



GCSE PE Badminton Officiating Handbook

Key Definitions

Player	Any person playing
Match	Contest between opposing sides of 1 or 2 players
Singles	Contest with one player on each opposing side— same sex
Ladies/Mens Doubles	Contest with 2 players on each opposing side— same sex
Mixed Doubles	Contest with 2 players on each opposing side— mixed sex
Serving Side	The side having the right to serve
Receiving side	The side opposing the serving side
Fault	A violation of the playing rules, either in serving, receiving, or during play
Let	When an incident occurs during a point which means the point is replayed
Baseline	Back boundary line at each end of the court, parallel to the net
Centre/Base	Location in the centre of the court to which a singles player tries to return after each shot.
Centre line	Line perpendicular to the net that separates the left and right service courts.
Rally	Exchange of shots while the shuttle is in play

GCSE PE Edexcel Officiating Assessment Criteria

0	<ul style="list-style-type: none"> • Performance not worthy of credit.
1-2	<ul style="list-style-type: none"> • The student has very limited knowledge and understanding of the rules/laws/regulations and safety issues related to the selected physical activity. • They may be able to apply some of them at an appropriate performance level but their communication, positioning and signalling skills will be poor and they will lack the confidence to assert any authority. • The student may carry out a limited number of their responsibilities in the role of an official's assistant according to the relevant governing body's code of conduct.
3-4	<ul style="list-style-type: none"> • The student has basic knowledge and understanding of the rules/laws/regulations and safety issues related to the selected physical activity. • They may be able to apply some of them at an appropriate performance level but their communication, positioning and signalling skills will be limited and they may lack the confidence to assert authority in certain situations. • The student may carry out some of their responsibilities according to the relevant governing body's code of conduct, under the guidance of a qualified/experienced official.
5-6	<ul style="list-style-type: none"> • The student has sound knowledge and understanding of the rules/laws/regulations and safety issues related to the selected physical activity. • They will have the ability to apply them at an appropriate performance level. They will display satisfactory communication, positioning and signalling skills and have the confidence to assert some authority by making well-informed and accurate decisions in some situations. • The student will carry out their responsibilities according to the relevant governing body's code of conduct in most aspects of their role as an official. They may have gained a recognised qualification to officiate at beginner level.
7-8	<ul style="list-style-type: none"> • The student has good knowledge and clear understanding of the rules/laws/regulations and safety issues related to the selected physical activity. • They will have the ability to apply them at an appropriate performance level. They will display good communication, positioning and signalling skills and have the confidence to assert authority by making quick, well-informed and accurate decisions in most situations. • The student will carry out their responsibilities according to the relevant governing body's code of conduct in most aspects of their role as an official. They may have gained a recognised qualification to officiate at an intermediate level.
9-10	<ul style="list-style-type: none"> • The student has thorough knowledge and very clear understanding of the rules/laws/regulations and safety issues related to the selected physical activity. • They will have the ability to apply them at a high performance level. They will display excellent communication, positioning and signalling skills and have the confidence to assert authority by making instant, well-informed and accurate decisions in any given situation. • The student will carry out their responsibilities according to the relevant governing body's code of conduct in all aspects of their role as an official. Where timekeeping/scoring forms part of the role, this should be completed accurately, according to recognised procedures. They may have gained a recognised qualification to

officiate at either junior/youth or adult club level.

Badminton Officials

An official's decision is final.

Role of the Referee

- The Referee shall be in overall charge of the tournament.
- They shall ensure that the tournament is conducted in accordance with the Laws of Badminton.
- They should ensure that the players are given facilities and playing conditions of an adequate standard and safety, approval of the programme of play and practice schedule and overall control of and ensure that there is an adequate panel of technical officials.
- Under special circumstances the referee may instruct the umpire to suspend play. The existing score stands and play will resume at that point.
- A player who doesn't agree with the umpire's decision or explanation can make an appeal to the referee.
- Referee and umpire decide together what will happen next.

