

LAWS OF BADMINTON

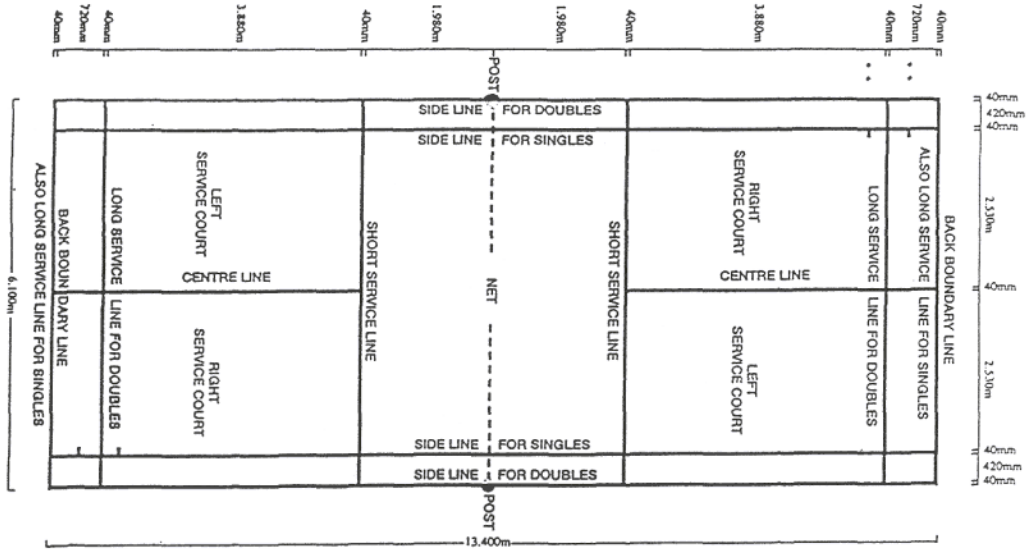
DEFINITIONS

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 forward movement of the player's racket.

1. COURT AND COURT EQUIPMENT

- 1.1. The court shall be a rectangle marked out with lines 40 mm 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. The posts or its supports shall not extend into the court.
- 1.5. The posts shall be placed on the doubles side lines as in Diagram A irrespective of whether singles or doubles is being played.
- 1.6. The net shall be made of fine cord of dark colour and even thickness with a mesh of not less than 15 mm and not more than 20 mm.
- 1.7. The net shall be 760 mm in depth and at least 6.1 metres wide.
- 1.8. The top of the net shall be edged with a 75 mm white 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.

DIAGRAM A



*Note: (1) Diagonal length of full court = 14.723m
 (2) Court as shown above can be used for both singles and doubles play*

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.

