate in any way with opposing players or Coaches or Team Officials during the course of a match or use any electronic device
  - 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 (Law 14.2.5). The Referee shall be called immediately on recurrence of such incident;
  - 3.5.6.4 The Referee shall ensure that the Code of Conduct for Coaches and Team Officials (Part III, Section 1A, Appendix 9) is adhered to.
- 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.
  - 3.5.7.3 The Referee shall be the sole judge for deciding the speed of the shuttle to be used. If both sides wish to change the speed of shuttle, the Referee shall be called immediately. The Referee shall get the shuttle tested for speed, 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. 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. No treatment causing undue delay shall be administered on the court. If there is bleeding, the game should be delayed until the bleeding stops or the wound is suitably protected.
  - 3.5.8.2 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.

- 3.5.8.3 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.
- 3.5.8.4 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]".
- 3.5.9 Mobile Phone  
If a player's mobile phone rings on the court or its immediate surroundings, during a match, it shall be considered to be an offence under Law 16.6.4 and shall be penalised appropriately as per Law 16.7.
- 3.5.10 Players' conduct on the court
  - 3.5.10.1 The Umpire shall ensure that players' conduct on the court is honourable and in a sportsmanlike manner.
  - 3.5.10.2 Any breach of Players' Code of Conduct Regulations 4.5, 4.6, 4.10 to 4.16 (Part III, Section 1A, Appendix 4) shall be considered to be an offence under Law 16.6.4.

**(Relevant extracts from Players' Code of Conduct**

**4. Players on site offences**

**4.6 Trying to influence line judges**

*Trying to influence the decision of line judges by arm, hand, or racket gestures, or orally.*

**4.7 Seeking coaching**

*Seeking coaching during play except as permitted under the Laws.*

*Communication of any kind, audible or visible, between a player and a coach may be construed as coaching.*

**4.11 Audible obscenity**

*Using words commonly known and understood in any language to be profane or indecent and uttered clearly and loudly enough to be heard by the umpire or spectators.*

**4.12 Visible obscenity**

*Making of gestures or signs with the hands and/or racket or shuttle that commonly have an obscene or offensive meaning*

**4.13 Abuse of shuttle**

*4.13.1 Intentionally hitting a shuttle dangerously or recklessly within or out of the court, hitting a shuttle with negligent disregard for the consequences, or deliberately damaging a shuttle.*

*4.13.2 Deliberately tampering with the shuttle to affect its flight or speed.*

**4.14 Abuse of racket or equipment**

*Intentionally and violently destroying or damaging rackets or other equipment, or intentionally and violently hitting the net, court, umpire's chair or other fixtures during a match.*

**4.15 Oral abuse**

*Making a statement within the precincts of the tournament site, directed at an official, opponent, spectator or other person that implies dishonesty or is derogatory insulting or otherwise abusive.*

**4.16 Physical abuse**

*Physically abusing an official, opponent, spectator, or other person. Even the unauthorised touching of such person may be regarded as physical abuse.*

**4.17 Unsportsmanlike conduct**

*Conducting oneself in a manner that is clearly abusive or detrimental to the sport.)*

**3.6 Suspension of play**

If play has to be suspended, call:

"Play is suspended"

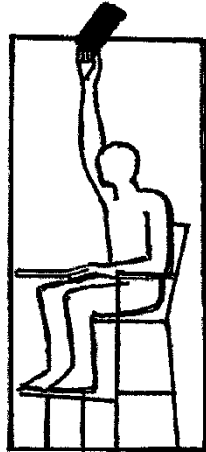
and record the score, server, receiver, correct service courts and ends. When play resumes, note the duration of suspension, ensure that the players have taken the correct positions and call:

"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 When the umpire has to administer a breach of Law 16.4.1, 16.5.2 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.
- 3.7.3 When the umpire has to administer a flagrant or persistent breach of Law 16.2, 16.4.1, 16.5.2 or 16.6 by faulting the offending side (Law 16.7.1.2 or 16.7.1.3) 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 for the Referee.
- 3.7.4 When the Referee decides to disqualify the offending player or players, a black card is given to the umpire.  
The umpire shall call "Come here" to the offending player or pair and call:  
"... [name of player(s)] disqualified for misconduct".  
at the same time raising the right hand **holding a black card** above the umpire's head.  
Any disqualification for misconduct shall render a player disqualified for the entire tournament or championship.
- 3.7.5 Misconduct during intervals (Law 16.2) is treated as misconduct during a game. This should be followed by the appropriate call in either of Recommendations 3.7.2 to 3.7.3 immediately on occurrence of misconduct. At the start of play after the interval call "..... game; love all" (after intervals between games) or call "11 – [score]" (after intervals at 11 points). Only in cases of administration of misconduct under Law 16.7.1.2 or 16.7.1.3, the Umpire shall call ".....[name of player], faulted". Thereafter, call "Service over", where appropriate followed by the score. Call "Play". If the player is disqualified by the Referee, call ".....[name

of player], disqualified for misconduct". Thereafter, call as in Recommendation 3.3.8.

- 3.7.6 Misconduct before and after a match while on court, shall be treated as in RTTO 3.7.2 to 3.7.4 as appropriate. Record and report any incident of such misconduct to the Referee and the action taken. However, it shall have no effect on the score of the match.

#### **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.
- 4.7 Wear the appropriate uniform, including following the Clothing regulations for Umpires where a uniform has not been provided (refer to GCR 24).

*(Relevant extract from the General Competition Regulations)*

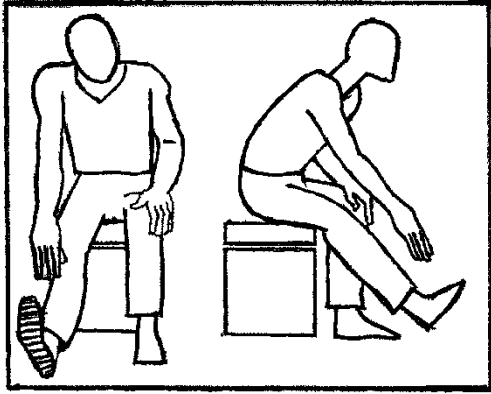
#### **24. CLOTHING REGULATIONS FOR UMPIRES WHERE A UNIFORM HAS NOT BEEN PROVIDED**

*24.1 For Level 2, 3, 4 and Junior International Tournaments;*

- 24.1.1 Umpires are to bring their own uniform, consisting of black pants or skirt, a black collared shirt with a pocket, black socks and black shoes.*
- 24.1.2 Only one manufacturer's logo and one additional advertisement are allowed on the shirt and each logo must not be larger than 20 square centimetres.*
- 24.1.3 Only one BWF, Continental Confederation or Member logo, as appropriate, is allowed on the shirt. This logo is reflective of the level of accreditation or certification achieved by the respective umpire, and provided to the umpire by the respective organisation. This logo must not be larger than 20 square centimetres.)*

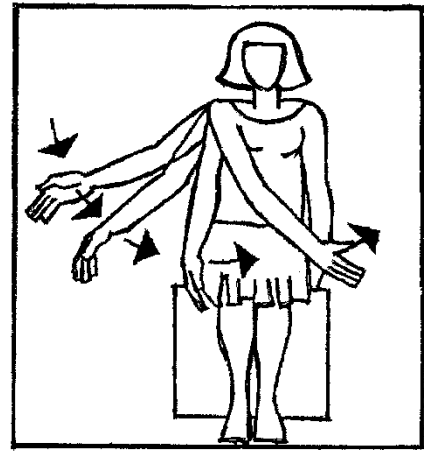
#### **5. INSTRUCTIONS TO SERVICE JUDGES**

- 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 9.1.2 to Law 9.1.8). If not, call "Fault" loudly and use the approved hand signal to indicate the type of infringement.
- 5.3 The approved hand signals are set out in the diagrams below:
- 5.4 The umpire may arrange with the service judge any extra duties to be undertaken, provided that the players are so advised.