Role of the Umpire

- The Umpire - is in charge of the match, the court and its immediate surrounds. They have the final say in all decisions.
- The Umpire ensures safe and fair play plus keep track of the score and determine the winner.
- They determine faults and lets.
- They know and understand the Laws of Badminton.
- They will raise right hand above head if assistance needed from referee.
- They will record and call the score—**always the servers score first.**
- Where an appointed official is unsighted, carry out the official's duties or play a 'let'.
- Not let any player leave the court without the umpire's permission.
- An Umpire decides if a shuttle needs changing after a player asks.
- Before a match an umpire should obtain a score sheet from the referee; ensure posts are on double lines; check net height; ensure line judges know their duty; ensure sufficient tested shuttles for match; check players clothing is regulation; carry out the toss; record players name.
- The Umpire also keeps a record of any incidents of misconduct and reports them to the Referee.
- The Umpire's authority shall exist from entering the court before the match until leaving the court after the match and they shall report to and act under the authority of the Referee.

Umpire Communication

- Play shall be called by the umpire to indicate when a game or match is about to start or resume after a break.
- "Fault", an umpire shall call "fault" when a fault occurs during the game followed by the score, always saying the servers score first.
- When a leading side reaches 20 points the umpire will call game point if it is to win the game or match point if they are to win the match.
- At the end of the game "Game" must always be called by the umpire.

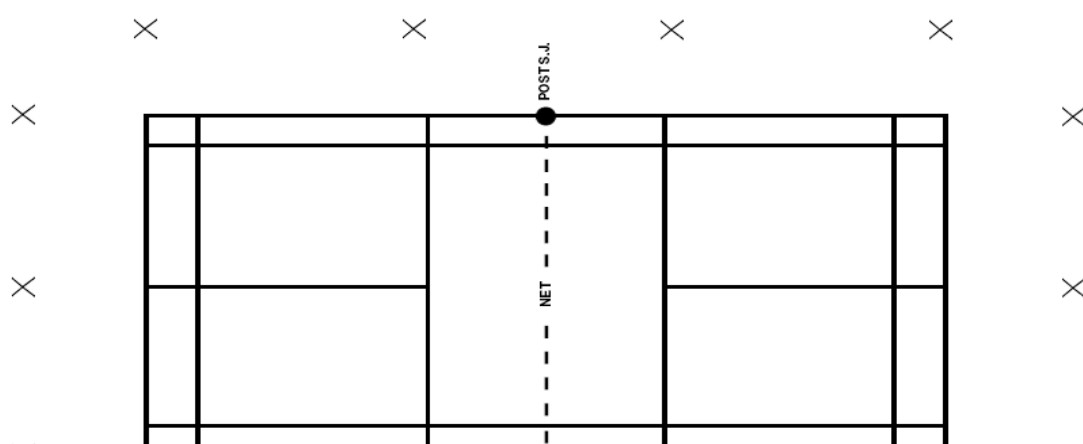
Start of match and calling the score

- 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'