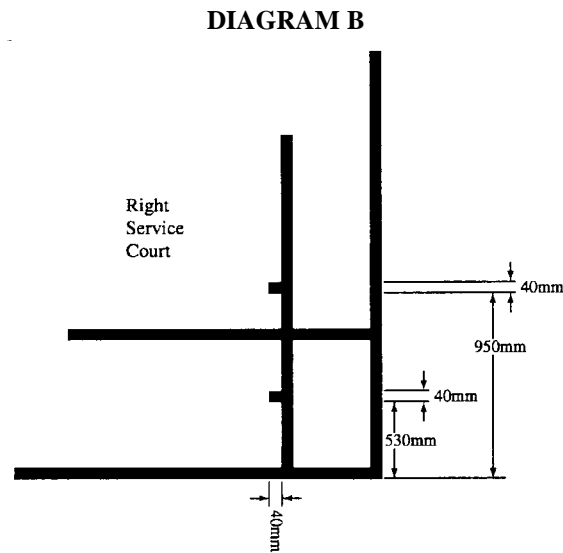
2.3. Non-Feathered Shuttle

- 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

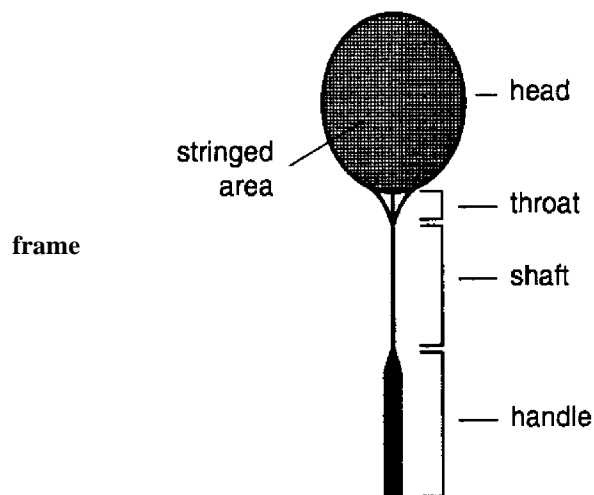
- 3.1. To test a shuttle, a player shall use a full underhand stroke which makes contact with the shuttle over the back boundary line. The shuttle shall be hit at an upward angle and in a direction parallel to the side lines.
- 3.2. A shuttle of correct speed will land not less than 530 mm and not more than 990 mm short of the other back boundary line as in Diagram B



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:
- 4.2.3. the width of the extended stringed area does not exceed 35 mm; and
- 4.2.4. the overall length of the stringed area does not then exceed 330 mm.

4.3. The racket:

- 4.3.1. shall be free of attached objects and protrusions, other than those used solely and specifically to limit or prevent wear and tear, or vibration, or to distribute weight, or to secure the handle by cord to the player's hand, and which are reasonable in size and placement for such purposes; and
- 4.3.2. shall be free of any device that makes it possible for a player to change materially the shape of the racket.

5. EQUIPMENT COMPLIANCE

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

6. TOSS

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

7. SCORING SYSTEM

- 7.1. A match shall consist of the best of three games, unless otherwise arranged (Appendix 2 and 3).
- 7.2. A game shall be won by the side which first scores 21 points, except as provided in Law 7.4 and 7.5.
- 7.3. The side winning a rally shall add a point to its score. A side shall win a rally, if the opposing side commits a 'fault' or the shuttle ceases to be in play because it touches the surface of the court inside the opponent's court.
- 7.4. If the score becomes 20-all, the side which gains a two point lead first, shall win that game.
- 7.5. If the score becomes 29-all, the side scoring the 30th point shall win that game.
- 7.6. The side winning a game shall serve first in the next game.

8. CHANGE OF ENDS

- 8.1. Players shall change ends:
 - 8.1.1. at the end of the first game;
 - 8.1.2. at the end of the second game, if there is to be a third game; and
 - 8.1.3. in the third game when a side first scores 11 points.
- 8.2. If the ends are not changed as indicated in Law 8.1, it shall be done so as soon as the mistake is discovered and when the shuttle is not in play. The existing score shall stand.

9. SERVICE

- 9.1. In a correct service:
 - 9.1.1. neither side shall cause undue delay to the delivery of the service once the server and the receiver are ready for the service. On completion of the backward movement of server's racket head, any delay in the start of the service (Law 9.2), shall be considered to be an undue delay;
 - 9.1.2. the server and the receiver shall stand within diagonally opposite service courts (Diagram A) without touching the boundary lines of these service courts;
 - 9.1.3. some part of both feet of the server and the receiver shall remain in contact with the surface of the court in a stationary position from the start of the service (Law 9.2) until the service is delivered (Law 9.3);
 - 9.1.4. the server's racket shall initially hit the base of the shuttle;

- 9.1.5. the whole shuttle shall be below the server's waist at the instant of being hit by the server's racket. The waist shall be considered to be an imaginary line round the body, level with the lowest part of the server's bottom rib;
 - 9.1.6. the shaft of the server's racket at the instant of hitting the shuttle shall be pointing in a downward direction;
 - 9.1.7. the movement of the server's racket shall continue forwards from the start of the service (Law 9.2) until the service is delivered (Law 9.3);
 - 9.1.8. the flight of the shuttle shall be upwards from the server's racket to pass over the net so that, if not intercepted, it shall land in the receiver's service court (i. e. on or within the boundary lines); and
 - 9.1.9. in attempting to serve, the server shall not miss the shuttle.
- 9.2. Once the players are ready for the service, the first forward movement of the server's racket head shall be the start of the service.
 - 9.3. Once started (Law 9.2), the service is delivered when the shuttle is hit by the server's racket or, in attempting to serve, the server misses the shuttle.
 - 9.4. The server shall not serve before the receiver is ready. However, the receiver shall be considered to have been ready if a return of the service is attempted.
 - 9.5. In doubles, during the delivery of service (Law 9.2, 9.3), the partners may take up any positions within their respective courts, which do not 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

