

Shuttlecock Sport Official Rules



Ver. 3.03 - August 2012

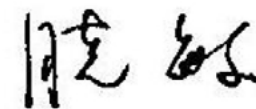
The purpose of the following rules is to provide guidelines to best describe how Shuttlecock Sport is played. Since its inception, Shuttlecock Sport has relied on good sportsmanship and fair games by all players. Therefore, the players have a basic responsibility to play within the regulations set forth and to have mutual respect for all opponents and fellow players.

The Official Rules of the Shuttlecock Sport was made by the collaboration of Professors Zhang Guilen, Liu Tianshi and Wang Jun with Mr. Iordanis Stavridis, Mr. Ilias Zioris, Mr. Dimitrios Katakalaos of the Greek Shuttlecock Federation under the strict supervision of the Chinese Shuttlecock Association and the International Shuttlecock Federation secretariat.

Latest additions and corrections was made by Mr. Pekka Marjamäki and the Top European Referee Mr. Terzopoulos Konstantinos.

Ver. 3.03 of the [Official Shuttlecock Sport Rules](#) was revised and finished in July 30th, 2012 and was released on August 21st, 2012 by the ISF's Secreteriat. These rules shall govern all Shuttlecock Sport competitions around the World.

With our best regards,



President
International Shuttlecock Federation



RULE 1

Shuttlecock Sport Court

The Shuttlecock Sport court includes the main playing space and the free area.

1.1 DIMENSIONS

1.1.1 The court is rectangular, 6.10m in width and 11.88m in length. The same court dimensions shall be used for all events.

1.1.2 The free area surrounding the playing area should be the minimum width of 2m and the maximum of 6m from the boundary lines. The area above the court ground should be free with no obstacles for a height of at least 6m.

1.2 COURT SURFACE

1.2.1 The Shuttlecock Sport court surface should be flat and free from anything that could be hazardous to the athletes. Main interest is the well being and protection of the athletes from injuries.

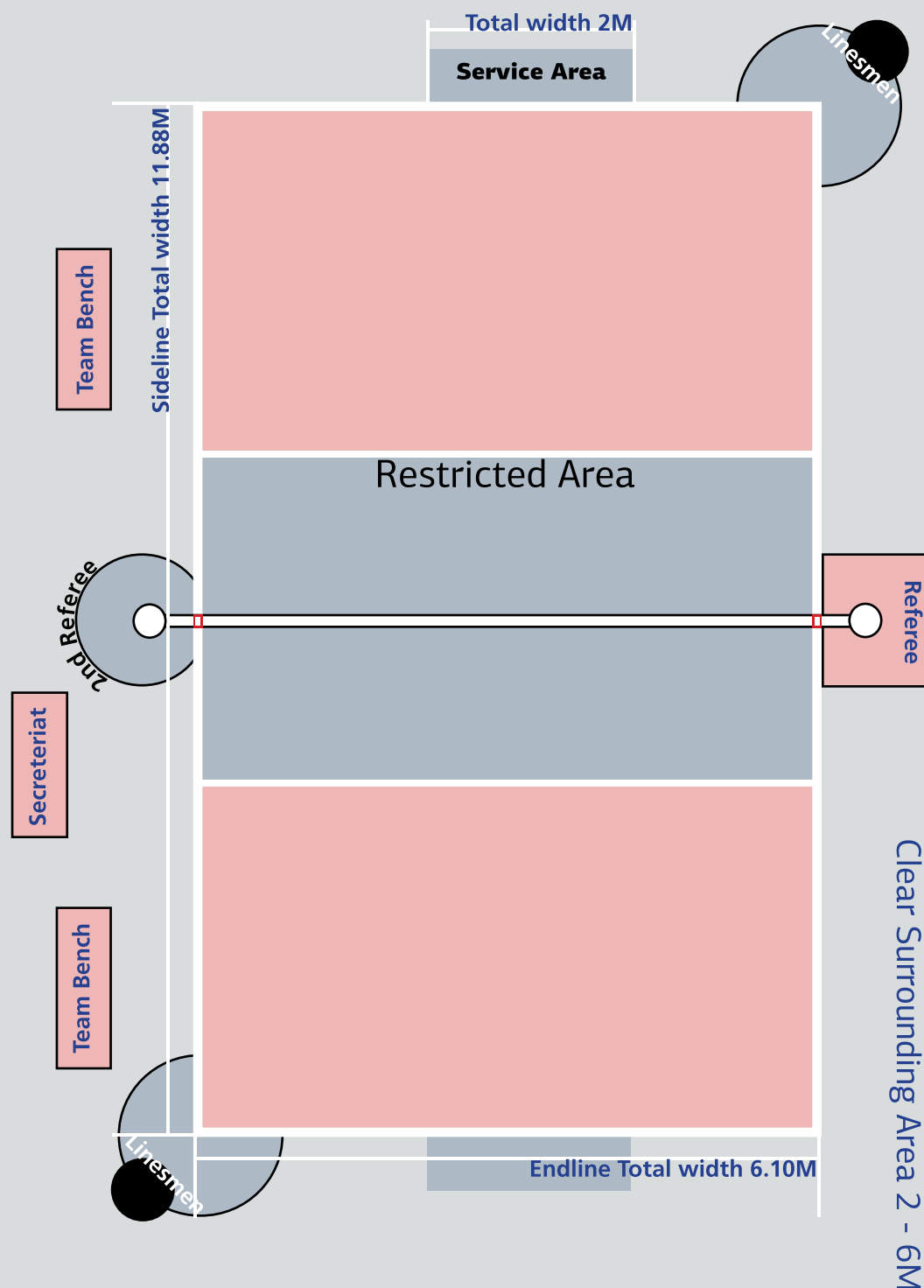
1.2.2 Shuttlecock Sport court surface should be a parquet floor or made of similar material that is not slippery or too flexible.