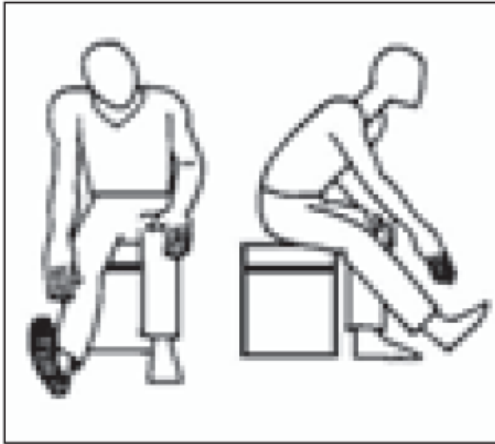
Role of the Line Judges

- Service judges - call service faults made by the server should they occur
- Line judge - shall indicate whether a shuttle is 'in' or out' on the line(s) assigned.
- The line judges shall sit on chairs in maintenance of their lines at the ends and sides of the court and preferably at the side opposite to the umpire
- 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.
- If they are unsighted they signal to this effect and the Umpire shall make the decision or if no decision can be given a let shall be called.
- 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.
- If the shuttle lands in, the line judge shall say nothing, but point to the line with the right hand.
- If unsighted, inform the umpire immediately by putting both hands up to cover the eyes.
- Do not call or signal until the shuttle has touched the floor.
- Calls shall always be made, and no anticipation made of umpiring decisions, e.g. that the shuttle hit a player

X indicates the positions of the line judges

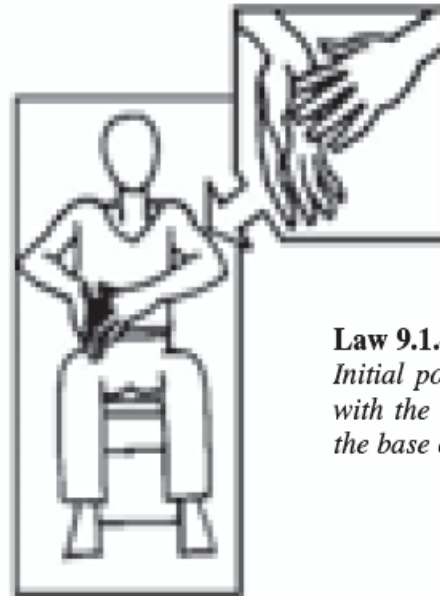


Signals for Service Judges



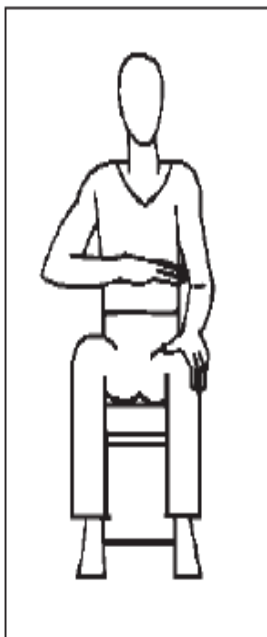
Laws 9.1.2 and 9.1.3

Some part of both feet not in the service court and in a stationary position until the service is delivered.



Law 9.1.4

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

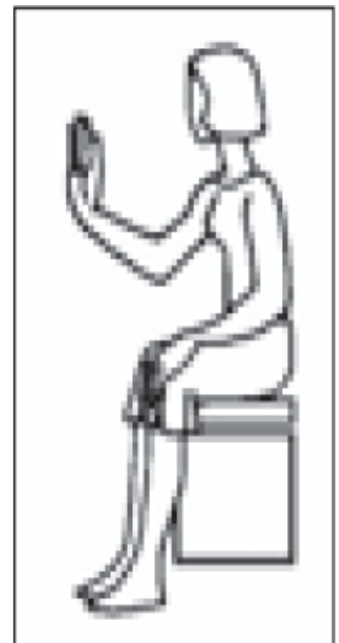


Law 9.1.5

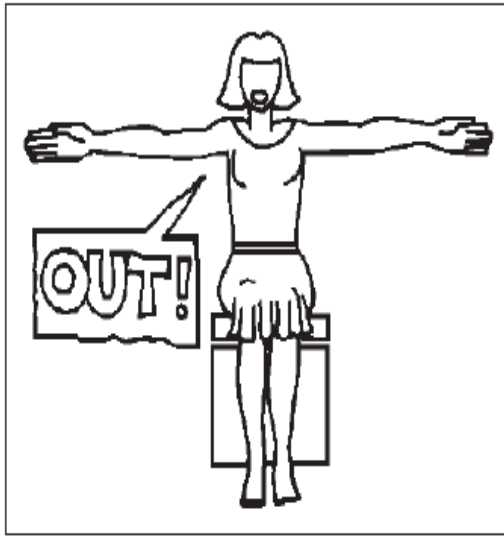
Whole of the shuttle not below the server's waist at the moment of being struck.

