

INITIAL TRAINING COURSE FOR UMPIRES

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SECTION A

THE LAWS OF BADMINTON

DEFINITIONS

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

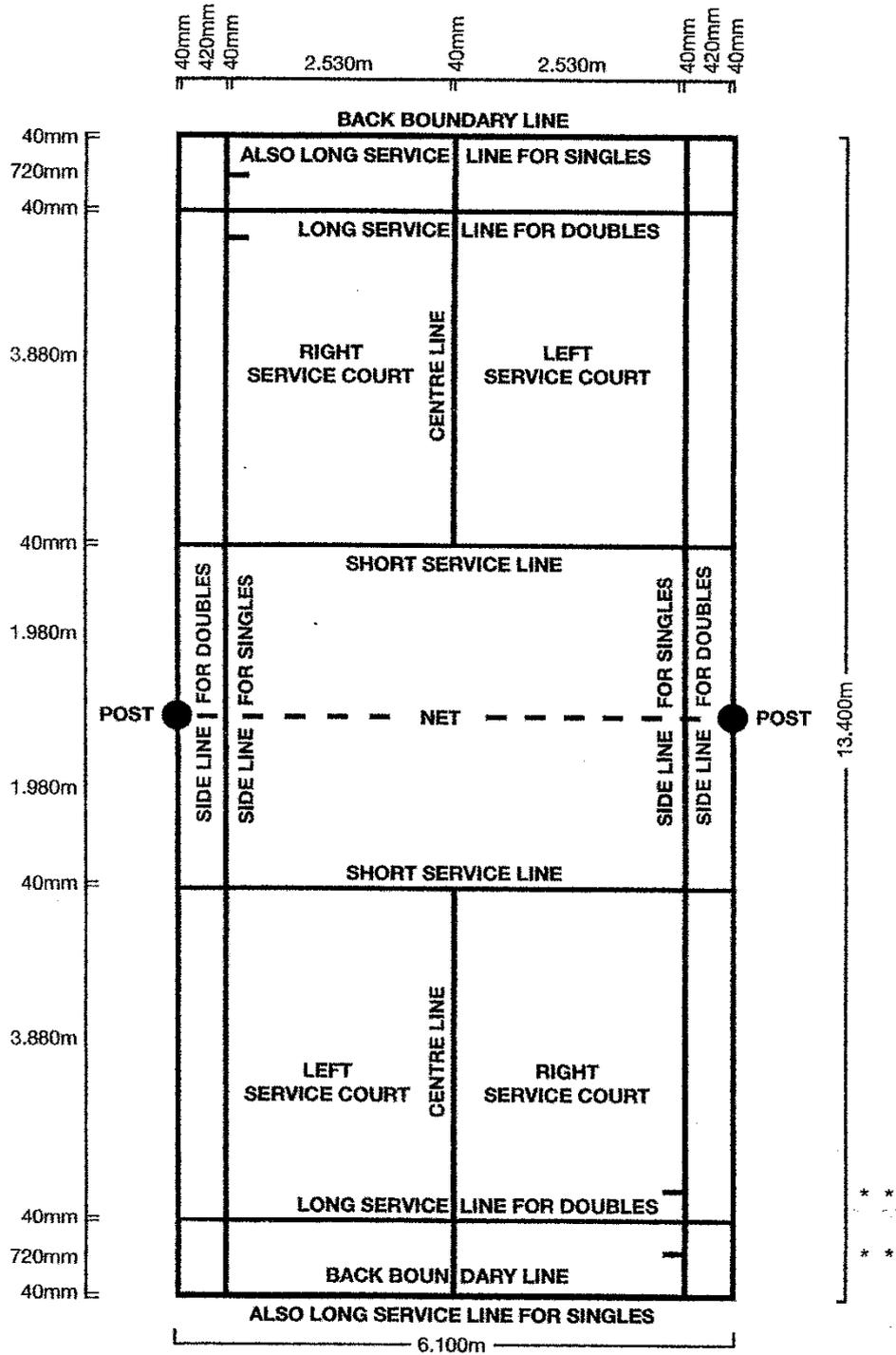
- 2.1 The shuttle shall be made of natural and/or synthetic materials. From whatever material the shuttle is made, the flight characteristics generally shall be similar to those produced by a natural feathered shuttle with a cork base covered by a thin layer of leather.
- 2.2 **Feathered Shuttle**
 -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

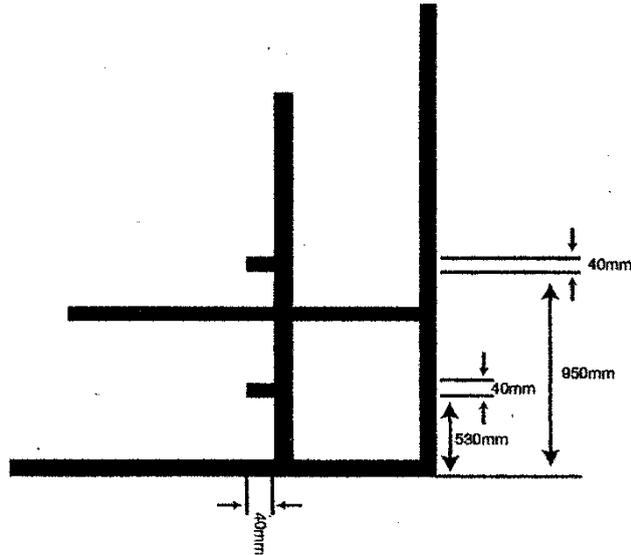
DIAGRAM A



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

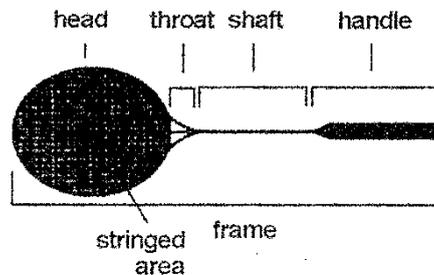
DIAGRAM B



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

- 4.3.2 placement for such purposes; and shall be free of any device that makes it possible for a player to change materially the shape of the racket.

5. EQUIPMENT COMPLIANCE

5.1 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 (BWF Statutes, Sections 4.1.3 and 4.1.4).
- 7.2 A game shall be won by the side which first scores 21 points, except as provided in Laws 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 of the shuttle shall be below 1.15 metres from the surface of the court at the instant of being hit by the server's racket.
 - 9.1.7 the movement of the server's racket shall continue forwards from the start of the

- 9.1.8 service (Law 9.2) until the service is delivered (Law 9.3);
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 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 Law 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 Law 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;
 - 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 or inappropriate 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; or

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 system in operation shall decide on any line call challenge (BWF Statutes Section 4.1.8).