1.3 BOUNDARY LINES

1.3.1 Two Sidelines and two Endlines delimit the playing area. The Sidelines and the Endlines are placed in the dimensions of the playing area.

1.3.2 The boundary lines should be obvious and clearly drawn in intense colors (yellow, white, blue, or red) to distinguish and specify the exact limits of the playing area.

1.3.3 The width of the boundary lines is 4cm.



1.3.4 The two long lines are called "Sidelines", and the two short lines are called "Endlines".

1.3.5 The line connecting the middle points of the two Sidelines is called "Centerline".

1.3.6 The Centerline divides the court in two equal parts. It is the line precisely under the net.

1.3.7 The two parallel lines on each side of the Centerline are the "Restriction lines". The Restriction lines mark the Restricted Area. The distance between the Restriction lines and the Centerline is 2m.

1.4 SERVING AREA

Stretching outside the end of the court, two short vertical lines 50cm in length are drawn 1m away from each side of the middle point of the Endline. These are the "Serving area lines".

The distance between the Serving area lines is 2m and they are not included in the Serving area. The Serving area is defined by these two parallel lines and their conceivable extensions.

1.5 WEATHER CONDITIONS

The weather should be appropriate and should not present any danger for the athletes or make playing more difficult.

1.6 LIGHTING

The lighting should be adequate and appropriate so that the game can be carried out smoothly.

RULE 2

Net, Poles and Antennas

2.1 NET SPECIFICATIONS

The Net is 7m long and 76cm wide with square holes of 2cm. The colors for the Net are usually, black, brown or green.

On the top and the bottom of the net, 3-10cm wide horizontal white cloth bands frame the net. Flexible cords go through the bands from one pole to another keeping the net up straight. Advertisements are allowed on these horizontal bands of the net, from one side to the other, under the condition that they do not interfere the game. Sticky tapes that catch the ball should not be allowed, nor shiny or noisy advertisements.

2.2 SIDE BANDS

Two white bands 4cm wide (same width with the lines on the field floor) and 76cm in length, are tied up vertical on the net and placed above each Sideline.

The Side Bands are considered part of the net. Advertisements are allowed on the Side Bands.

2.3 ANTENNAS

The Antenna is a flexible bar, 1.2m. in length and 10mm in diameter made from fiber glass or any similar material. Two antennas are placed on the outer side of the Side Bands and on the opposite sides of the net. 44cm of the antenna extends above the net.

The part above the net is marked with 10cm bands in distinguishing colors, usually white and red or black. Antennas are considered part of the net, and they limit where the Shuttlecock Sport ball shall cross the net.

2.4 NET HEIGHT

The height is measured from the top of the net to the floor of the Shuttlecock Sport court. The distance between the top of the net and the floor of the Shuttlecock Sport court is 1.60m for men athletes, 1.50m for women athletes and 1.10m for the children (up to 14 years old).

The ends of the net should be at the same level. The difference of the height between the ends and the middle point of the net should be less than 2cm. (A sag less than 2cm is allowed).

2.5 POLES

The poles that support the net should be cylindrical and smooth, 1.60 – 1.70m in height, preferred adjustable. The distance from the Side-line to the base of the pole should be 0.50m and equal on both sides. Supporting the poles with wires is prohibited. Any kind of dangerous or interfering support of the poles should be avoided. It is recommended that the poles are covered with soft material.

2.6 ADDITIONAL EQUIPMENT

Any additional equipment is determined by the regulations of ISF.

RULE 3

The Shuttlecock Sport Ball and Shoes

3.1 THE COMPETING SHUTTLECOCK SPORT BALL

3.1.1 CHARACTERISTICS

The Shuttlecock Sport Ball consists of two parts: the top part with the feathers and the rubber base. Four colored goose feathers (usually white, yellow, or red) are placed in a form of a cross into the

pipe of the base.

The rubber base consists of three parts: the upper base, the lower base and the pipe for the feathers. All these are made from rubber. The hole is connected with the lower base and the top base consolidates the pipe at the top.

Several disks made of hard and thin skin or any other similar material are placed between the top and lower base. The thickness of the rubber base is 1.30-1.50cm and the diameter 3.84-4.00cm. The height of the pipe for the feathers is 2.50cm.

The total height of the Shuttlecock Sport ball is 13-15cm and it weights 13-15 grams.

3.3 UNIFORMITY OF THE SHUTTLECOCK SPORT BALLS

All Shuttlecock Sport balls that are used in a game should have the same characteristics regarding to the color, the dimension, the weight, the height, the type etc. During the official National Championships, the games are played with Shuttlecock Sport balls that are approved by the Nation's Federation.

During International Championships the games should be played with Shuttlecock Sport balls approved by the ISF.