Law 9.1.6

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



Signals for Line Judges



SHUTTLE IS OUT

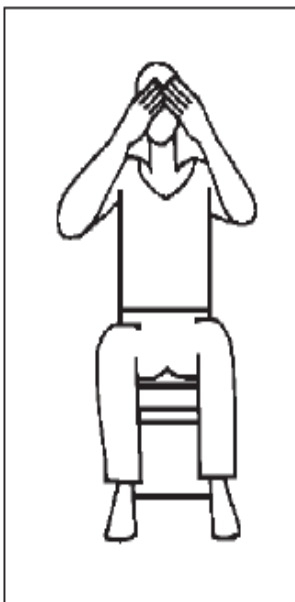
If the shuttle lands out, no matter how far, call "Out" promptly in a clear voice, loud enough to be heard by the players and the spectators and, at the same time, signal by extending both arms horizontally so that the umpire can see clearly.

SHUTTLE IS IN

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



If 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.

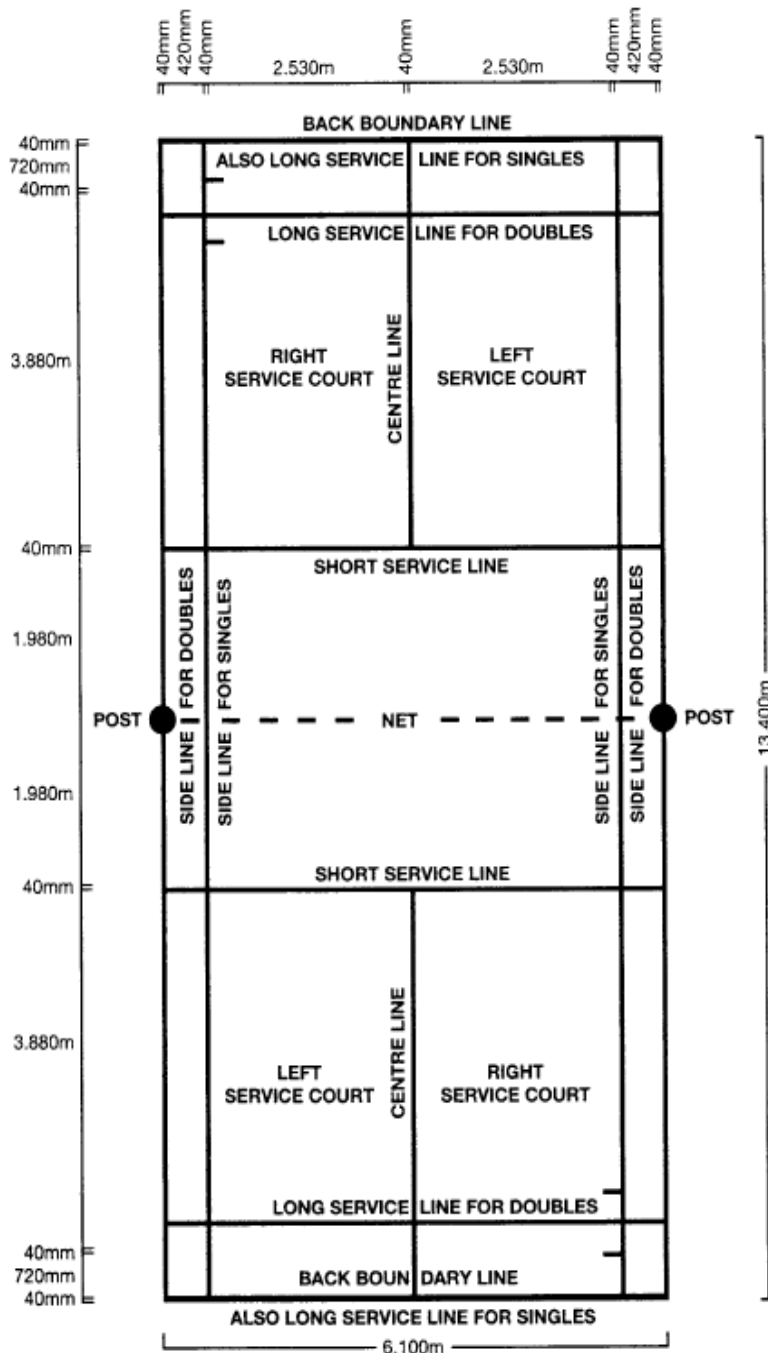
Equipment

Court

The court shall be a rectangle and laid out with lines 40mm wide
 The lines shall be easily distinguishable and be white or yellow

Net & Posts

The posts shall be 1.55 metres in height
 The posts shall be placed on the doubles side lines
 The cord or cable shall be stretched firmly, flush with the top of the posts.
 There shall be no gaps between the ends of the net and the posts



Scoring System

Toss

Before play commences, a toss shall be conducted and the side winning the toss shall choose to serve or receive first.

The side losing the toss shall then choose an end.

Matches

A match consists of the best of 3 games of 21 points

The side winning a rally adds a point to its score

If the score reaches 20 all, the side which gains a 2 point lead first, wins that game, e.g. 27-25

At 29 all, the side scoring the 30th point, wins that game

The side winning a game serves first in the next game

Intervals and Change of Ends

Players change ends at the end of the first game, second game (if there is to be a third) and in the third when a side first scores 11 points

Players have up to a one minute interval when the leading score reaches 11 in a game

Up to 2 minutes interval between each game is allowed. Players change ends at the end of each game

Singles

At the beginning of the game and when the score is even, the server serves from the right service court. When it is odd, the server serves from the left service court.

If the server wins a rally, the server scores a point and then serves again from the alternate service court.

If the receiver wins a rally, the receiver scores a point and becomes the new server, serving from the service court appropriate to the new score.

Doubles & Mixed

Only one player of the pair serves during a hand in doubles

At the beginning of the game and when the score is even, whoever is serving serves from the right court. When it is odd, the server serves from the left court.

If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court