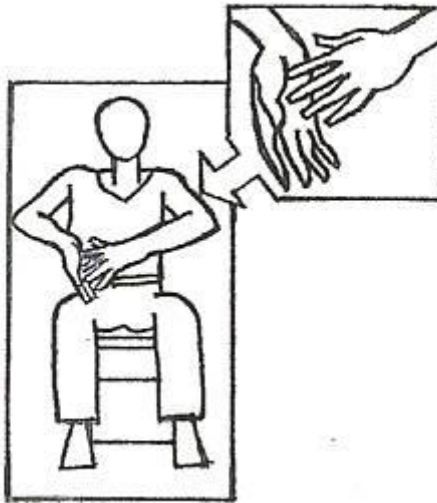
#### **Laws 9.1.3 and 9.1.4**

*During the delivery of the service (Law 9.2, 9.3), one or both feet are not in contact with the service court and in a stationary position until the service is delivered.*



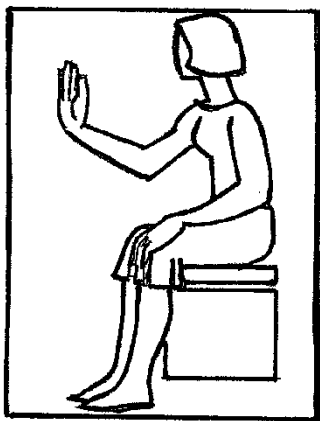
#### **Law 9.1.8**

*During the delivery of service (Law 9.2, 9.3) the movement of the server's racket does not continuously move forwards.*



#### **Law 9.1.5**

*Initial point of contact of server's racket with the shuttle not on the base of the shuttle.*



**Law 9.1.7**

*At the instant of hitting the shuttle, the shaft and the racket head of the server's racket not pointing in a downward direction.*



**Law 9.1.6**

*The whole shuttle at the instant of being hit by server's racket not below the server's waist.*



## **SECTION D**

### **OTHER INFORMATION/ADVICE ADOPTED AND ISSUED BY THE BWF**

#### **BLOOD FLOWING INJURIES**

*(Advice issued by the Badminton World Federation)*

The BWF Medical Commission has reviewed the situation where a player sustains a “blood flowing” injury on court, often a cut from a racket.

Because of the danger of infection with HIV, it is strongly recommended that play be stopped in such situations and an occlusive dressing (e.g., bandage or plaster) applied to the injury.

It is also recommended that any plaster application be done by the player, or by any tournament doctor or paramedic. Even a partner in doubles could be, albeit very slightly, at risk if this is not done.

Any stoppage for this purpose must not be unfair to the opposing side, and Laws 16.1, 16.4.1, 16.6.1 and 16.7 must be applied as usual.

## **SECTION E**

### **OTHER INFORMATION/ADVICE ADOPTED AND ISSUED BY THE BUAofE**

#### **ADDITIONAL GUIDELINES FOR UMPIRES**

*(as adopted by the Badminton Umpires Association of England for use at all events sanctioned by Badminton England.)*

Technical officials shall operate in accordance with the Laws of Badminton, Recommendations to Technical Officials, Vocabulary, and other Appendices as published by the Badminton World Federation.

#### **1. Prior to the match**

- 1.1 Check that the umpire's chair is in line with the net.
- 1.2 Ensure that players' spare rackets, clothing, drinks etc are on the umpire's side of the court.
- 1.3 Ensure the players all know the scoring system to be used.
- 1.4 Inform the players that the umpire/service judge will call all faults.
- 1.5 Arrange for players to call their own lines if no line judges are appointed.
- 1.6 Ensure the warm up period does not exceed the stipulated time.
- 1.7 Mark on the score sheet which side is to play on the left/right as seen from the umpire's chair.
- 1.8 Record the start time of the match at the calling of 'play'.

#### **2. During the match**

- 2.1 Mark the score sheet immediately after the end of each rally.

#### **3. Communication**

- 3.1 A major part of the umpire's responsibility is communication and the most desirable and effective means of communication will vary depending upon such factors as the competitors, spectators, event, venue, local culture and individual umpiring style. Umpires should give consideration to the most effective and helpful means of communication under each particular set of circumstances and be guided by common sense. No part of the communication should normally be obtrusive or ostentatious. This guideline applies equally to communication by voice or gesture.
- 3.2 The voice should be kept interesting but should avoid any excessive emphasis or mannerism.
- 3.3 All appropriate announcements should incorporate only the player's forename and surname (not Mrs, Miss etc).
- 3.4 Where appropriate, a foreign player, or visiting side should be introduced before the home player or side.
- 3.5 Announcements must never delay play but, whenever possible, should be timed not to coincide with applause.