3.4 THE SHOES OF THE SPORT

3.4.1 CHARACTERISTICS

The Shuttlecock Sport does not require a particular athletic shoe. However, after years of experience, the people in charge of the ISF designed and recommended to all member-countries a type of specifically designed shoe, which helps in the better circulation of the Shuttlecock Sport ball and thus the game becomes much more spectacular between the teams.

RULE 4

Team Making

4.1 COMPOSITION AND REGISTRATION

4.1.1 The Shuttlecock Sport game is played as Single (an athlete on each side), Double (two athletes on each side), Team (three athletes on each side) and Mixed double (a man and a woman on each side) events.

In Team events a team consists of the maximum of six (6) athletes. Three athletes are the active players of the game, and the remaining three are the substitute players.

4.1.2 In the Singles, Doubles and Mixed Doubles there are no substitute players.

4.1.3 Each team is required to register the names and the numbers of the athletes, including the substitute players at the secretariat filling the scorecard before the game.

4.1.4 Only the athletes that are on the scorecard can participate in the game.

4.1.5 The Coach and the substitute players are compelled to take the seats that have been indicated to them.

4.2 THE CAPTAIN

4.2.1 One of the athletes is appointed as Captain. The Captain should be identified easily from the discreet mark on the left arm.

4.2.2 The Captain of the team should be mentioned on the game

layout sheet.

RULE 5

Equipment of Players

5.1 OUTFIT

5.1.1 The outfit of the athlete is a pair of shorts, an athletic t-shirt and a pair shoes.

5.1.2 The athletes of the team will have to wear uniform athletic outfits.

5.1.3 Outfits should be numbered.

5.1.4 The numbers on the outfits should be of distinct bright colors contrasting to the color of the outfit. The thickness of the numbers should not be less than 2cm.

5.1.5 The height of number on the back should be at least 20cm and in the front at least 10cm.

5.1.6 The same number should not be repeated in the same team twice.

5.2 APPROVED CHANGES

5.2.1 If two teams appear with the same color outfits, then the home team should change outfit.

5.2.2. While on neutral ground, the team that registered first on the scorecard has to change outfit.

5.2.3 The first referee may allow one or more athletes to change sweated t-shirts between sets as long as the dry t-shirt follows the rules.

5.2.4 The first referee can allow an athlete to play with the training outfit.

5.3 PROHIBITED OBJECTS

5.3.1 Athletes should not wear anything that can cause injuries – for example pins, bracelets, bandages etc.

5.3.2 The athletes can wear glasses with their own responsibility.

RULE 6

Rights and Obligations of the Participants

6.1 ALL PLAYERS

6.1.1 The Participants should thoroughly know and understand the official regulations of Shuttlecock Sport and behave according to them.

6.1.2 The athletes should accept the decisions of the referees with respect without arguing. In case of doubt, explanations can be requested.

6.1.3 The athletes should behave with respect and politely in the spirit of FAIR PLAY, not only towards the referees, but also towards the officials, the co-athletes of the team, the athletes of the opponent team, and the spectators.

6.1.4 The athletes should abstain from acts or behaviors that aim in influencing the decisions of the referees or attempting to cover the faults of their team.

6.1.5 The athletes should avoid any acts that aim in delaying the game.

6.1.6 Communication between the athletes during the game is allowed.

6.1.7 In the end of the game:

a) All the athletes must thank the referees and the opponents.

b) If previously the captain asked the first referee to submit an objection, he has the right to confirm and protest by writing it down on the scorecard.

6.2 THE TEAM CAPTAIN

6.2.1 Before the game, the captain of the team:

a) Should sign the scorecard

b) Represents the team in a draw.

6.2.2 At the end of the game, the captain of the team checks and verifies the results by signing the scorecard.

6.2.3 During the game the captain can speak to the referee when the Shuttlecock Sport ball is not in play in the following cases:

a) to ask explanation for the decision or the interpretation of the Regulations. If the explanation does not satisfy the captain, he should inform immediately the first referee his request to follow the procedures of the Objection Submission Protocol.

b) To ask permission:

- to change outfit or equipment,
- to check and confirm the official number of the athlete that is serving
- to check the net, the Shuttlecock Sport ball, the floor etc.

- c) To ask for Timeout

6.3 POSITIONS OF THE PARTICIPANTS

6.3.1 TEAM POSITIONS

The seats of the athletes are specified by the organizers.

6.3.2 PLAYERS POSITIONS

- a) In Team games the two athletes near the net from left to right are called player No. 3 and player No. 2 respectively. The athlete near Endline is player No. 1
- b) The positions constitute the rotation order of the players. When the positions are rotated or substitutions are made, the player near the Endline becomes player No. 1 and the players near the net from left to right become No. 3 and 2.

6.3.3 PLAYER POSITIONS DURING THE SERVICE

- a) Player No. 2 and player No. 3 should be in front of the player No.1 who executes the service, and the distance between them should not be less than 2m.
- b) When the service has been executed the players of both teams are free to change positions on their court.
- c) The rotation order can be changed before each set, but not during a set.
- d) In Doubles the position of the players is free.

6.4 COACH AND CAPTAIN

- 6.4.1** When the ball is not in play, the coach or the captain has the right to ask for a timeout or a player substitution.

During the timeout, the coach is allowed to give instructions to the players without entering the playing area.

- 6.4.2** During the set the coach cannot speak or give instructions to the players in any manner (directly or indirectly).

If such an offence occurs, the referee makes a remark and if the coach does not comply to the referee he is expelled from the playing courts.

