
PART II**SECTION 2****RECOMMENDATIONS TO TECHNICAL OFFICIALS****1. INTRODUCTION**

- 1.1 The Recommendations to technical officials are issued by the BWF in its desire to standardise the control of the game in all countries and in accordance with its Rules.
- 1.2 The purpose of these Recommendations is to advise umpires how to control a match firmly and with fairness, without being officious, while ensuring that the Laws of the game are observed. These Recommendations also give guidance to service judges and line judges as to how to carry out their duties.
- 1.3 All technical officials shall remember that the game is for the players.

2. OFFICIALS AND THEIR DECISIONS

- 2.1 An umpire shall report to and acts under the authority of the Referee (Law 17.2) (or the responsible official in the absence of a Referee).
- 2.2 A service judge shall normally be appointed by the Referee but can be replaced by the Referee or by the umpire in consultation with each other (Law 17.6.4).
- 2.3 Line judges shall normally be appointed by the Referee, but a line judge can be replaced by the Referee or by the umpire in consultation with each other (Law 17.6.4).
- 2.4 An official's decision shall be final on all points of fact for which that official is responsible except that if, in the opinion of the umpire, it is beyond reasonable doubt that a line judge has clearly made a wrong call, the umpire shall overrule the decision of the line judge (Law 17.5) or where an Instant Review System is in operation the referee shall decide on any line call challenge using the review system (Law 17.5.2). If, in the opinion of the umpire, the line judge needs to be replaced, the umpire shall call the Referee (Law 17.6.4, Recommendation 2.3).
- 2.5 When another official is unsighted, the umpire shall make the decision. When no decision can be given, a 'let' shall be called (Law 17.6.6).
- 2.6 The umpire shall be in charge of the court and its immediate surrounds. The umpire's jurisdiction shall exist from entering the court before the match until leaving the court after the match (Law 17.2).

3. RECOMMENDATIONS TO UMPIRES

- 3.1 **Before the match**, the umpire shall:
 - 3.1.1 obtain the score-sheet from the Referee;
 - 3.1.2 ensure that any scoring device to be used is working;
 - 3.1.3 see that the posts are on the doubles side lines (Law 1.5);
 - 3.1.4 check the net for the height and ensure that there are no gaps between the ends of the net and the net posts;
 - 3.1.5 ascertain whether there are any bye-laws regarding the shuttle hitting an obstruction;

- 3.1.6 ensure that the service judge and the line judges know their duties and that they are correctly placed (Sections 5 and 6);
- 3.1.7 ensure that a sufficient quantity of tested shuttles (Law 3) is readily available for the match in order to avoid delays during play;
- (It is customary for the umpire to delegate the duties specified in Recommendations 3.1.3, 3.1.4 and 3.1.7 to the service judge, where one is appointed);
- 3.1.8 check that the players' clothing conforms to the relevant Regulations concerning colour, designs, lettering and advertising, and ensure that any violations are rectified. Any decision that the clothing was in violation of the Regulations (or was nearly so) shall be advised to the Referee or appropriate official before the match or, if this is not possible, immediately after the match;
- 3.1.9 carry out the toss fairly and ensure that the winning side and the losing side exercise their choices correctly (Law 6). Note the choices of the ends;
- 3.1.10 note, in the case of doubles, the names of the players starting in the right service court. Similar notes shall be made at the start of each game. (This enables a check to be made at any time to see if the players are in the correct service court);
- 3.2 **To start the match**, the umpire shall announce the match using the appropriate announcement from the following and point to the right or to the left at the appropriate words in the announcement. (W, X, Y, Z being names of the players and A, B, C, D being names of the countries represented.)

Singles

Tournament

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

Team Championship

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

Doubles

Tournament

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

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

Team Championship

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

The calling of "Play" constitutes the start of a match.