- 11.4.1. In any game, the right to serve shall pass consecutively:
 - 11.4.2. from the initial server who started the game from the right service court
 - 11.4.3. to the partner of the initial receiver.
 - 11.4.4. to the partner of the initial server
 - 11.4.5. to the initial receiver,
 - 11.4.6. 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. passes through or under the net;
 - 13.3.3. fails to pass over the net;
 - 13.3.4. touches the ceiling or side walls;
 - 13.3.5. touches the person or dress of a player;
 - 13.3.6. touches any other object or person outside the court;

(Where necessary on account of the structure of the building, the local badminton authority may, subject to the right of veto of its Member Association, make bye-laws dealing with cases in which a shuttle touches an obstruction).
 - 13.3.7. is caught and held on the racket and then slung during the execution of a stroke;
 - 13.3.8. is hit twice in succession by the same player. However, a shuttle hitting the head and the stringed area of the racket in one stroke shall not be a 'fault';
 - 13.3.9. is hit by a player and the player's partner successively; or
 - 13.3.10. touches a player's racket and does not travel towards the opponent's court;
- 13.4. if, in play, a player:
 - 13.4.1. touches the net or its supports with racket, person or dress;
 - 13.4.2. invades an opponent's court over the net with racket or person except that the striker may follow the shuttle over the net with the racket in the course of a stroke after the initial point of contact with the shuttle is on the striker's side of the net;
 - 13.4.3. invades an opponent's court under the net with racket or person such that an opponent is obstructed or distracted; or

- 13.4.4. obstructs an opponent, i.e. prevents an opponent from making a legal stroke where the shuttle is followed over the net;
- 13.4.5. deliberately distracts an opponent by any action such as shouting or making gestures;
- 13.5. if a player is guilty of flagrant, repeated or persistent offences under Law 16;

14. LETS

- 14.1. 'Let' shall be called by the umpire, or by a player (if there is no umpire), to halt play.
- 14.2. It shall be a 'let', if:
 - 14.2.1. the server serves before the receiver is ready (Law 9.4);
 - 14.2.2. during service, the receiver and the server are both faulted;
 - 14.2.3. after the service is returned, the shuttle is:
 - 14.2.3.1.1. caught on the net and remains suspended on its top, or
 - 14.2.3.1.2. 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. 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:
 - not exceeding 60 seconds during each game when the leading score reaches 11 points; and

not exceeding 120 seconds between the first and second game, and between the second and third game shall be allowed in all matches.

(For a televised match, the Referee may decide before the match that intervals as in Law 16.2 are mandatory and of fixed duration).

16.3. Suspension of play

- 16.3.1. When necessitated by circumstances not within the control of the players, the umpire may suspend play for such a period as the umpire may consider necessary.
- 16.3.2. Under special circumstances the Referee may instruct the umpire to suspend play.
- 16.3.3. If play is suspended, the existing score shall stand and play shall be resumed from that point.