If the receiving side wins a rally, the receiving side scores a point. The receiving side also becomes the new serving side, and the serve passes to the player who did not receive at the beginning of the game or who did not serve the previous time the side had service

Note: The players do not change their respective service courts until they win a point when their side is serving

If players serve from or receive in the wrong service court, the error is corrected when the mistake is discovered but the score is not corrected.

Sequence of serving:- from initial server who started game from the right hand service court—to the partner of initial receiver—partner of initial server—to the initial receiver—to the initial server & so on

A doubles match between A&B against C&D. A&B won the toss and decided to serve.
A to serve to C. A shall be the initial server while C shall be the initial receiver.

Course of action / Explanation	Score	Service from Service Court	Server & Receiver	Winner of the rally		
	Love All	Right Service Court. Being the score of the serving side is even.	A serves to C A and C are the initial server and receiver.	A & B.	C	D A
A & B win a point. A & B will change service courts. A serves again from Left service court. C & D will stay in the same service courts.	1-0	Left Service Court. Being the score of the serving side is odd.	A serves to D	C & D.	C	D A
C & D win a point and also right to serve. Nobody will change their respective service courts.	1-1	Left Service Court. Being the score of the serving side is odd.	D serves to A.	A & B.	C	D A
A & B win a point and also right to serve. Nobody will change their respective service courts.	2-1	Right Service Court. Being the score of the serving side is even.	B serves to C	C & D	C	D A
C & D win a point and also right to serve. Nobody will change their respective service courts.	2-2	Right Service Court. Being the score of the serving side is even.	C serves to B	C & D	C	D A
C & D win a point. C & D will change service courts. C serves from Left service court. A & B will stay in the same service courts.	3-2	Left Service Court. Being the score of the serving side is odd.	C serves to A	A & B	D	C A
A & B win a point and also right to serve. Nobody will change their respective service courts.	3-3	Left Service Court. Being the score of the serving side is odd.	A serves to C	A & B	D	C A
A & B win a point. A & B will change service courts. A serves again from Right service court. C & D will stay in the same service courts.	4-3	Right Service Court. Being the score of the serving side is even.	A serves to D	C & D	D	C A