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

BWF Statutes Section 4.1.1 INSTRUCTIONS TO TECHNICAL OFFICIALS

(as revised by BWF 30 November 2019)

1. INTRODUCTION

- 1.1 The Instructions to Technical Officials are issued by the BWF to standardise the worldwide control of Badminton in accordance with its Laws and Constitution.
- 1.2 The purpose of these Instructions is to advise Technical Officials how to control a tournament and a match firmly, with fairness and common sense, without being officious, while ensuring that the Laws of Badminton are observed.
- 1.3 All technical officials shall remember that Badminton is for the players.
- 1.4 In these instructions, words signifying the masculine include the feminine and neutral gender and vice versa. References to 'Instructions' are to individual clauses in this document, while references to 'Laws' are to the Laws of Badminton (BWF Statutes, Section 4.1).
- 1.5 The instructions generally apply to Para-Badminton. However, when instructions to Para-Badminton Technical Officials are agreed, their specific clauses shall supersede these Instructions in para-Badminton tournaments.

2. OFFICIALS AND THEIR DECISIONS

- 2.1 A Referee is appointed for all BWF sanctioned tournaments by BWF (Grade 2 – Levels 1 to 6) or by a Continental Confederation ('CC')(Grade 3). The Referee is in overall charge of the tournament (Law 17.1).
- 2.2 An Umpire is appointed for a match by the Referee and shall report to, and act under, the authority of the Referee (Law 17.2).
- 2.3 A Service Judge and Line Judges are normally appointed for a match by the Referee and can be replaced by the Referee or 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:
 - 2.4.1 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), or
 - 2.4.2 where an Instant Review System (IRS) is in operation the system it shall be used to decide on any line call challenge (Law 17.5.2).
- 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) unless IRS is in use. In which case it will be used to decide on a line call
- 2.6 The umpire shall be in charge of the court and its immediate surrounds (Law 17.2)
- 2.7 The Umpire's jurisdiction shall exist from entering the Field of Play before the match until leaving the Field of Play after the match.

3. INSTRUCTIONS AND GUIDELINES FOR REFEREES

4. GENERAL ADVICE ON REFEREEING

The above two sections are not included in this handbook but are set out in full on the BWF website under Statutes Chapter 4 RULES OF THE GAME. They may also be found on the BUAofE website under the 'Laws' tab on the home page.

5. INSTRUCTIONS TO UMPIRES

5.1 Before the match – off Court

The umpire shall

- 5.1.1 Obtain the score-sheet from match control/Umpire Co-ordinator;
- 5.1.2 Ensure that the specified number of Line Judges and if applicable Court Attendants are present;

- 5.1.3 Ensure that the players' clothing (as far as name, lettering, advertisements, colour and design are concerned) and equipment are compliant with the general Competition Regulations as instructed by the referee;
- 5.1.4 Ensure all players' mobile phones are switched off;
- 5.1.5 Ensure the players line up according to the order of the names printed on the scoresheet or as instructed by the Referee.

5.2 Before the match – On Court

The Umpire shall

- 5.2.1 Carry out the toss fairly and ensure that the winning and losing sides exercise their choices correctly (Law 6) and they are noted.
- 5.2.2 When a scoresheet is used write '0' for both sides and 'S' for server, and in the case of a doubles match 'R' for receiver.
- 5.2.3 Get into the Umpire's chair as quickly as possible after the toss, start the stopwatch and then:
 - 5.2.3.1 Time the warm up period. The two-minute warm-up starts when the Umpire sits in his chair and ends with the calling of 'Play' to start the match.
 - 5.2.3.2 Check that any scoring device is working.
 - 5.2.3.3 Check that the Line Judge chairs are correctly positioned.

5.3 Start of the match

- 5.3.1 The umpire shall announce the match using the appropriate announcement below and point to the right and to the left.

W, X, Y, Z are the names of the players and A, B, C, D are names of the Member

Singles

Tournament

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

Team Tournament

"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 Member, announce the Member name after announcing both players' names. e. g. 'W and X, A'.

Team Tournament

"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."

- 5.3.2 The calling of "Play" constitutes the start of a match.
 - 5.3.3 Click the "Play" button on the scoring device immediately before calling "Play", or, if a scoresheet is used, note the time on the scoresheet immediately before calling "Play".

5.4 During the match

The umpire shall

- 5.4.1 Use the standard vocabulary (BWF Statutes, Section 4.1.5);
- 5.4.2 Record and call the score. Always call the server's score first;
- 5.4.3 During the service, if a Service Judge is appointed, especially watch the receiver. The Umpire may also call service fault;
- 5.4.4 Be aware of the status of any scoring device;
- 5.4.5 Raise the right hand above the when the Referee is required on court;
- 5.4.6 Raise the left hand above the head when a decision is required from the IRS;

- and
- 5.4.7 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 starting with that of the new serving side;
- 5.4.8 “Play” shall be called by the Umpire to
- 5.4.8.1 Instruct the players that a match or a game is to start, to continue after interval, after a change of ends or to resume play following an IRS challenge or after a break; and
- 5.4.8.2 Instruct the players to resume play.
- 5.4.9 “Fault” shall be called by the umpire when a ‘fault’ occurs, except when
- 5.4.9.1 A service fault (Law 9.1) is called by the Service Judge under Law 13.1. The Umpire shall call “service fault called” followed by an explanation using the appropriate vocabulary (BWF Statutes, Section 4.1.5, Section 4).
- 5.4.9.2 A fault during service is called by the Umpire. The umpire shall announce the service fault or receiver fault using the appropriate vocabulary (BWF Statutes, Section 4.1.5, Section 4); or
- 5.4.9.3 A ‘fault’ occurs under Laws 13.2.1, 13.2.2 (which are obvious), 13.3.1 (for which the line judge’s call and signal suffices) or 13.3.2, 13.3.4, 13.3.5 unless clarification is needed for the players or the spectators.
- 5.4.10 During each game after the rally which takes a side to 11 points (or the appropriate score for matches being played using other scoring systems as outlined in BWF Statutes, Section 4.1.4), the Umpire shall call the score followed immediately by “interval” or, “service over”, the score and then “Interval”.
- 5.4.11 The timing of the interval allowed under Law 16.2.1 starts when the appropriate rally ends or when an IRS challenge is decided regardless of any applause.
- 5.4.12 At the start of each interval (Law 61.2.1) the umpire shall request the Court Attendants/Line Judges to wipe the court
- 5.4.13 In all intervals during games, at 40 seconds the Umpire shall call: “Court .. (number if more than one court is used), 20 seconds”. Repeat the call.
- 5.4.14 In all these intervals (Law 16.2.1) each side may be joined on the court by no more than two accredited coaches. They must leave the court when the umpire calls “20 seconds”.
- 5.4.15 To resume a game after an interval, repeat the score followed by “Play”.
- 5.4.16 If both sides do not wish to take an interval as allowed under Law 16.2.1, play in that game or match shall proceed without an interval, except where intervals are made mandatory by the Referee.