16.4. Delay in play

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

16.5. Advice and leaving the court

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

16.6. A player shall not:

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

16.7. Administration of breach

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

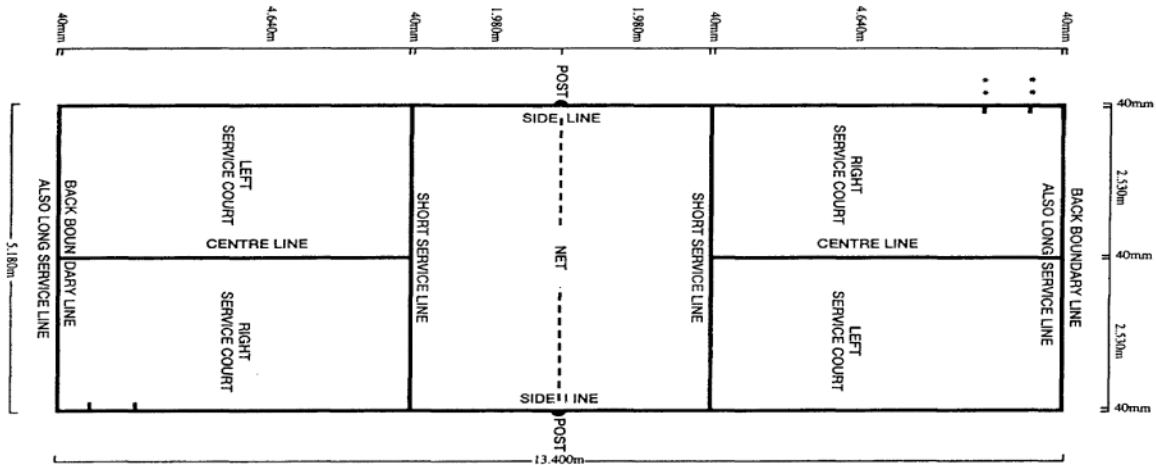
17. OFFICIALS AND APPEALS

- 17.1. The Referee shall be in overall charge of the tournament or event of which a match forms part.
- 17.2. The umpire, where appointed, shall be in charge of the match, the court and its immediate surrounds. The umpire shall report to the Referee.
- 17.3. The service judge shall call service faults made by the server should they occur (Law 9.1).
- 17.4. A line judge shall indicate whether a shuttle landed 'in' or 'out' on the line(s) assigned.
- 17.5. An official's decision shall be final on all points of fact for which that official is responsible except that if, in the opinion of the umpire, it is beyond reasonable doubt that a line judge has clearly made a wrong call, the umpire shall overrule the decision of the line judge.
- 17.6. An umpire shall:
 - 17.6.1. uphold and enforce the Laws of Badminton and, especially, call a 'fault' or a 'let' should either occur;
 - 17.6.2. give a decision on any appeal regarding a point of dispute, if made before the next service is delivered;
 - 17.6.3. ensure players and spectators are kept informed of the progress of the match;
 - 17.6.4. appoint or replace line judges or a service judge in consultation with the Referee;
 - 17.6.5. where another court official is not appointed, arrange for that official's duties to be carried out;
 - 17.6.6. where an appointed official is unsighted, carry out that official's duties or play a 'let';
 - 17.6.7. record and report to the Referee all matters relating to Law 16; and
 - 17.6.8. refer to the Referee all unsatisfied appeals on questions of law only. (Such appeals must be made before the next service is delivered or, if at the end of the match, before the side that appeals has left the court).

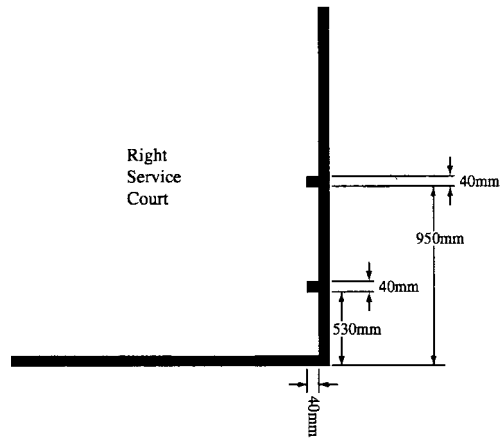
VARIATIONS IN COURT AND EQUIPMENT

1. Where it is not practicable to have posts on the sidelines, some method shall be used to indicate the position of the sidelines where they pass under the net, e.g. by the use of thin posts or strips of material 40 mm wide, fixed to the side lines and rising vertically to the net cord.
2. A court may be marked out for singles only as shown in Diagram E. The back boundary lines become also the long service lines and the posts or the strips of material representing them shall be placed on the side lines.
3. The top of the net from the surface of the court shall be 1.524 metres at the centre of the court and 1.55 metres over the side lines.

DIAGRAM E



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



*** Optional testing marks for singles court*

APPENDIX 2

HANDICAP MATCHES

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

1. No variation shall be permitted in the number of points required to win a game.
2. Law 8.1.3 shall be amended to read:
'in the third game, and in a match of one game, when one side has scored half the total number of points required to win the game (the next higher number being taken in case of fractions)'.

APPENDIX 3

OTHER SCORING SYSTEMS

It is permissible to play by prior arrangement, either.

1. one game of 21 points, or

2. the best of 3 games of 15 points in case of doubles and men's singles and 11 points in case of women's singles

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

8. CHANGE OF ENDS

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

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

7. SCORING SYSTEM

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

8. CHANGE OF ENDS

- 8.1. Players shall change ends:
 - 8.1.1. at the end of the first game;
 - 8.1.2. at the end of the second game, if there is to be a third game; and
 - 8.1.3. in the third game when a side first scores:
 - 8.1.3.1. 6 points in a game of 11 points; or
 - 8.1.3.2. 8 points in a game of 15 points.
- 8.2. If the ends are not changed as indicated in Law 8.1, it shall be done so as soon as the mistake is discovered and when the shuttle is not in play. The existing score shall stand.