3.3 **During the match**

3.3.1 The umpire shall:

- 3.3.1.1 use the standard vocabulary in Appendix 4 of the Laws of Badminton;
- 3.3.1.2 record and call the score. Always call the server's score first;

- 3.3.1.3 during the service, if a service judge is appointed, especially watch the receiver. The Umpire may also call service fault, if necessary;
- 3.3.1.4 if possible, keep aware of the status of any scoring device;
- 3.3.1.5 raise the right hand above the umpire's head, if assistance is needed from the Referee or the left hand when a decision is required from the referee on any line call challenge using the Instant Review System; and
- 3.3.1.6 raise the left hand above the Umpire's head when a decision is required from the nominated technical official on any line call review using the Instant Review System.
- 3.3.2 When a side loses a rally and thereby the right to continue serving (Law 10.3.2, 11.3.2), call:
- “Service over”
- followed by the score in favour of the new serving side; if necessary, at the same time pointing the appropriate hand towards the new server and the correct service court.
- 3.3.3 “Play” shall only be called by the umpire:
- 3.3.3.1 to indicate that a match or a game is to start or that a game after interval or after changing the ends is to continue;
- 3.3.3.2 to indicate that play is to resume after a break; or
- 3.3.3.3 to indicate that the umpire is instructing players to resume play.
- 3.3.4 “Fault” shall be called by the umpire when a ‘fault’ occurs, except as follows:
- 3.3.4.1 a ‘fault’ of the server (Law 9.1) called by the service judge under Laws 13.1 shall be acknowledged by the umpire by calling “Service fault called”. The umpire shall call a ‘fault’ of the receiver by calling “Fault receiver”;
- 3.3.4.2 a ‘fault’ occurring under Law 13.3.1, for which the line judge's call and signal suffices (Recommendation 6.2); and
- 3.3.4.3 ‘faults’ occurring under Laws 13.2.1, 13.2.2 or 13.3.3 which shall only be called if clarification is needed for the players or the spectators.
- 3.3.5 During each game when the leading score reaches 11 points (or appropriate score for matches being played using other scoring systems as outlined in Part II Section 1B Appendix 3) call “Service over”, where appropriate, followed by the score immediately after the rally scoring the 11th point has ended followed “Interval”, regardless of applause. This constitutes the start of interval allowed under Law 16.2.1. During each interval, the service judge, where appointed, shall ensure that the court is mopped during the interval.
- 3.3.6 In the interval during the games when the leading score reaches 11 points (Law 16.2.1 or appropriate score for matches being played using other scoring systems as outlined in Part II Section 1B Appendix 3)), after 40 seconds have elapsed, call:
- “[Court ...], 20 seconds”. Repeat the call.
- In the intervals (Law 16.2.1) during the first and second game, and in the third game after the players have changed the ends, each side may be joined on the court by not more than two persons.. These persons shall leave the court when the umpire calls “... 20 seconds”.
- To start the game after the interval, repeat the score followed by “Play”.

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

3.3.7 Extended game:

3.3.7.1 When leading side reaches 20 points, in each game, call “Game point” or “Match point”, as applicable.

3.3.7.2 If a side reaches 29 points, in each game and for each side, call “Game point” or “Match point”, as applicable.

3.3.7.3 The calls in Recommendation 3.3.7.1 and 3.3.7.2 shall always immediately follow the server’s score and precede the receiver’s score.

3.3.8 **At the end of each game**, “Game” must always be called immediately after the conclusive rally has ended, regardless of applause. Where appropriate this constitutes the start of any interval allowed under Law 16.2.2.

After the first game ends, call:

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

After the second game ends, call:

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

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

If a game wins the match, call instead:

“Match won by [name(s) of player(s), or team (in a team championship)] [scores]”.

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

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

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

3.3.10 To start the second game, call:

“Second game; love all; play”.

If there is to be a third game, to start the third game, call:

“Final game; love all; play”.

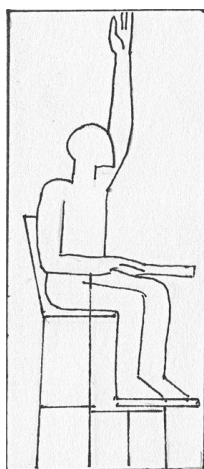
3.3.11 In the third game, or in a match of one game, call “Service over”, where appropriate, followed by the score, followed by “Interval; change ends” when the leading score reaches 11 points (Law 8.1.3). To start the game after the interval, repeat the score, followed by “Play”.