#### 4. Application of the Laws

- 4.1 If a receiver does not attempt to return a service it does not automatically mean that the receiver was not ready (Law 9.4).
- 4.2 To comply with Law 9.1.4 the initial point of contact must be with the base **NOT** the base and feathers together.
- 4.3 The calling of 'game' determines the end of a game/match and is an umpiring decision, not an announcement.
- 4.4 Players should be allowed to express emotion and personality on court provided it is not in an offensive or threatening manner.

## INSTRUCTIONS FOR USE OF THE SCORE SHEET FOR RALLY POINT SCORING

(A to P below refer to the letters on the diagram)

- A. Event, match and officials information to be filled in as early as possible, usually before the match is called.
- B. Players' names, in the order set out in the event programme, where applicable (plus Countries, Counties etc for individual event). Either filled in by the event officials or by an umpire when the match is called.
- C. Team name (e.g., Country, County, club etc) for a team event.
- D. Players' names should be inserted before the match is called, if possible. The columns on the right hand edge of the Score sheet can be filled in by the umpire as they wish to aid identification of correct server/receiver.
- E. 'S' and 'R' - server and receiver. Fill in after conducting the toss when the sides have exercised their choice. In singles mark server only. This should be repeated at the start of each game.
- F. 'L' and 'R' should be inserted in the top boxes to indicate at which end of the court each side is to start, (left, right), when viewed from the umpire's chair.
- G. 'O' - mark against initial server and initial receiver at the start of each game.
- H. Start time: 24 hour clock must be used. The time entered should be when play starts.
- J. A diagonal line on the next available box should be drawn when the score reaches 20 all.
- K. The final score should be shown at the end of each game and circled.
- L. The game score should be entered at the end of each game. The result can then be read straight off at the end of the match.
- M. Finish time: 24 hour clock must be used. This is used by the referee when a rest period may be appropriate. The time entered should be when play ends.
- N. Calculate and write in the duration of the match.
- O. The match winners should be circled.
- P. The umpire should check and sign the Score sheet and take it immediately to the Referee as appropriate.

## Completion of Score sheet & Determination of Service Courts

When a point is won the new score should be entered in the next available column, alongside the name of the player who is then to serve. The latest column containing a score indicates the score of the serving side (except at love-all). Service is from the right hand court when the serving side's score is even and from the left hand court when the serving side's score is odd. In doubles the players of the receiving side do not change their respective service courts until they win a point on their service.

A player will continue to serve until his side loses a rally. In both doubles and singles the right to serve then passes to the other side and the player in the appropriate court for the score of the new serving side will serve. In doubles, the next time the serve returns to that side the other partner will serve, and so on.

A new game should be started on a new row although the six rows down the page should be considered as continuous.

Determination of Receiver Court in doubles: For a side, the rows of scores will alternate between the two players as each takes a turn at serving. The score for the receiving side is in the row alongside the player who last served which then, by even or odd score, indicates which court that player should be in.

## Recording of Warnings, Faults for Misconduct and Other Occurrences

If any of the situations listed below occur, use the appropriate letter or text and write it in the next available box relating to the appropriate player.

Situation	Letter/Note to be used	Situation	Letter/Note to be used
Warning (for misconduct)	W	Correction	C
Fault (for misconduct)	F	Injury	I
Referee called onto court	R	Disqualification by Referee	Disqualified
Suspension	S	Retired	Retired
		Over-rule of Line Judge call	O

Appropriate details about any of the above situations that take place during a match, should be entered on the reverse of the Score sheet and brought to the attention of the Referee when the Score sheet is handed to him/her after the match.

Match No...14.....  
Event...Mixed Doubles.....  
Court No...2.....  
Date...4/8/06.....

[illegible]

Umpire's Signature.....L A Leman.....**P**.....

**ON THE NEXT PAGE IS A BLANK SCORE SHEET – PRINT COPIES FOR PRACTISING**



(Adopted by the Badminton Umpires Association of England)




1	:
2	:
3	:

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Umpire .....  
Service Judge .....  
Start ..... Finish .....  
Duration .....(Minutes)

[illegible]

Umpire's Signature .....

Referee's Signature .....

Results Service .....