5.5 Extended game:

- 5.5.1 When leading side reaches 20 points, in each game, call “game point” or “match point”, as applicable.
- 5.5.2 If a side reaches 29 points, in each game and for each side, call “game point” or “match point”, as applicable.
- 5.5.3 The calls of ‘game point’ or ‘match point’ in 5.5.1 and 5.5.2 shall always immediately follow the server’s score and precede the receiver’s score.

5.6 End of Each Game

- 5.6.1 “Game” must always be called immediately after the final rally of each game has ended, regardless of applause, except if there is a challenge (then call as in 5.8.5 followed by 5.8.7.1, 5.8.8.1, or 5.8.9.3 instead). This call of ‘Game’ is the start of any interval allowed under Law 16.2.2.
- 5.6.2 After the first game ends, call:
“First game won by [name(s) of player(s), or Member (in a Team Tournament)]..... [score]”.
- 5.6.3 After the second game ends, call:
“Second game won by [name(s) of player(s), or Member (in a Team

- Tournament)] [score]; One game all”.
- 5.6.4 At the end of each game, the Umpire shall request the Court Attendants/Line Judges to wipe the court. The Service Judge when appointed shall place the interval board, if provided, on the centre of the court below the net.
- 5.6.5 If a game wins the match, the Umpire shall call:
“Match won by [name(s) of player(s), or Member (in a Team Tournament)] [scores]”.
- 5.6.6 In the intervals between each game, at 100 seconds call:
“Court ...(number, if more than one court is used) 20 seconds”. Repeat the call.
- 5.6.7 During these intervals (Law 16.2.2) after the players have changed ends, each side may be joined on the court by no more than two accredited coaches. They must leave the court when the umpire calls “... 20 seconds”.
- 5.6.8 To start the second game,
call: “Second game; love all;
play”.
- 5.6.9 When there is a third game,
call: “Final game; love all; play”.
- 5.6.10 In the third game, or in a match of one game, after the rally which takes a side to 11 points (or the appropriate score for matches being played using other scoring systems as outlined in BWF Statutes, Section 4.1.4) the Umpire shall call the score followed immediately by ‘interval, change ends’ or ‘service over’, the score and then ‘interval, change ends’.
- 5.6.11 During this interval and after the players have changed ends, each side may be joined on the court by no more than two accredited coaches. They must leave the court when the Umpire calls ‘20 seconds’.
- 5.6.12 To resume the game after the interval, repeat the score followed by ‘play’.

5.7 After the Match

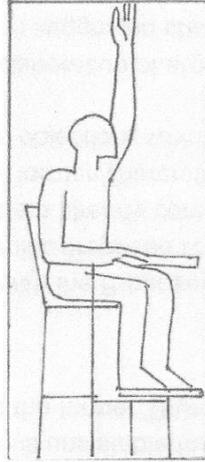
- 5.7.1 At the end of the match the Umpire shall note the end time and duration of the match on the score-sheet if used.
- 5.7.2 If any incidents happened on court, the Umpire must immediately take the printed or completed score-sheet with notes on the relevant incidents (BWF Statutes, Section 4.1.5, Section 7 for examples), if necessary, to the Referee.

5.8 Line calls

- 5.8.1 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, no matter how far. The line judge(s) shall be entirely responsible for the decision except in 5.8.2, 5.8.3 and 5.8.4.
- 5.8.2 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 immediately call:
5.8.2.1 “Correction, IN”, if the shuttle has landed “in”; or
5.8.2.2 “Correction, OUT”, if the shuttle has landed “out”.
- 5.8.3 Where there is no line judge or if a line judge is unsighted, the umpire shall immediately call:
5.8.3.1 “Out” when the shuttle lands outside the line and then call either the score or ‘service over’ and then the score; or
5.8.3.2 the score, or ‘service over’ and then the score when the shuttle lands in; or
5.8.3.3 “Let” followed by the score when the umpire is unsighted except when an IRS is in operation, the Umpire shall call ‘unsighted’, and request a decision from the system by raising the left hand above the head.
- 5.8.4 Where an ‘Instant Review System’ is in operation, if the call by a line judge (Instructions 8.3 and 8.4) or the call or overrule by the umpire (Instructions 5.8.2 and 5.8.3) is challenged by a player (Law 17.5.2 and Review System is in operation (Law 17.5.2, BWF Statutes Section 4.1.8), the umpire shall ensure that the player has a valid right to challenge. The player must clearly say

'Challenge' to the umpire and/or make a clear signal by raising an arm. Any such challenge must be made by the player immediately after the Umpire of Line judge has made their call.

- 5.8.5 If there is a right to challenge the umpire shall call: '...[name of player who challenges regardless of whether it is a singles or doubles match or a team tie). Called IN (or OUT as appropriate)]' at the same time raising the left hand above the head.



- 5.8.6 The Instant Review System will review the original decision and indicate to the umpire the result of the challenge as either IN, OUT or NO DECISION.
- 5.8.7 If a challenge is successful, the umpire shall call:
'Correction, IN', or 'Correction, OUT' (as appropriate), the score or 'service over', followed by the score (as appropriate) and then 'play'.
- 5.8.7.1 If a challenge is successful and thus ends the game, the umpire shall call 'Correction IN' or 'Correction OUT' as appropriate, 'Game' followed by the appropriate call as in Instructions 5.6.2 to 5.6.5.
- 5.8.8 If a challenge is unsuccessful the umpire shall call:
'Challenge unsuccessful', 'one' or 'no'(as appropriate) challenge(s) remaining', 'the score or 'service over', followed by the score as appropriate and then 'play'.
- 5.8.8.1 If a challenge is unsuccessful and thus ends the game the umpire shall call 'Challenge unsuccessful', 'Game' followed by the appropriate call as in Instructions 5.6.2 to 5.6.5.
- 5.8.9 If the Instant Review System indicated 'No Decision the umpire shall call
- 5.8.9.1 'Let' but only for an original call of unsighted; or
- 5.8.9.2 the score followed by service over' as appropriate and then 'play (when the original, challenged decision stands); or
- 5.8.9.3 'Game' followed by the appropriate call as in Instructions 5.6.2 to 5.6.5 (when the original challenged decision stands, which ends the game).