Badminton England Code of Conduct

Code of Practice for Club Officials and Volunteers

The essence of good ethical conduct and practice is summarised below. All volunteers must:

- ✎ Consider the well-being and safety of participants before the development of performance.
- ✎ Develop an appropriate working relationship with performers, based on mutual trust and respect.
- ✎ Make sure all activities are appropriate to the age, ability and experience of those taking part.
- ✎ Promote the positive aspects of badminton (e.g. fair play).
- ✎ Display consistently high standards of behaviour and appearance.
- ✎ Follow all safeguarding and best practice guidelines laid down by BADMINTON England and the club.
- ✎ Hold appropriate valid qualifications and insurance cover, including being a member of the coaching register if a qualified coach.
- ✎ Never exert undue influence over performers to obtain personal benefit or reward.
- ✎ Never condone rule violations, rough play or the use of prohibited substances.
- ✎ Encourage participants to value their performances not just results.
- ✎ Encourage and guide participants to accept responsibility for their own performance and behaviour.
- ✎ Not use social or other electronic media to publicly criticise any other player, parent or official involved in the game of badminton or otherwise bring the sport into disrepute through inappropriate communications.

Rules

Faults

Service:-

- If, in service, the shuttle is caught on the net and remains suspended on its top or after passing over the net, is caught in the net

Play:-

- The shuttle lands outside the boundaries of the court
- The shuttle passes through or under the net
- The shuttle fails to pass over the net
- The shuttle touches the ceiling or walls
- Shuttle touches any other person or object outside the court
- The shuttle is caught and held on the racket and then slung during the execution of a stroke
- The shuttle is hit twice in succession by the same player
- Shuttle is hit by a player and the player's partner successively
- Player touches the net, its supports with racket, person or dress
- Player invades an opponent's court over the net with racket or person
- Shuttle touches the ceiling or side walls; touches the person or dress of a player
- Initial point of contact with the shuttle is not on the striker's side of the net
- Player deliberately distracts an opponent by any action such as shouting or making gestures

Lets

Called by umpire, or by a player to halt play

For any unforeseen or accidental occurrence.

- If a shuttle is caught on the net and remains suspended on top or, after passing over the net, is caught in the net, it is a 'let' except on service
- If during service, the receiver and server are both faulted at the same time, it shall be a 'let'.
- If the server serves before the receiver is ready it shall be a 'let'.
- If during play, the shuttle disintegrates and the base completely separates from the rest of the shuttle, it shall be a 'let'.
- If a line judge is unsighted and the umpire is unable to make a decision, it shall be a 'let'

When a 'let' occurs, the play since the last service shall not count and the player who served shall serve again

Shuttle not in play

A shuttle is not in play when:

- It strikes the net and remains attached there or suspended on top
- It strikes the net or post and starts to fall towards the surface of the court

- on the striker's side of the net
- It hits the surface of the court
- When a 'fault' or 'let' has occurred

Players should not

- Deliberately cause delay in or suspension of play
- Deliberately modify or damage the shuttle in order to change its speed or flight
- Behave in an offensive manner

Links to observe badminton officiating:

<https://www.youtube.com/watch?v=DRNn9tR475M&list=HL1393929883>

<https://www.youtube.com/watch?v=DRNn9tR475M&list=HL1393929883>