RULE 7

Scoring System

7.1 WINNER OF THE GAME

- 7.1.1** The winning team is the team that first wins two sets.

- 7.1.2** In the case of draw, with a 1-1 set, a determining third set is played.

7.2 WINNING THE SET

- 7.2.1** A set is gained by the team which reaches 21 points and has at least 2 points advantage. In case of a draw 20-20, the game is continued until the 2-point advantage is achieved (21-23, 23-21 etc).

7.3 WINNING A POINT

A team wins the point when it succeeds to play the Shuttlecock Sport ball so that it hits the court floor on the opponents side, unless the team makes a fault or the referee interrupts the game before that.

7.3.1 If a team makes a fault, the opponent team wins the point.

7.3.2 The team that wins the point is credited with a point and acquires the right to serve.

7.4 ABSENT OR INSUFFICIENT TEAM

7.4.1 If a team denies to play while it has been announced, it is declared as absent and loses the game with the final score 0-2, 0-21, 0-21 for each set.

7.4.2 If the team that is not present in the court on time it is declared as absent. The same result goes as in the Rule 7.4.1.

7.4.3 The team that is declared insufficient for the set or the match loses the set or the match.

The opponent team is credited with the winning points or is credited the points and the sets that it needs in order to win the set or match.

The insufficient team maintains the points and the sets it has gained earlier.

RULE 8

Game Preparation

8.1 DRAW

Before the warm-up, the first referee makes the draw in the presence of the captains of both teams.

The process of draw is usually done by tossing a coin or by throwing the Shuttlecock Sport ball.

The winner captain of the draw chooses:

a) The right to serve or to receive the service or

b) The side of court to start with.

The loser captain and team then chooses the remaining (a or b). In the second set, the teams change court area sides and the advantage to serve.

8.1.1 If the determining 3rd set occurs, there is a new draw. Before the determining set, the referee calls the captains of each team to draw for the court area and the service, following the same process of draw.

8.1.2 During the determining 3rd set when the first team marks 11 points, the teams change side.

8.1.3 No guidance from outsiders is allowed. No change of positions or players is allowed.

8.1.4 The scorekeepers check the positions of the teams and then they continue.

If the change of side does not happen on time (11 points) it will take place as soon as the referee or the captain notices it and the score remains the same.

8.2 WARM-UP TIME

8.2.1 Before the game the teams have a 3 minute period to warm-up at net.

8.3 SUBSTITUTE PLAYERS AND CHANGES

When the ball is out of play, the coach or captain has the right to ask the referee for a change. During the change and substitution of

the player people outside the court should not give advice or instructions or consult the players that are in the court nor are the players allowed to leave the court.

8.3.1 Three (3) changes are allowed for each team during a set. In the Singles and Double games substitutions are not allowed.

8.3.2 The substitute athlete that is going to enter the game should be ready standing at the secretariat just before the change which has to be completed in 15 seconds.

Otherwise the team is charged with a timeout. If the team has already had two timeouts, then the team is loses the privilege of service and the opponent team is credited with a point.

8.3.3 When the coach or the captain asks for a change, he should declare it to the referee the number of the player that withdraws and the number of the player that enters the game.

8.3.4 If a player is suspended or he or she is injured and cannot continue the game, the substitution is obligatory.

8.3.5 If the team has already used the three substitutions or does not have an athlete for the change then the team is punished by losing the set.

RULE 9

Timeout - Gamebreak

9.1 TIMEOUT DEFINITION

Timeouts are regular interruptions of the game and last thirty (30) seconds.

9.2 NUMBER OF TIMEOUTS

Each team is eligible to two (2) Timeouts per set.

If a team asks for a third timeout during the same set, then the team is punished with losing the service and the opponent team is credited with a point.

9.3 REQUESTING TIMEOUTS

The captain of the team or the coach may ask for a Timeout only when the Shuttlecock Sport ball is not in play by making the appropriate hand signal.

One Timeout can follow another without waiting for the game to start.

During Timeouts, the coach is allowed to give instructions on the side of the sidelines; the players are not allowed to exit the court or to speak to anyone out of the playing area. No one is allowed to enter the court except the players.

RULE 10

Game Delays

10.1 DELAY TYPES

An inappropriate act of the team which prevents the continuation of the game is delay, which includes:

- a)** Extending the Timeout time after the command to continue the game.
- b)** Requesting a repetition of an improper Timeout during the same set.
- c)** Delaying the game (the time period since the end of a phase up to the whistling for service should be 10 seconds under regular condi-

tions).

10.2 DELAY PUNISHMENTS

10.2.1 The first delay from a team in the set is punished with a "**delay warning**".

10.2.2 The second and the next delays of any kind caused by the same team during the same set constitute a fault, and the team is punished to lose the right to serve and the opponent team is credited with a point.

RULE 11

Exceptional Interrupts

11.1 INJURY

11.1.1 When a serious accident occurs during the game, the referee should stop the game immediately. The phase is repeated.

11.1.2 A maximum of a 5 minute period is given to the injured player in order to recover or get the proper attention. The referee should allow the assigned doctor to enter the court to attend the athlete. Only the referee can allow the athlete to leave the court without penalty.

By the end of the five (5) minutes the referee should whistle and ask the player to continue. At this time the athlete is the one that decides if he or she can and is capable to continue the game.