5.9 Specific Situations During the match

- 5.9.1 The umpire shall keep a careful watch on the following occurrences and deal with them as instructed
- 5.9.1.1 A player throwing a racket into the opponent's court or sliding under the net and who clearly obstructs or distracts their opponent, shall be faulted under Law 13.4.2 or 13.4.3 respectively;
- 5.9.1.2 A shuttle coming on to the court from an adjacent court shall not automatically be considered a "let". A "let" shall not be called in such circumstances if, in the opinion of the umpire, the shuttle has not obstructed or distracted the players;
- 5.9.1.3 A player shouting to a partner who is about to hit the shuttle shall

- not necessarily be regarded as deliberately distracting their opponents;
- 5.9.1.4 A player calling 'no shot', 'fault', etc. when making a stroke or after the opponent has made a stroke shall be considered as distraction (Law 13.4.5);
- 5.9.1.5 A player attempting to influence or intimidate the Service Judge or a Line Judge shall be reminded that such conduct is unacceptable, with Law 16.7 applied if necessary;
- 5.9.1.6 A player throwing sweat or otherwise contaminating the court and its immediate surroundings shall be reminded that such conduct is unacceptable, with Law 16.7 applied if necessary; and
- 5.9.1.7 After a rally, a player celebrating excessively or offensively (e.g. raising a clenched fist or screaming in the direction of the opponent) shall be reminded that unsportsmanlike and offensive conduct is unacceptable (Laws 16.6.3 and 16.6.4), with Law 16.7 applied if necessary.

5.10 Players Leaving the Court

- 5.10.1 The umpire shall ensure that the players do not leave the court without the umpire's permission (Law 16.5.2) except during the intervals as described in Law 16.2, or that when doing so they do not delay play. A change of a racket at courtside during a rally is permitted.
- 5.10.2 Any offending player(s) shall be reminded that leaving the court needs the umpire's permission (Law 16.5.2) and if necessary, Law 16.7 shall be applied.
- 5.10.3 During the game, if play is not held up, the players may be allowed to have:
 - 5.10.3.1 a quick towel only; or
 - 5.10.3.2 a towel and drink, at the discretion of the umpire.
- 5.10.4 If the court needs to be wiped, the players shall indicate to the court attendants where mopping is needed. The players shall be on court as soon as the wiping is over.

5.11 Delays and suspension

- 5.11.1 The umpire shall ensure that the players do not deliberately cause any delay in play (Law 16.4). Any unnecessary walk around the court between rallies shall be prevented and if necessary, Law 16.7 shall be applied.
- 5.11.2 Play may be suspended by the Referee or Umpire if warranted by a circumstance affecting playing conditions.
- 5.11.3 If, during a match, a court or its immediate surroundings needs repair, or it is temporarily not playable, the Umpire shall call the Referee (or the Referee shall go onto the court) and play will be suspended until the court and its immediate surroundings are again suitable for play.
- 5.11.4. When play is suspended, the Umpire shall call: "Play is suspended" and note "S" on the scoring device or scoresheet, if used.
- 5.11.5. When play resumes after the suspension, the Umpire shall note the duration of the suspension and ensure that the players are on the correct side of the net and in the correct service courts, then call "Are you ready?" followed by the score and "Play".

5.12 Coaching from Off Court

- 5.12.1 Coaching is not allowed from the moment the player(s) is ready to play and while the shuttle is in play.
- 5.12.2. Coaches must be seated in their designated seats and must not stand court-side during the match except during the permitted intervals (Law 16.2).
- 5.12.3. Coaches are not allowed to move their chairs from the designated positions without the Referee's permission and, in particular, the Umpire shall ensure that the visibility of commercial advertising is not disturbed by any such movement of the Coach's chair.
- 5.12.4 There must be no distraction or disruption to play by any coach.

- 5.12.5 Coaches at courtside must not attempt to communicate in any way with opposing players, coaches, team officials or on court Technical officials during a match.
- 5.12.6 Coaches at courtside must not use any electronic device for any purpose.
- 5.12.7 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 if such incident is repeated.

5.13 Change of Shuttle

- 5.13.1 Change of a shuttle during the match must be fair. The umpire shall decide if the shuttle should be changed.
- 5.13.2 A shuttle whose speed or feathers have been deliberately interfered with shall be discarded and Law 16.7 applied, if appropriate.
- 5.13.3 The Referee shall be the sole judge for deciding the speed of the shuttle to be used. If both sides wish to change the shuttle speed, the Referee shall be called immediately.

5.14 Injury or Sickness During a Match

- 5.14.1 This type of incident must be handled carefully and flexibly. The umpire must try to determine the severity of the problem as quickly as possible and call the Referee onto court, if necessary. The Referee will decide on whether Tournament Doctor or anyone else is required on court (Instruction 3.6). The Tournament Doctor should examine the player and advise the player about the severity of the injury or sickness. No treatment causing undue delay shall be given on the court. The umpire shall time the delay caused by the injury.
- 5.14.2 For a blood flowing injury, the game should be delayed until the bleeding stops or the wound is suitably dressed.
- 5.14.3 If a player approaches the Umpire and expresses the wish to retire because of injury or illness, the Umpire shall ask the player “Are you retiring?” and if confirmed, the Umpire shall make the appropriate announcement (BWF Statutes, Section 4.1.5, Section 6).
 - 5.14.3.1 If the umpire is uncertain about the legitimacy of the player’s injury or illness, he shall call the Referee on court.

5.15 Mobile Phone

- 5.15.1 A player’s mobile phone ringing on the court or its immediate surroundings, during a match shall be considered to be an offence under Law 16.6.4 and shall be dealt with as appropriate under Law 16.7

5.16 Match Stopped by the Referee

- 5.16.1 When the Referee comes onto court during a match in a qualifying competition and informs the Umpire that a player(s) in the match is to be promoted to the main draw then the Umpire shall announce:
 - 5.16.1.1. “Match ended by the Referee. Player W (or players W and X) promoted to the main draw”; and
 - 5.16.1.2. “Player Y (or players Y and Z), proceeds to the next round/main draw”.

5.17 Misconduct

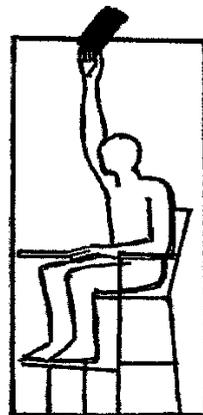
- 5.17.1 The Umpire shall ensure that players’ conduct on the court is honourable and in a sportsmanlike manner. 3.5.10.2 Any breach of clauses 4.2.2 to 4.2.3 and 4.2.6 to 4.2.17 of the Players’ Code of Conduct shall be considered to be an offence under Law 16.6.4.