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

3.4 **Line calls**

3.4.1 The umpire shall always look to the line judge(s) when the shuttle lands close to a line and always when the shuttle lands out, however far. The line judge shall be entirely responsible for the decision except Recommendation 3.4.2 or 3.4.4 below.

- 3.4.2 If, in the opinion of the umpire, it is beyond reasonable doubt, a line judge has clearly made a wrong call, the umpire shall call:
- 3.4.2.1 “Correction, IN”, if the shuttle has landed “in”; or
- 3.4.2.2 “Correction, OUT”, if the shuttle has landed “out”.
- 3.4.3 In the absence of a line judge or if the line judge is unsighted, the umpire shall immediately call:
- 3.4.3.1 “Out” before calling the score when the shuttle lands outside the line; or
- 3.4.3.2 the score, when the shuttle lands in; or
- 3.4.3.3 “Let” when the umpire is also unsighted. When an Instant Review System is in operation, the Umpire shall request a decision from the nominated technical official. The Umpire shall call “Line Judge unsighted”, and at the same time raise the left hand above the Umpire’s head and indicating towards the appropriate line.
- 3.4.4 If the line call by the line judge (Recommendations 6.2, 6.3) or the overrule by the umpire (Recommendation 3.4.2 and 3.4.3) is challenged by a player / pair / country where an Instant Review System is in operation (Law 17.5.2, Part II, Section 1B, Appendix 7), the umpire shall ensure that the player / pair has a valid right to challenge. The player should clearly say “Challenge” to the Umpire and at the same time, make a clear signal by raising the arm.
- 3.4.4.1 If there is a right to challenge remaining the umpire shall call: “... {name of the player / pair / country, as appropriate} challenges. Called IN (or OUT, as appropriate)” at the same time raising the left hand above the Umpire’s head and indicating towards the line on which the call has been challenged.



- 3.4.4.2 The nominated technical official will review the call by using the Instant Review System and indicate to the umpire the result of the challenge by giving the final call IN, OUT, or NO DECISION.
- 3.4.4.3 To announce the result of the challenge, call:
- If challenge is successful: “Correction, IN” or “Correction, OUT” [as appropriate]. Thereafter call “Service over”, where appropriate, followed by the score. Call “Play”.
 - If challenge is unsuccessful: “Challenge unsuccessful” “Service over”, where appropriate, followed by the score. Thereafter call, [name of player(s)/country, as appropriate] [“one” or “no”, as appropriate] challenge remaining.” Call “Play”.

- If the final call is “No Decision” then “Let” shall be given on review of a call “Line Judge unsighted”, otherwise the original, challenged decision stands.

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

- 3.5.1 A player throwing a racket into the opponent’s court or sliding under the net (and who also thereby obstructs or distracts an opponent), shall be faulted under Law 13.4.2 or 13.4.3 respectively.
- 3.5.2 A shuttle invading from an adjacent court shall not automatically be considered a “let”. A “let” shall not be called if, in the opinion of the umpire, such invasion:
- 3.5.2.1 has gone unnoticed by the players; or
- 3.5.2.2 has not obstructed or distracted the players.
- 3.5.3 A player shouting to a partner who is about to hit the shuttle shall not necessarily be regarded as distracting the opponents. Calling ‘no shot’, ‘fault’, etc. shall be considered as distraction (Law 13.4.5).
- 3.5.4 Players leaving the court
- 3.5.4.1 Ensure that the players do not leave the court without the umpire’s permission except during the intervals as described in Law 16.2. (Law 16.5.2)
- 3.5.4.2 Any offending side may have to be reminded that leaving the court needs the umpire’s permission (Law 16.5.2). If necessary, Law 16.7 shall be applied. However, change of a racket at courtside during a rally is permitted.
- 3.5.4.3 During the game, if play is not held up, the players may be allowed to have a quick towel and / or drink at the discretion of the umpire.
- 3.5.4.4 If the court needs to be mopped, the players shall be within the court before the mopping is over.
- 3.5.5 Delays and suspension
- Ensure that the players do not deliberately cause any delay in, or suspension of play (Law 16.4). Any unnecessary walk around the court shall be prevented. If necessary, Law 16.7 shall be applied.
- 3.5.6 Coaching from off the court
- 3.5.6.1 Coaching from off the court (Law 16.5.1) shall be prevented in any form from the moment when the players are ready to play and while the shuttle is in play.
- 3.5.6.2 Ensure that:
- 3.5.6.2.1 the coaches are seated in the designated seats and do not stand court-side during the match except during the permitted intervals (Law 16.2);
- 3.5.6.2.2 there is no distraction or disruption to play by any coach
- 3.5.6.2.3 the coaches do not attempt to communicate in any way with opposing players or Coaches or Team Officials during the course of a match; or uses any electronic device for any purpose.