If the athlete does not recover or decides not to continue the game by the end of the 5 minutes, then the team is "insufficient" (Reg.7.4.3). If it is allowed and a change is available (in Team Game) then the coach has the right to substitute the injured player.

In exceptional cases the doctor of the organization and the technical officer can oppose to the return of the injured player.

Note: The time of recovery begins when the assigned doctor reaches in the court to attend the athlete. In the case where there is no doctor, the time begins from the moment when the referee the signal for counting the 5 minute period.

11.2 EXTERIOR INTERVENTION

If exterior intervention occurs during the game, the game is stopped and the phase is repeated.

11.3 EXTENDED INTERRUPTIONS

If unanticipated situations interrupt the game, the first referee, the organizer and the coordinative committee, if exists, should decide for the measures that should be taken, so that the game returns to normal.

11.3.1 In case where one or more interruptions occur and they totally do not exceed 1 hour, the game is continued with the same score whether the game is continued in the same court or on another.

11.4 Replacement of spoiled or damaged equipment.

RULE 12

Changes and Timeouts

12.1 CHANGE OF THE PLAYING AREA

12.1.1 The teams change playing areas before 2nd and 3rd set and when (11) points have been scored in the 3rd set.

12.2 BREAKS

12.2.1 The break between the sets lasts for one (1) min. During the break before the determining (3rd) set, the first referee makes the draw according to Rule 8.1.1

12.2.2 During the change of playing areas, the teams move without any delay.

12.2.3 During the determining 3rd set when the first team marks 11 points, the teams change side. If the change of side does not happen on time (11 points) it will take place as soon as the referee or the captain notices it and the score remains the same.

The score remains the same during the change of playing areas.

12.2.4 During the change of playing areas, the coaches are allowed to give instructions from the outside of the court since they do not disturb the above process. No guidance from outsiders, nor change of positions or players is allowed during the change in the 3rd set.

RULE 13 *Game Phases*

13.1 BALL IN PLAY

The phase begins and ends with the whistling of the referee. However, the Shuttlecock Sport ball is active after the service. .

13.2 BALL NOT IN PLAY

The phase finishes with the whistling of the referee. However, if the referee whistles because of a fault during the game, the Shuttlecock Sport ball is considered not in play since the moment the fault occurred.

13.3 BALL "IN" THE PLAYING AREA

Shuttlecock Sport ball is considered “in” when it hits the floor of the playing area also including the boundary lines.

13.4 BALL "OUT" OF THE PLAYING AREA

The Shuttlecock Sport ball is considered “out” when:

- a)** The ball falls completely outside court boundary lines (without hitting upon the lines)
- b)** The ball hits an object out of the playing field, as the roof or a non player individual.
- c)** The ball hits the antennas, the ropes, the poles or the net in the area outside the side bands and antennas.
- d)** The ball passes the net outside the area restricted by the antennas.

RULE 14 *Faults During the Game*

14.1 DEFINITION

14.1.1 Any act opposite to the Regulations of the game is fault.

14.1.2 The referees judge the faults and decide the penalties according to the Regulations.

14.2 FAULT CONSEQUENCES

14.2.1 Every fault has its penalty: the opponent team from the one that made the fault gains the phase according to Rule 7.3.

14.2.2 If two or more faults occur successive, only the first is ascribed.

14.2.3 If two or more faults happen simultaneous from players of both teams, it is ascribed as DOUBLE FAULT and the phase is repeated.

RULE 15

Playing

15.1 HITS OF TEAM

15.1.1 Each team can make the maximum of two (2) hits during the Singles and four (4) hits in the Doubles, Mixed Doubles and in Team Games.

15.1.2 The hits of the team do not only include the hits from the players but also the involuntary body contacts with the ball.

15.1.3 A player cannot hit the ball three continues times.

15.2 SIMULTANEOUS CONTACTS

15.2.1 Two players can hit the ball the same moment.

15.2.2 When two players hit the ball simultaneously, this is counted as two hits (except the situation of a block).

If two players move towards the ball but only one of them hits the ball, then one hit is counted.

Colliding is not considered as a fault.

15.2.3 If there are simultaneous hits of the ball by two opponents above the net and the ball continues to play, the team that accepts the ball has the right of hits.

If the ball falls beyond the border lines, it is considered as a fault for

the team that is on the other side.

If the simultaneous contacts from two opponents leads in a “holding” or delay, it is not considered as a fault. The phase is repeated or the team that gains a point should be specified.

15.3 ASSISTING HIT

A player is not allowed to accept any help from other players or to use any kind of material or object to reach the ball. However, if a player is about to make a fault (by touching the net or to run into an opponent etc) the player may accept help in preventing the fault.

15.4 HIT CHARACTERISTICS

15.4.1 The ball can hit any part of the body apart from the hands, from the shoulders and under.

15.4.2 The contact with the ball should be intantaneous. The ball should not be held, nor should it slide.

15.5 FAULTS DURING THE PLAY

15.5.1 TOO MANY HITS

The team hits the ball more times than allowed.

15.5.2 ASSIST HIT

A player may not be assisted or helped by the other players or by any other material or object to reach the ball.

15.5.3 HOLDING

The player causes a momentary "halt" of the Shuttlecock Sport ball.

15.5.4 DOUBLE CONTACT

The player hits the ball more than two continues times or the ball comes into contact with different parts of body more that two times.