(Relevant extracts from Players’ Code of Conduct

4.2 *Being a model competitor on court*

- 4.2.2 *Conducting themselves in an honourable and sportsmanlike manner during any match or at any time while within the precincts of the site of a BWF Sanctioned Tournament.*

- 4.2.3 *Complying with the goodwill formalities before, during and after any match including thanking Technical Officials and shaking hands with opposing Players. Players must thank their opponents and umpire before leaving the field of play to celebrate with their coach or the crowd.*
 - 4.2.6 *Always using one's "best efforts" to win a match.*
 - 4.2.7 *Completing a match in progress unless reasonably unable to do so.*
 - 4.2.8 *Respecting technical officials and not trying to influence the decisions of technical officials in any way using an arm, hand, or racket gestures, or orally.*
 - 4.2.9 *Not 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.*
 - 4.2.10 *Not 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.*
 - 4.2.11 *Not making of gestures or signs with the hands and/or racket or shuttle that commonly have an obscene or offensive meaning*
 - 4.2.12 *Not 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.*
 - 4.2.13 *Not deliberately tampering with the shuttle to affect its flight or speed*
 - 4.2.14 *Not 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.*
 - 4.2.15 *Not 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.*
 - 4.2.16 *Not physically abusing an official, opponent, spectator, or other person. Even the unauthorised touching of such person may be regarded as physical abuse.*
 - 4.2.17 *Acting in a sportsmanlike way. Not conducting oneself in a manner that is clearly abusive or detrimental to the reputation of the sport.).*
- 5.17.2 Record and report to the Referee any incident of misconduct and the action taken.
- 5.17.3 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", followed by a specific explanation of the misconduct (BWF Statutes, Section 4.1.5, Section 5) at the same time raising the right hand **holding a yellow card** above the umpire's head.



5.17.3.1 The umpire shall use the standard vocabulary (BWF Statutes,

Section 4.1.5, Section 5) to explain the specific misconduct.

- 5.17.4 When the umpire faults a side (Law 16.7.1.2 or 16.7.1.3) the umpire shall call: "Come here" to the offending player and then call: "... [name of player], fault for misconduct" followed by a specific explanation of the misconduct (BWF Statutes, Section 4.1.5, Section 5). at the same time raising the right hand **holding a red card** above the umpire's head. The, umpire must call the Referee on court and report immediately.
- 5.17.4.1 The umpire shall use the standard vocabulary (BWF Statutes, Section 4.1.5, Section 5) to explain the specific misconduct.
- 5.17.5 When the Referee decides to disqualify the offending player or pair of players, a black card is given to the umpire. The umpire must then call: "Come here" to the offending player or pair followed by: "[name of player(s)] disqualified for misconduct" followed by a specific explanation of the misconduct (BWF Statutes, Section 4.1.5, Section 5). at the same time raising the right hand **holding a black card** above the umpire's head.
- 5.17.5.1 The Umpire shall use the standard vocabulary to explain the specific misconduct.
- 5.17.5.2 The Umpire shall then announce, "Match won by W, or W and X, or Member", and the score.
- 5.17.6 Misconduct during intervals (Law 16.2) is treated as misconduct during a game. This should be followed with a call as in Instructions 5.17.3 to 5.17.5 immediately on occurrence of misconduct.
- 5.17.7 In cases of misconduct during an interval where a player has been warned under Law 16.7.1.1, after the interval, the Umpire shall call:
- 5.17.7.1. "11- [score]" then "Play" (after intervals at 11 points); or
- 5.17.7.2. ".....game; love all; Play" (after intervals between games).
- 5.17.8 In cases of misconduct during an interval where a player has been faulted under Law 16.7.1.2 or 16.7.1.3 after the interval the Umpire shall call:
- 5.17.8.1 "11-[score]" ".....[name of player], faulted" followed by "service over", where appropriate, "new score" and then "play" (after intervals at 11 points): or
- 5.17.8.2 "..... game; love all"...[name of player], faulted" followed by "service over", where appropriate, the "new score" and then "play" (after intervals between games).
- 5.17.9 If the player/pair is disqualified during an interval by the Referee, do not wait for the end of the interval but call immediately ".....[name of player(s)], disqualified for misconduct" followed by call as in Instruction 5.17.5.1 and 5.17.5.2.
- 5.17.10 Misconduct before and after a match that happens on the Field Of play shall be treated as in Instructions 5.17.13 to 5.17.5 as appropriate. However, it shall have no effect on the score of the match.

6. GENERAL ADVICE TO UMPIRES

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

- 6.1 Know and understand the Laws of Badminton and ITTO. Pay special attention to the recent changes.
- 6.2 Call promptly and with authority, but, if a mistake is made, admit it, apologise and correct it.
- 6.3 Change your call if you have been quickly and convincingly advised by your Service Judge to that effect.
- 6.4 Call the Referee on court when a problem arises you are not certain you can handle on your own.
- 6.5 Listen to your Service Judge when he delivers an important message. Together you form one team.
- 6.6 Make all announcements and calling of the score distinctly and loudly enough to be

- heard clearly by players and the spectators.
- 6.7 If a doubt arises in your mind as to whether an infringement of the Laws has occurred or not, do not call a 'fault' and allow the game to proceed,
 - 6.8 Never ask the spectators nor be influenced by them or their remarks.
 - 6.9 Motivate the other technical officials (e.g. maintain eye contact with the service judge and discreetly acknowledge the decisions of line judges) and establish a working relationship with them.
 - 6.10 Wear the appropriate uniform, including following the Clothing regulations for Umpires where a uniform has not been provided (GCR, Regulation 25).
 - 6.11 Adhere to the Technical Officials Code of Conduct (BWF Statutes, Section 2.2.5).