- 3.5.6.3 If, in the opinion of the umpire, play is disrupted or a player of the opposing side is distracted by a coach, a “let” shall be called (Law 14.2.5). The Referee shall be called immediately, on recurrence of such incident.
- 3.5.6.4 The Referee shall ensure that the Code of Conduct for Coaches and Team Officials (Part III, Section 1A, Appendix 9) is adhered to.
- 3.5.7 Change of shuttle
- 3.5.7.1 Changing the shuttle during the match shall not be unfair. The umpire shall decide if the shuttle needs to be changed.
- 3.5.7.2 A shuttle whose speed or flight has been interfered with shall be discarded and Law 16.7 applied, if necessary.
- 3.5.7.3 The Referee shall be the sole judge for deciding the speed of the shuttles to be used. If both sides wish to change the speed of shuttle, the Referee shall be called immediately. The Referee shall get the shuttle tested for speed, if necessary.
- 3.5.8 Injury or sickness during a match
- 3.5.8.1 Injury or sickness during a match should be handled carefully and flexibly. The umpire must determine the severity of the problem as quickly as possible. The Referee shall be called on the court, if necessary.
- The Referee shall decide on whether a medical official or any other persons are required on court. The medical official should examine the player and advise the player about the severity of the injury or sickness. No treatment causing undue delay shall be administered on the court.
- If there is bleeding, the game should be delayed until the bleeding stops or the wound is suitably protected
- 3.5.8.2 The Referee should advise the umpire of the time that may be required for the player to resume play. The Umpire shall monitor the elapsed time.
- 3.5.8.3 The Umpire shall ensure that the opposing side is not put at a disadvantage. Laws 16.4, 16.5, 16.6.1, and 16.7 shall be applied appropriately.
- 3.5.8.4 When appropriate, when there is injury, illness or other unavoidable hindrance, ask the player:
- “Are you retiring?”
- and if the answer is affirmative, call
- “..... [name of player] retired, match won by [name of player(s) / team, as appropriate]... [score]”.
- 3.5.9 Mobile Phone
- If a player’s mobile phone rings on the court or its immediate surroundings, during a match, it shall be considered to be an offence under Law 16.6.4 and shall be penalised appropriately as per Law 16.7.
- 3.5.10 Player’s conduct on the court
- 3.5.10.1 The Umpire shall ensure that players conduct on the court is honourable and in a sportsmanlike manner.

- 3.5.10.2 Any breach of Players' Code of Conduct Regulations 4.6, 4.10 to 4.16 (Part III, Section 1A, Appendix 4) shall be considered to be an offence under Law 16.6.4.

3.6 Suspension of play

If play has to be suspended, call:

“Play is suspended”

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

“Are you ready?”

Call the score and “Play”.

3.7 Misconduct

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

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

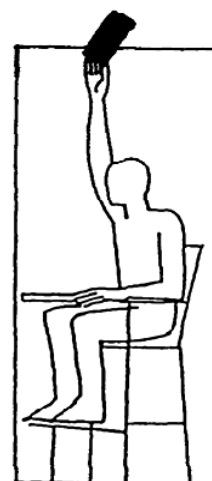
“... [name of player], warning for misconduct”

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

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

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

at the same time raising the right hand **holding a red card** above the umpire's head, and calling the Referee.