10. SINGLES

- 10.1. Serving and receiving courts**

- 10.1.1. The players shall serve from, and receive in, their respective right service courts when the server has not scored or has scored an even number of points in that game.
- 10.1.2. The players shall serve from, and receive in, their respective left service courts when the server has scored an odd number of points in that game.

10.2. *Order of play and position on court*

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

10.3. *Scoring and serving*

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

11. *DOUBLES*

11.1. *Serving and receiving courts*

- 11.1.1. At the start of a game, and each time a side gains the right to serve, the service shall be delivered from the right service court
- 11.1.2. The player who serves or receives at the start of any game shall serve from, or receive in, the right service court when that player's side has not scored or has scored an even number of points in that game.
- 11.1.3. The player who serves or receives at the start of any game shall serve from, or receive in, the left service court when that player's side has scored an odd number of points in that game.
- 11.1.4. The reverse pattern shall apply to the partners.
- 11.1.5. The player of the receiving side standing in the diagonally opposite service court to the server shall be the receiver..
- 11.1.6. Service in any turn of serving shall be delivered from alternate service courts, except as provided in Laws 12 and 14.

11.2. *Order of play and position on court*

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

11.3. *Scoring and serving*

- 11.3.1. If the serving side wins a rally (Law 7.4), the serving side shall score a point. The server shall then serve again.

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

11.4. Sequence of serving

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

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

12. SERVICE COURT ERRORS

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

16. CONTINUOUS PLAY, MISCONDUCT & PENALTIES

16.1. Intervals:

- 16.1.1. not exceeding 90 seconds between the first and second game; and

- 16.1.2. not exceeding 5 minutes between the second and third game shall be allowed in all matches.

APPENDIX 4

VOCABULARY

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

1. Announcements and Introductions

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

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

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

2. Start of match and calling the score

- 2.1. 'Love all; play.'
- 2.2. 'Service over'
- 2.3. 'Interval'
- 2.4. 'Court ... ' (number) '20 seconds'

- 2.5. '... game point ... ' e.g. '20 game point 6', or '29 game point 28'
- 2.6. '... match point ... ' e.g. '20 match point 8', or '29 match point 28'
- 2.7. '... game point all' e.g. '29 game point all'
- 2.8. 'First game won by ' (in team event, use name of country / team) ' ... ' (score)
- 2.9. 'Second game'
- 2.10. '... match point all' e.g. '29 match point all'
- 2.11. 'Second game won by ' (in team event, use name of country / team) ' ... ' (score)
- 2.12. 'One game all'
- 2.13. 'Final Game'

3. *General Communication*

- 3.1. 'Choose your end'
- 3.2. 'Are you ready?'
- 3.3. 'You missed the shuttle during service'
- 3.4. 'Receiver not ready'
- 3.5. 'You attempted the return of service'
- 3.6. 'You must not influence the line judge'
- 3.7. 'Come here'
- 3.8. 'Is the shuttle OK?'
- 3.9. 'Test the shuttle'
- 3.10. 'Change the shuttle'
- 3.11. 'Do not change the shuttle'
- 3.12. 'Play a let'
- 3.13. 'Change ends'
- 3.14. 'You did not change the ends'
- 3.15. 'You served from the wrong service court'
- 3.16. 'You served out of turn'
- 3.17. 'You received out of turn'

- 3.18. 'You must not interfere with the shuttle'
- 3.19. 'The shuttle touched you'
- 3.20. 'You touched the net'
- 3.21. 'You are standing in the wrong service court'
- 3.22. 'You distracted your opponent'
- 3.23. 'Your coach distracted your opponent'
- 3.24. 'You hit the shuttle twice'
- 3.25. 'You slung the shuttle'
- 3.26. 'You invaded your opponent's court'
- 3.27. 'You obstructed your opponent'
- 3.28. 'Are you retiring?'
- 3.29. 'Fault – receiver'
- 3.30. 'Service fault called'
- 3.31. 'Service delayed, play must be continuous'
- 3.32. 'Play is suspended'
- 3.33. '.....' (name of player) 'warning for misconduct'
- 3.34. '.....' (name of player) 'fault for misconduct'
- 3.35. 'Fault'
- 3.36. 'Out'
- 3.37. 'Line judge – signal'
- 3.38. 'Service judge – signal'
- 3.39. 'Correction IN'
- 3.40. 'Correction OUT'
- 3.41. 'Wipe the court'

4. End of Match

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

4.3. '.....' (name of player/team) 'disqualified'

5. Scoring

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