***(Relevant extract from the General Competition Regulations – GCR 25
CLOTHING REGULATIONS FOR UMPIRES WHERE A UNIFORM HAS NOT BEEN
PROVIDED***

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

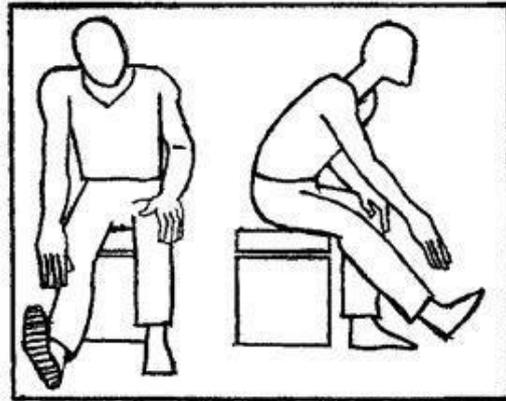
- 24.1.1 Umpires are to bring their own uniform, consisting of black pants or skirt, a black collared shirt with a pocket, black socks and black shoes.*
- 24.1.2 Only one manufacturer's logo and one additional advertisement are allowed on the shirt and each logo must not be larger than 20 square centimetres.*
- 24.1.3 If, in the BWF's sole judgement, there is a clash between the content of advertising in Regulation 24.1.2 and the tournament sponsors or the TV broadcasters, or if the content of the advertising would infringe local laws or be considered offensive, then the BWF may limit advertising on the shirt.*
- 24.1.4 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.).*

7. INSTRUCTIONS TO SERVICE JUDGES

- 7.1 The service judge shall sit on a low chair by the post, preferably opposite the umpire.
- 7.2 The service judge is responsible for judging that the server delivers a correct service (Law 9.1.3 to Law 9.1.9). If not, call "Fault" loudly and use the approved hand signal to indicate the type of infringement.
- 7.3 The Umpire shall use the standard vocabulary (BWF Statutes , Section 4.1.5, Section 4) to acknowledge the Service Judge's call and explain the specific service fault.
- 7.4 The approved hand signals are set out in the diagrams below:

Laws 9.1.3 and 9.1.4

The server and the receiver shall stand within diagonally opposite service courts without touching the boundary lines of these service courts. 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).



Law 9.1.5

The server's racket shall initially hit the base of the shuttle.



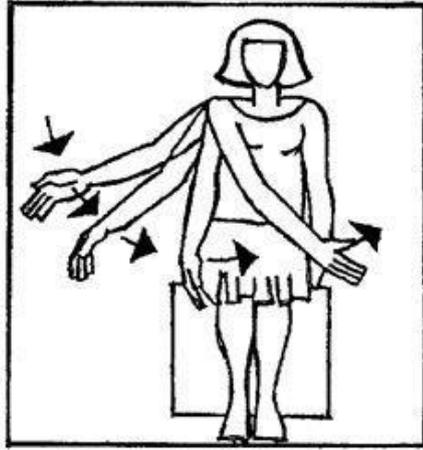
Law 9.1.6

The whole shuttle shall be below 1.15 metres from the surface of the court at the instant of being hit by the server's racket.



Law 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).



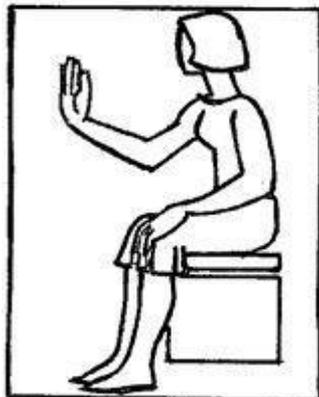
7.4.1 For Alternative Service Laws (BWF Statutes, Section 4.1.4)

Law 9.1.6 replaced with:

- (a) 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.



- (b) 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.



- 7.5 The Service Judge, when appointed, shall administer any change of shuttle under the Umpire's instruction and ensure that a sufficient quantity of shuttles is readily available throughout the match in order to avoid delays during play.
- 7.6 The Umpire may arrange for the Service Judge to perform additional duties such as checking that the posts are on the doubles side lines (Law 1.5), checking the height of the net if it is deemed necessary or to call the side-line closest to the Service Judge where there is no Line Judge appointed, with the players so advised.
- 7.7 Where an Instant Review System is in operation, the Service Judge shall check that any challenge is administered correctly by the Umpire and advise the Umpire before the next rally commences if this is not the case.
- 7.8 The Service Judge shall back up the Umpire and assist the Umpire as required. The Service Judge shall contact the Umpire immediately if observing a potential mistake committed by the Umpire.
- 7.9 At the end of a match, immediately after the Umpire has called "Game" the Service Judge shall stand to shake hands with the players. After the Umpire has announced the result of the match the Service Judge shall walk across the court to the Umpire's chair to assemble the players and join the Umpire in leaving the court.

Section 4.1.4 Alternative Laws of Badminton - Scoring Systems & Service

Alternative service laws

Please note that for each of the Alternative Laws of Badminton, all of the Laws of Badminton (BWF Statutes, Section 4.1 – Laws of Badminton) apply, except where specifically noted below.

- 9.1.6 (a) 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;
- (b) 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.

Section 4.1.5 Vocabulary

(as updated by BWF 30 November 2019)

1. Before the match

- 1.1 Clothing:
 - 1.1.1 "Let me check the clothing"
 - 1.1.2 "Your name on the shirt is too big"
 - 1.1.3 "Your name on the shirt is too small"
 - 1.1.4 "The name on the shirt is not the same as the name in the BWF database"
 - 1.1.5. "Your name is mandatory on the shirt"
 - 1.1.6. "The name must be near the top of the shirt"
 - 1.1.7. "The Member name is mandatory on the shirt"
 - 1.1.8. "The Member name on the shirt is too big"
 - 1.1.9. "The Member name on the shirt is too small"
 - 1.1.10. "You have more adverts on the shirt than is allowed"
 - 1.1.11. "The advert is too big"
 - 1.1.12. "The Member Association advert is not registered with BWF"
 - 1.1.13. "You must wear the same colour clothing as your partner"
 - 1.1.14. "Do you have any other colour of clothing?"
 - 1.1.15. "You have to change your colour of clothing"
 - 1.1.16. "If you do not change your shirt you will be fined"
 - 1.1.17. "The lettering on the shirt must be in a contrasting colour to the colour of the shirt"
 - 1.1.18. "The lettering on the shirt must be in a single colour"

- 1.1.19. "The lettering on the shirt must be in capital letters"
 - 1.1.20. "The lettering on the shirt must be in the Roman alphabet"
 - 1.1.21. "The lettering sequence is wrong"
 - 1.1.22. "Taping is not allowed"
- 1.2 Toss:
- 1.2.1 "Come here for the toss"
 - 1.2.2 "You won the toss"
 - 1.2.3 "What do you choose?"
 - 1.2.4 "Who will serve?"
 - 1.2.5 "Choose your end"
 - 1.2.6 "Who will receive?"
 - 1.2.7 "The opponent(s) chose to receive first, so you will serve first"
 - 1.2.8 "The opponent(s) chose to serve first, so you will receive first"
 - 1.2.9 "The opponent(s) chose ends. Do you wish to serve or receive first?"
- 1.3 Others:
- 1.3.1 "Switch off your mobile phone"
 - 1.3.2 "Place your bag properly in the basket"
 - 1.3.3 "Ready to play?"