- 3.7.4 When the Referee decides to disqualify the offending player or pair of players, a black card is given to the umpire. The umpire shall call “Come here” to the offending player or pair and call:

“... [name of player(s)], disqualified for misconduct ”

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

Any disqualification for misconduct shall render a player disqualified for the entire tournament or championship.

- 3.7.5 Misconduct during intervals (Law 16.2) is treated as misconduct during a game. This should be followed by the appropriate call in either of recommendations 3.7.2 to 3.7.3 immediately on occurrence of misconduct. At the start of play after the interval, call,

“...game; love all” (after intervals between games)

Or call

“11 – [score]” (after intervals at 11 points).

Only in cases of administration of misconduct under Law 16.7.1.2 or 16.7.1.3, the Umpire shall call

“.....[name of player], faulted”

Thereafter, call “Service over”, where appropriate followed by the score.

Call “Play”.

If the player is disqualified by the Referee, call

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

Thereafter, call in Recommendation 3.3.8.

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

4. GENERAL ADVICE ON UMPIRING

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

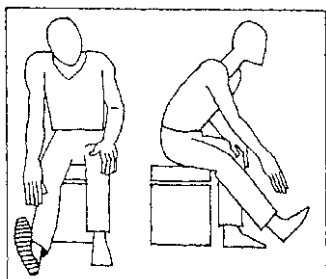
- 4.1 Know and understand the Laws of Badminton.
- 4.2 Call promptly and with authority, but, if a mistake is made, admit it, apologise and correct it.
- 4.3 Make all announcements and calling of the score distinctly and loudly enough to be heard clearly by players and the spectators.
- 4.4 Do not call a ‘fault’ and allow the game to proceed, if a doubt arises in your mind as to whether an infringement of the Laws has occurred or not.
- 4.5 Never ask the spectators nor be influenced by them or their remarks.
- 4.6 Motivate your other technical officials, e.g. by discreetly acknowledging the decisions of line judges and establishing a working relationship with them.
- 4.7 Wear the appropriate uniform, including following the Clothing Regulations for Umpires where a uniform has not been provided (refer to GCR 24).

5. INSTRUCTIONS TO SERVICE JUDGES

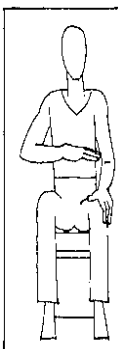
- 5.1 The service judge shall sit on a low chair by the post, preferably opposite the umpire.
- 5.2 The service judge is responsible for judging that the server delivers a correct service (Law 9.1.2 to Law 9.1.9). If not, call “Fault” loudly and use the approved hand signal to indicate the type of infringement.
- 5.3 The approved hand signals are:

Law 9.1.8

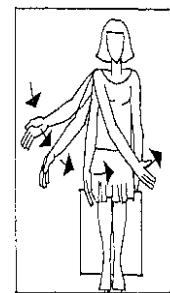
During the delivery of service (Law 9.3, 9.4), the movement of the server's racket does not continuously move forward.

**Law 9.1.5**

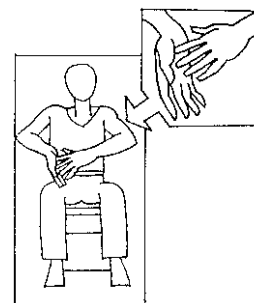
Initial point of contact of server's racket with the shuttle not on the base of the shuttle.

**Law 9.1.7**

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

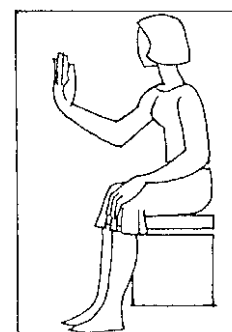
**Laws 9.1.3 and 9.1.4**

During the delivery of service (Law 9.3 9.4) the server and or the receiver are not standing within diagonally opposite service courts, if they are touching a boundary line of these service courts, or if one or both feet are not in contact with the service court, and in a stationary position until the service is delivered.