RULE 16

Shuttlecock Sport Ball and the Net

16.1 THE BALL CROSSES THE NET

16.1.1 The Shuttlecock Sport ball should pass over the net between the antennas or their extensions.

16.1.2 It is not considered a fault when the ball hits the net between the two antennas during the game, but is a fault when it hits the antennas or the net or poles outside the antennas.

16.1.3 The ball is allowed to touch the net when passing over, except during the service.

RULE 17

Player Touching the Net

If any part of the body of a player comes in contact with the net area between the two antennas, then it is ascribed as a fault.

It is not ascribed as a fault, if after hitting the ball the player touches the antennas, the net outside the antennas, the poles, the rope, or any other object, as long as this did not happen on purpose and it does not interfere playing.

17.1 The symptomatic contact of hair to the net is not a fault.

17.1.2 When the ball hits the net and this causes the net to touch an opponent player, then this is not a fault.

17.2 ENTERING OPPONENT COURT OR SPACE

During the game, no part of the body of any player is allowed to enter the opponent team's area (above or under the net). In such a case, no matter what the phase is, it is ascribed as a fault.

17.2.1 If the player makes an attack with the head, then this strike will have to begin behind the Restriction line which defines the 2m Restriction Area, however it is allowed for him or her to land in this restriction area.

17.2.2 During the game no part of the body of the players is allowed to touch the Centreline, apart from stepping on it. The stepping however should not exceed over to the opponents side.

RULE 18

Service

18.1 DEFINITION

The service is the act of kicking the Shuttlecock Sport ball to start the phase. The serving player should be within the serving area, hold the ball in his or her palm, toss it up, and kick the Shuttlecock Sport ball.

18.2 FIRST SERVICE IN A SET

The first service in a match is executed by the team that is determined by the draw.

18.3 LINE IN THE SERVICE

After the first service the serving player is determined as follows:

a) When the team that served wins the phase, the player that ex-

ecuted the service, serves again.

b) When the team that received the service wins the phase, it gains the right to serve; the serving player is the one who was player No. 2 when receiving, or in Doubles the one who did not serve the last time.

18.4 SIGN FOR SERVICE

The first referee gives the command for the execution of the service by showing the hand signal and whistling. It is his responsibility to check that the right player is serving, has the Shuttlecock Sport ball and is standing behind Endline, and that the two teams are ready to play.

18.5 EXECUTING THE SERVICE

18.5.1 The player that serves stands in the service area, holding the Shuttlecock Sport ball in his or her hand. When ready, the serving player raises his hand and the Shuttlecock Sport facing the opponents or the referee. The referee whistles and the serving player should start the phase within 5 seconds by kicking the ball to the opponents' side.

After the service, the serving player can step in the playing area.

18.5.2 The serving player cannot enter the playing area before the service is executed.

18.5.3 The service that is executed before the whistling of the referee is cancelled and repeated.

18.5.4 When serving, the Shuttlecock Sport ball should be tossed upwards and kicked after it starts falling down.

18.5.6 If the Shuttlecock Sport ball has been tossed or drops from the hand of the serving player, it is considered as a service and the

team loses the phase, even if the player has not tried to hit the ball.

18.5.7 No other service attempt is allowed.

18.5.8 During the service the opponent players that are receiving the ball can be outside the "Sidelines" as long as one of his feet is stepping in the playing area.

18.6 SCREENING

During the service, players No. 2 and No. 3 should not prevent the opponent team from having the visibility of the serving player or the course of the ball by any means through screening, otherwise the opponent team takes the right to execute the service and is credited with a point.

For this reason, until the serving player (No.1) completes the service, players No.2 and No.3 should remain still. Other kinds of screening are:

- a)** Striking the foot before the kick or block.
- b)** Voicing which distracts the attention of the opponents.
- c)** Making faces.

18.7 FAULTS IN THE SERVICE

The following faults lead to the change of service and crediting the opponent team with a point:

- a)** The serving player steps on the Endline, the service area lines or their conceivable extensions.
- b)** The ball fails to pass over the net or hits the net or the antennas.

- c)** The ball passes the net on the outside area of the antennas and their extensions.
- d)** The ball touches upon any object or player of the team that executes the service before the ball enters the opponent playing area.
- e)** The service delays more than 5 seconds, from the moment that the referee has given the permission to serve.
- h)** The ball drops in the ground after the permission to serve has been given.

NOTE: When the team that is executing the service makes fault, it loses the right of service, and the opponent team executes the service and is credited by a point.

18.8 REPETITION SERVICE

If any of the below happens, the service is repeated:

- a)** The ball is trapped on the net during a phase, as long as it is not after the final hit.
- b)** Feathers are detached from the ball while in the air.
- c)** The service is executed before the whistling of the referee.
- d)** If some object or person enters the playing area during the phase.

18.9 SERVICE TURN VIOLATION

If the referee realises that the team has violated the positioning and rotation order, he punishes the team to lose the service, asks the players to take their proper places and credits the opponent team with a point.

If the team gained a point, it is cancelled since the players were out of position order. Only the point gained in the last phase shall be cancelled.

18.10 ROTATION ARRANGEMENT

If the team acquires the right to execute the service from the opponent team the players should rotate clockwise one position, and then the player No.1 executes the service. Before the beginning of each set, the team may change the position arrangement by filling up the position form of the players and giving it to the scorekeeper.