2. Start of the Match

2.1 Introduction and Announcements

W, X, Y, Z are names of players and A, B, C, D are names of Members.
To start the first game of the match, the Umpire shall call

2.1.1 Singles Tournament

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

2.1.2 Singles Team Tournament

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

2.1.3 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 Member, announce the Member name after announcing both players' names (e.g. 'W and X, A').

2.1.4 Doubles Team Tournament

"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."

- 2.2 To start the second game, the Umpire shall call "Second game, love all; play."
(Unless there has been a fault for misconduct during the interval)
- 2.3 To start the final game, the Umpire shall call "Final game, love all; play."
(Unless there has been a fault for misconduct during the interval)

3. During the match

- 3.1. Progress of the match

- 3.1.1. "Service over"
- 3.1.2. "Fault"
- 3.1.3. "Let"
- 3.1.4. "Out"
- 3.1.5. "Interval"
- 3.1.6. "Play a let"
- 3.1.7. "Change ends"
- 3.1.8. "You did not change ends"
- 3.1.9. "Court ... (number, if more than one court is used) 20 seconds"
- 3.1.10. "... game point ..." e.g. '20 game point 6', or '29 game point 28'"
- 3.1.11. "... match point ..." e.g. '20 match point 8', or '29 match point 28'"
- 3.1.12. "... game point all' e.g. '29 game point all'"
- 3.1.13. "... match point all' e.g. '29 match point all'"
- 3.1.14. "Service Judge – signal, please"
- 3.1.15. "You hit the shuttle on your opponent's side of the net"
- 3.1.16. "The shuttle touched you"
- 3.1.17. "You touched the net"
- 3.1.18. "You touched the post"
- 3.1.19. "A shuttle came on the court"
- 3.1.20. "The shuttle did not distract you"
- 3.1.21. "You obstructed your opponent"
- 3.1.22. "You deliberately distracted your opponent"
- 3.1.23. "You hit the shuttle twice"
- 3.1.24. "You slung the shuttle"
- 3.1.25. "You invaded your opponent's court"

3.2 Serving/Receiving:

- 3.2.1. "Right service court"
- 3.2.2. "Left service court"
- 3.2.3. "You missed the shuttle during service"
- 3.2.4. "Don't serve before the receiver is ready"
- 3.2.5. "The receiver was not ready"
- 3.2.6. "The server was not ready"
- 3.2.7. "Your partner was not ready"
- 3.2.8. "Your opponent was not ready"
- 3.2.9. "You attempted to return the service"
- 3.2.10. "You served from the wrong service court"
- 3.2.11. "You served out of turn"
- 3.2.12. "You received out of turn"
- 3.2.13. "You blocked the receiver's view of the shuttle during service"
- 3.2.14. "Both you and your partner hit the shuttle"

3.3 Shuttle change:

- 3.3.1. "Is the shuttle OK?"
- 3.3.2. "Change the shuttle"
- 3.3.3. "Do not change the shuttle"
- 3.3.4. "Return the shuttle"
- 3.3.5. "You must ask me for permission to change the shuttle"
- 3.3.6. "Test the shuttle"
- 3.3.7. "Do not test the shuttle"

3.4 Line calls/IRS:

- 3.4.1. "Line Judge - signal please"
- 3.4.2. "I clearly saw the shuttle land out"
- 3.4.4. "The Line Judge made a correct call"

- 3.4.5. "Correction IN"
- 3.4.6. "Correction OUT"
- 3.4.7. "Un sighted"
- 3.4.8. "You did not challenge immediately"
- 3.4.9. "..... (name of player) challenges, Called [IN]"
- 3.4.10. "..... (name of player) challenges, Called [OUT]"
- 3.4.11. "The IRS result was 'No decision'"
- 3.4.12. "Challenge unsuccessful"
- 3.4.13. "One challenge remaining"
- 3.4.14. "No challenges remaining"
- 3.4.15. "The IRS is not working; no challenges can be made"
- 3.4.16. "The IRS is now working, challenges can be made"

3.5 Influencing TO

- 3.5.1 "You tried to influence the Service Judge"
- 3.5.2. "You tried to influence the Line Judge"
- 3.5.3. "You must not influence the Line Judge"
- 3.5.4. "You must not influence the Service Judge"

3.6 Coaching

- 3.6.3 "Coach(es) return to your chair(s)"
- 3.6.2. "Your coach distracted your opponent"
- 3.6.3. "Your coach disrupted play"
- 3.6.4. "Do not seek coaching"
- 3.6.5. "Do not coach during the rally"

3.7 Injury

- 3.7.1 "Are you OK?"
- 3.7.2. "Can you play on?"
- 3.7.3. "Do you need the doctor?"
- 3.7.4. "Are you retiring?"
- 3.7.5. "Play is suspended"
- 3.7.6. "Are you ready?"

3.8 Mopping

- 3.8.1 "Wipe the court, please"
- 3.8.2. "Show where to wipe the court"
- 3.8.3. "Use your foot to wipe the court"
- 3.8.4. "No sweat throwing"
- 3.8.5. "Do not fall intentionally"

3.9 Continuous play

- 3.9.1 "On court"
- 3.9.2. "No delay"
- 3.9.3. "Play"
- 3.9.4. "Play on"
- 3.9.5. "Play now"
- 3.9.6. "Play must be continuous"
- 3.9.7. "Players back on court"
- 3.9.8. "..... (name of player) back on court"
- 3.9.9. "Get ready quicker"
- 3.9.10. "Quick towel only"
- 3.9.11. "Quick drink only"

3.9.12. "Service delayed, play must be continuous"

3.10 Misconduct

3.10.1 "Come here"

3.10.2. "Do not raise your fist towards your opponent(s)"

3.10.3 "Do not shout at your opponent"

3.10.4. "You must use your best effort"

3.10.5. "You must shake hands before celebrating"

3.10.6. "..... (name of player) warning for misconduct"

3.10.7. "..... (name of player) fault for misconduct"

3.10.8. "..... (name of player) disqualified for misconduct"

3.11 Others

3.11.1 "The scoreboard is not working"

3.11.2. "Your new shirt must be of the same colour and similar design to your original shirt"

3.11.3. "Return the shuttle properly"

4. Explanations for Service Fault calls

4.1. "Service fault called, too high"

4.2. "Service fault called, shaft"

4.3. "Service fault called, foot"

4.4. "Service fault called, continuous motion"

4.5. "Service fault called, base of shuttle"

4.6. "Service fault called, undue delay"