**Law 9.1.6**

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

For the Fixed Height Experiment: The whole shuttle at the instant of being hit not below 1.10 metres from the surface of the court.

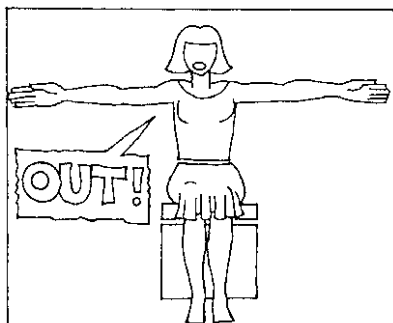


- 5.4 The umpire may arrange with the service judge any extra duties to be undertaken, provided that the players are so advised.

6. INSTRUCTIONS TO LINE JUDGES

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

- 6.2 A line judge shall be entirely responsible for the line(s) assigned except that the umpire shall overrule the call of the line judge, if beyond reasonable doubt, in the opinion of the umpire, a line judge has clearly made a wrong call or the referee shall supersede the line call by the line judge or the overrule by the Umpire if challenged by a player / pair where an Instant Review System is in operation (Law 17.5.2, Part II, Section 1B, Appendix 7).
- 6.2.1 If the shuttle lands out, no matter how far, call "Out" promptly in a clear voice, loud enough to be heard by the players and the spectators and, at the same time, signal by extending both arms horizontally so that the umpire can see clearly.
- 6.2.2 If the shuttle lands in, the line judge shall say nothing, but point to the line with the right hand.
- 6.3 If unsighted, inform the umpire immediately by putting both hands up to cover the eyes.
- 6.4 Do not call or signal until the shuttle has touched the floor.
- 6.5 Calls shall always be made, and no anticipation made of umpiring decisions, e.g. that the shuttle hit a player.
- 6.6 The approved hand signals are:

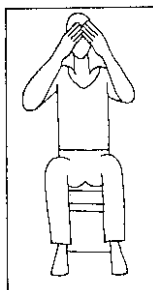


SHUTTLE IS OUT

If the shuttle lands out, no matter how far, call "Out" promptly in a clear voice, loud enough to be heard by the players and the spectators and, at the same time, signal by extending both arms horizontally so that the umpire can see clearly.

SHUTTLE IS IN

If the shuttle lands in, say nothing, but point to the line with your right hand.



IF UNSIGHTED

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

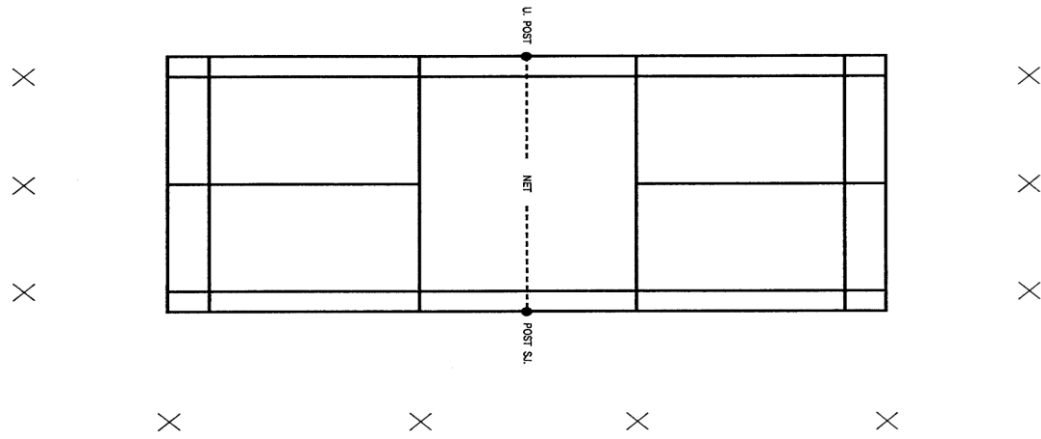


POSITIONS OF LINE JUDGES

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

X indicates the positions of the line judges

Singles



Doubles