RULE 19

Gaining Points

When a team makes a fault or the ball touches the floor of the team's playing area, the opponent team is credited by a point.

19.1 The team gains the set when it scores 21 points and has the lead of at least 2 points. In the case of a draw 20-20 the set is continued until a team gains a 2 point difference.

19.1.2 The team that gains a point has the right of service, except when the score is 20:20. In this case, the team that receives the service at 20-20, takes the right of executing the next service. From then on the services are executed alternately until there is a winner.

19.1.3 According Rule 1.3.1, the border lines "are included" in the dimensions of the playing area. For this reason, when the Shuttlecock Sport ball hits the Sidelines or Endline, it is considered as a "in".

RULE 20

Blocking

20.1 DEFINITION

When a player tries to bounce back the ball that is coming over the net by using his/her body, the player is blocking.

20.2 HITS FROM THE BLOCKER

The first hit after the block can be made by any player, even by the player that hit the ball during the block.

20.3 BLOCK CONTACT

20.3.1 The contact during the block counts as a hit of the team.

20.4 BLOCK FAULTS

20.4.1 The blocker jumps with open or raised hands.

20.4.3 A player blocks the opponent's service.

20.4.4 The Shuttlecock Sport ball goes out after the block.

RULE 21

Protest

21.1 Making Protest

Whenever a player chooses to challenge a decision made by a tournament director or official or a result entered at a tournament, he shall file a written protest to the ISF, or an official designated by the ISF to handle protests, within 10 days of the occurrence giving rise to the dispute. The protest shall be reviewed and either upheld, dismissed or held in abeyance pending investigation, at the discretion of the ISF or its designated official. An investigation may include interviewing any or all individuals with personal knowledge of the circumstances involved in the dispute, or conducting a hearing, if deemed necessary. A decision shall be made without undue delay with the results of the

decision being served upon the tournament director in question and the protesting player. All decisions are final and are not appealable.

21.2 Upholding Protest

The ISF or designated official shall uphold a protest whenever it is established, by clear and convincing evidence, that the tournament director or other tournament official intentionally or knowingly:

- a. Falsified tournament results.
- b. Improperly aided or made calls or decisions for the purpose of giving unfair advantage or disadvantage to one or more players.
- c. Improperly impeded the play of a player, whether physically or by calls or decisions, to the benefit of one or more other players.
- d. Disqualified a player from play without cause.
- e. Otherwise performed any act designed to create an unfair advantage or disadvantage to one or more players.
- f. Accepted a bribe or other remuneration from a player or other person.

21.3 Denial of Protest

The ISF or other designated official shall deny any protest which has as its subject matter any of the following:

- a. A call or decision made by a tournament director or other official when a call or decision was made in good faith, regardless of the outcome.
- b. A call or decision made by a tournament director or other official when the call or decision resulted in an unfair advantage (or disadvantage), being created when the advantage (or disadvantage) cre-

ated was not the motivating reason for the call or decision.

c. Any act committed by a player. Improper acts of a player shall be treated at the tournament level.

21.4 Effect on Protesting Player

If a protest is upheld, ISF or other designated officials shall, if possible, attempt to put the protesting player in the position he would have been in were it not for the circumstances leading to the protest.

21.5 Sanction

If a protest is upheld, ISF or other designated official may sanction the offending tournament director, tournament official or other persons in the manner and to the extent deemed appropriate. Possible sanctions may include but are not limited to: disqualification of a player retroactive to the tournament in question; suspension of a player, tournament director or other official for a defined or indefinite period of time; barring of a player from tournament play or affiliation, or the stripping of a title or record if the title or record was achieved as a result of improper conduct leading to the protest.

RULE 22

Referees and Responsibilities

The referees should judge with seriousness, rightly and with precision.

22.1 COMPOSITION

The referees of the game are the following officials:

the first referee, the second referee, the scorekeepers, the two linesmen

22.2 RESPONSIBILITIES

22.2.1 Only the first and second referee can use the whistle during the game when:

a) The first referee gives the signal for the service with which the phase begins.

b) Being completely certain and in agreement (the first and second referees) that a fault has occurred realising the type; first and the second referee give the sign for the end of the phase.

c) The first referee interrupts the game if an accident happens, an extra person enters the playing area, or something else that requires interruption occurs.

d) The second referee permits the time outs and the changing players.

22.2.2 They are allowed to whistle during the game to indicate that they approve or reject a demand of a team.

22.2.3 Immediately after the whistle for the end of a phase, the referees should use the official hand signals to indicate:

a) The nature of fault (when it is essential).

b) The player that made the fault (when it is essential).

c) The team that is credited with a point (when it is essential).

d) The team that will serve.

RULE 23

Referee Positions

The referee is on the referee stand at one end of the net. His horizontal eye view is 50 cm above the net.

23.1.1 The second referee is placed on the other side of the net right opposite to the first referee.

23.1.2 The scorekeeper executes his duties seated at the scorable in the opposite side of the court facing the first referee.

23.1.3 The assistant scorekeeper is seated beside the scorekeeper at the scorable.

23.1.4 The two linesmen stand diagonally to opposite corners of the court, one metre from the corner.

RULE 24

Authorities and Duties of the Officials

24.1 REFEREE

24.1.1 POSITION

The first referee performs his duties seated or standing in the referee's stand that is placed in the one side of the net.

His eye level should be 50 cm above the net.