4.7. "Service fault called, flight"

4.8. "Service fault called, shuttle missed"

4.9. "Service fault called, receiver fault called, play a let"

4.10. "Fault receiver, foot"

4.11. "Fault server, foot"

4.12. "Fault receiver, undue delay"

4.13. "Fault server, undue delay"

5. Explanations of Warnings and Faults

5.1 "Racket abuse"

5.2. "You threw the racket dangerously"

5.3. "Verbal abuse"

5.4. "You used unacceptable language"

5.5. "You shouted at your opponent"

5.6. "You raised your fist in the direction of your opponent"

5.7. "You tried to influence the Service Judge"

5.8. "You tried to influence the Line Judge"

5.9. "Shuttle abuse"

5.10. "You interfered with the speed of the shuttle"

5.11. "Physical abuse"

5.12. "Equipment abuse"

5.13. "You kicked the A-board"

5.14. "You hit the net"

5.15. "You hit the chair"

5.16. "You hit the equipment box"

5.17. "You hit the service measuring device"

5.18. "Delay"

5.19. "You delayed the service"

- 5.20. "You refused to follow my instructions"
- 5.21. "You refused to play on"
- 5.22. "You left the court without permission"
- 5.23. "Unsportsmanlike conduct"
- 5.24. "You made an obscene gesture"
- 5.25. "You celebrated in an unsportsmanlike manner"
- 5.26. "Your mobile phone rang"

6. End of Game/Match

- 6.1. "Game"
- 6.2. "First game won by ...' [name(s) of player(s), or Member (in a Team Tournament)]'.....' (score)"
- 6.3. "Second game won by' [name(s) of player(s), or Member (in a Team Tournament)]'' (score)"
- 6.4. "One game all"
- 6.5. "Match won by' ..' [name(s) of player(s), or Member (in a Team Tournament)]'....' (score)"
- 6.6. "'.....' (name of player) 'retired'"
- 6.7. "'.....' (name of player) 'disqualified'"
- 6.8. "Match ended by the Referee – A promoted to the main draw. B proceeds to next round/main draw"

7. Notes for Incidents on the Scoresheet (Examples)

- 7.1. I – Injury
- 7.2. W – Warning for misconduct
- 7.3. F – Fault for misconduct
- 7.4. R – Referee called on court
- 7.5. S – Suspension
- 7.6. Disqualified – Disqualified by the Referee
- 7.7. Retired
- 7.8. Match suspended for X minutes for
- 7.9. Interfered with the shuttle
- 7.10. Twisted his ankle
- 7.11. Game delayed for X minutes
- 7.12. (Name of Player) warned for influencing the Line Judge
- 7.13. (Name of Player) warned for delaying the game
- 7.14. (Name of Player) faulted for using abusive language. Referee was called on court and instructed me to observe and fault again if necessary
- 7.15. (Name of Player) was faulted for pushing the Line Judge. Referee was called on court and decided to disqualify the player
- 7.16. (Name of Player) had a nose bleed. Referee and Tournament Doctor were called on court. Game delayed for X minutes
- 7.17. (Name of Player) was injured. Referee and Tournament Doctor were called on court. Tournament Doctor advised the player to retire.

8. Notes on Clothing Violation on the Scoresheet

- 8.1 [Name of player] on the shirt is too big
- 8.2. [Name of player] on the shirt is too small
- 8.3. [Name of player] on the shirt is not the same as the name in the BWF database
- 8.4. There is no player name on the shirt of [name of player]
- 8.5. There is no Member name on the shirt of [name of player]
- 8.6. The Member name on the shirt of [name of player] is too big
- 8.7. The Member name on the shirt of [name of player] is too small
- 8.8. There are too many adverts on the shirt of [name of player]
- 8.9. The advert on the shirt of [name of player] is too big
- 8.10. [Name of player] refused to change the colour of their clothing
- 8.11. [Names of players] wore different colours of clothing

- 8.12. The lettering on the shirt of [name of player] is not in a contrasting colour to the colour of the shirt
- 8.13. The lettering on the shirt of [name of player] is not in a single colour
- 8.14. The lettering on the shirt of [name of player] is not in capital letters
- 8.15. The lettering on the shirt of [name of player] is not in the Roman alphabet
- 8.16. The lettering sequence on the shirt of [name of player] is wrong
- 8.17. There is taping on the shirt of [name of player]

9. 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

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 D

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. '0' - 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 maybe 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.

BADMINTON SCORE SHEET

(Adopted by The Badminton Umpires Association of England)

Match No. 14 (A) Umpire... L.A Leman..... (A)

Event... Mixed Doubles..... (A) Service Judge... I.P Reams..... (M)

Court No... 2..... (H) Start... 13.08..... Finish... 13.44..... (M)

Date... 4/8/06..... (N) Duration... 36..... (Minutes) (N)

Score (L) (F) (R) (C) (B)

1	21	:	6
2	25	:	27
3	21	:	6

(F) (O) (C) (B) (K)

BILL SYKES (Wiltshire)	(C)	PETER STRINGER (Surrey)
LISA EVANS (Avon)	(B)	GRACE INGRAM (Kent)

Bill Sykes	(G)	1	2	3	4	5	6	15	16	17	18	(K)	Sykes										
Lisa Evans	(D)	R	0					7	8	9	10	11	12	13	14	19	20	21	21	6	Evans		
Peter Stringer	(D)						3														String		
Grace Ingram	(S)	0	1	2							4	5									Ingram		
Bill Sykes	(G)	1	2	3	4	5	6	7				13									Sykes		
Lisa Evans	(D)	S	0						8	9	10	11	12							14	15	16	Evans
Peter Stringer	(D)			1	2	3						8	9									15	String
Grace Ingram	(R)	0						4	5	6	7				10	11	12	13	14			Ingram	
Bill Sykes	(G)	17	18					21	22			25										Sykes	
Lisa Evans	(D)							19	20			23	24									25	Evans
Peter Stringer	(D)																					27	String
Grace Ingram	(R)							16	17	18	19	20			22	23				26	27		Ingram
Bill Sykes	(G)	1	2	3	4	5	6	7				13	14	15	16	17	18	19	20			(K)	Sykes
Lisa Evans	(D)	R	0					8	9	10	11	12										21	Evans
Peter Stringer	(D)						1	2														21	String
Grace Ingram	(S)	0										3										6	Ingram
Bill Sykes	(D)																						Sykes
Lisa Evans	(D)																						Evans
Peter Stringer	(D)																						String
Grace Ingram	(D)																						Ingram

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

Umpire's Signature..... L.A Leman..... (P) Referee's Signature Results Service.....