24.1.2 DUTIES

The referee directs the game from the beginning until the end and his decisions are final. He or she has the power to decide for each subject that concerns the game and to resolve any problem that by

any chance may occur during the game, including matters that are not reported in the Shuttlecock Sport Regulations.

24.1.3 BEFORE THE GAME

a) The referee inspects the condition of the court, the ball and the other facilities.

b) Makes the draw with presence of the captains of both teams.

c) Checks the warm-up of the teams.

24.1.4 DURING THE GAME

ATTENTION: only the first referee has the authority to:

a) Punishes bad attitude and delays

b) Deciding for: faults made by serving, screening while service is executed, faults in the way the ball is playing, faults on and over the net.

24.1.5 He is permitted to reject the decisions of other members that participate as official (second referee, linesmen), if he or she judges that they are wrong. The referee has the right to end or start over the game.

24.1.6 The referee will have to whistle at each credited point, violation, fault or timeout loud enough for the teams and the scorekeepers to hear.

24.1.7 The referee should show with a clear hand signal the reason of his whistle and to indicate the team that has the service.

24.1.8 The referee should warn or dismiss the player that commits any of the following faults:

a) Warning (showing yellow card)

- a1. Inappropriate behaviour towards the referee.
- a2. Inappropriate behaviour towards fellow players or towards opponent players.
- a3. Kicks or throws the ball under the net instead of giving it to the opponent after losing a phase.
- a4. A player denying passing the ball to the opponent, after losing a point.
- a5. Throws the ball with anger to the side of the opponent team.
- a6. Kicks, hits or punches the opponent or even attempts to.
- a7. Leaves the court during an interrupt of the game without the permission of the referee.

b) Disqualifying (showing of red card)

- b1. The referee will have to dismiss the player that repeats or commits any of the above faults after a warning has been given to the player.
- b2. The referee has the right to disqualify a player without warning, if the fault is serious.

24.2 UMPIRE (SECOND REFEREE)**24.2.1 POSITION**

The second referee stands at the other end of the net outside the court facing the first referee.

24.2.2 DUTIES

24.2.3 In case where the referee is not capable for any reason to continuing his duties, the second referee can replace the first referee.

24.2.4 The second referee records the position of the players before each set and after the change of playing sides in the determining set.

24.2.5 The second referee has to check if a player passed the Centreline or breached the rules about the restriction line.

24.2.6 He decides if the ball or a player touched the net or the antenna on his side, or if the ball passed over the net on the outside area of the antennas or their extensions.

24.2.7 When the game is not in process, the second referee will have to take into account the request from the coach or the captain of the team for a timeout, or a substitution. He will have to check and see that the rules for the timeouts and substitutions are followed.

24.2.8 The second referee may, without whistling, indicate faults, which are not his responsibility, but he cannot insist on them to the first referee.

24.2.9 The second referee checks the duties of the scorekeeper.

24.2.10 The second referee checks that the Shuttlecock Sport ball used in the match follows the specifications.

24.2.11 In the case of an injury of a player, the second referee allows the time for recovery.

24.3 SCOREKEEPER

24.3.1 POSITION

Scorekeeper performs his duties seated at the scoretale, in the opposite side from the first referee and facing him.

24.3.2 DUTIES

The Scorekeeper fills in the game sheet according to the rules, in collaboration with the second referee.

24.3.3 The Scorekeeper will have to check the numbers and the rotation order of both teams before each set.

24.3.4 The team which is on the left of the scorekeeper has to be filled on the left side of the game sheet and vice versa.

24.3.5 The Scorekeeper has to write down the score, the number of timeouts per team, the substitutions and changes, check the errors in the rotation order during set and has to inform the second referee of these.

24.3.6 The Scorekeeper has to report the number of timeouts for both teams when a team asks for a timeout.

24.3.7 The Scorekeeper has to announce when the set ends and when a team has scored 11 points in the determining set.

24.3.8 The Scorekeeper has to inform the referee if a request a timeout has been made or for a substitution while the game is not under playing.

24.3.9 Scorekeeper should ask the referee, the second referee and the head of each team to sign in the papers of the game by the end of the game.

24.4 SCOREKEEPER ASSISTANT (SCORER)

24.4.1 POSITION

The assistant Scorekeeper performs his duties seated at the scoretale, in the opposite side of the first referee, facing him, beside the scorekeeper.

24.4.2 DUTIES

The assistant scorekeeper is the person that is in charge of displaying the score of both teams during the game.

24.5 LINESMEN

24.5.1 POSITION

The existence of two linesmen is obligatory in official or friendly games. The two linesmen stand separately at the two opposite corners of the court, 1-2 m. apart from the court and each takes responsibility for the two lines (one sideline and one Endline) and one serving area.

24.5.2 DUTIES

24.5.3 The linesmen perform their duties using a flag.

24.5.4 The linesmen have to decide if the ball went out of the playing area after touching a player.

24.5.5 The linesmen have to decide if the ball passed the net from the exterior side of the antennas and their extension.

24.5.6 The linesmen have to decide if the player that executes the service steps on the Endline, the service area line and their extension.

24.5.7 The linesmen have to point out offences which are visible from their corner.

24.5.8 At the development of the set, the linesmen cannot speak with no one from the spectators, the officials or the players. When the games is not playing, the flag must remain and be kept on the right side beside the leg.

24.5.9 In request of the first referee the linesmen should repeat the indication.

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