



AirBadminton

National & Regional AirBadminton Tournaments

Guidelines for Technical Officials

June 2025



Rules and Regulations

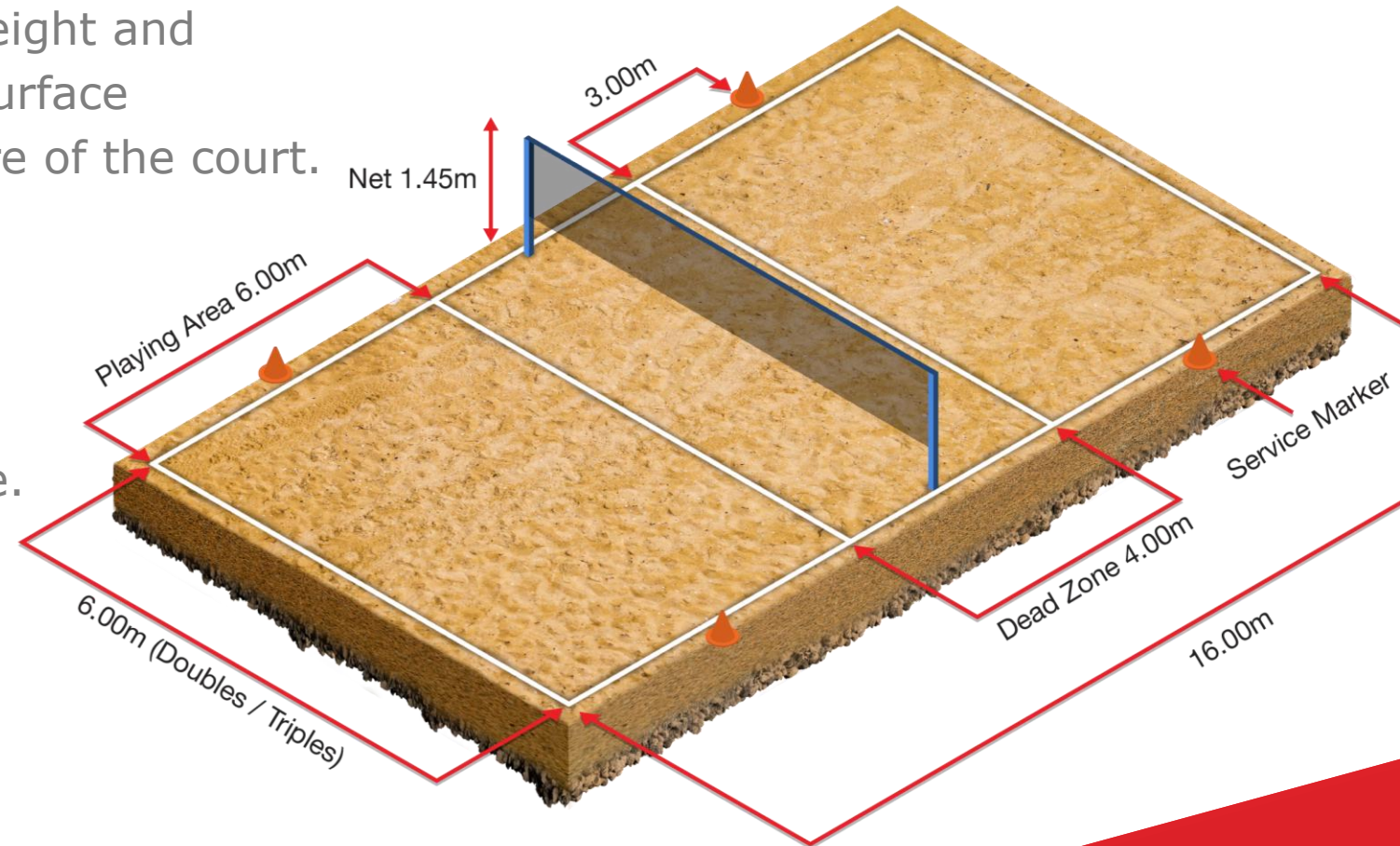
Rules of AirBadminton: BWF Statutes, Section 4.2 ([link](#))

COURT SPECIFICATIONS



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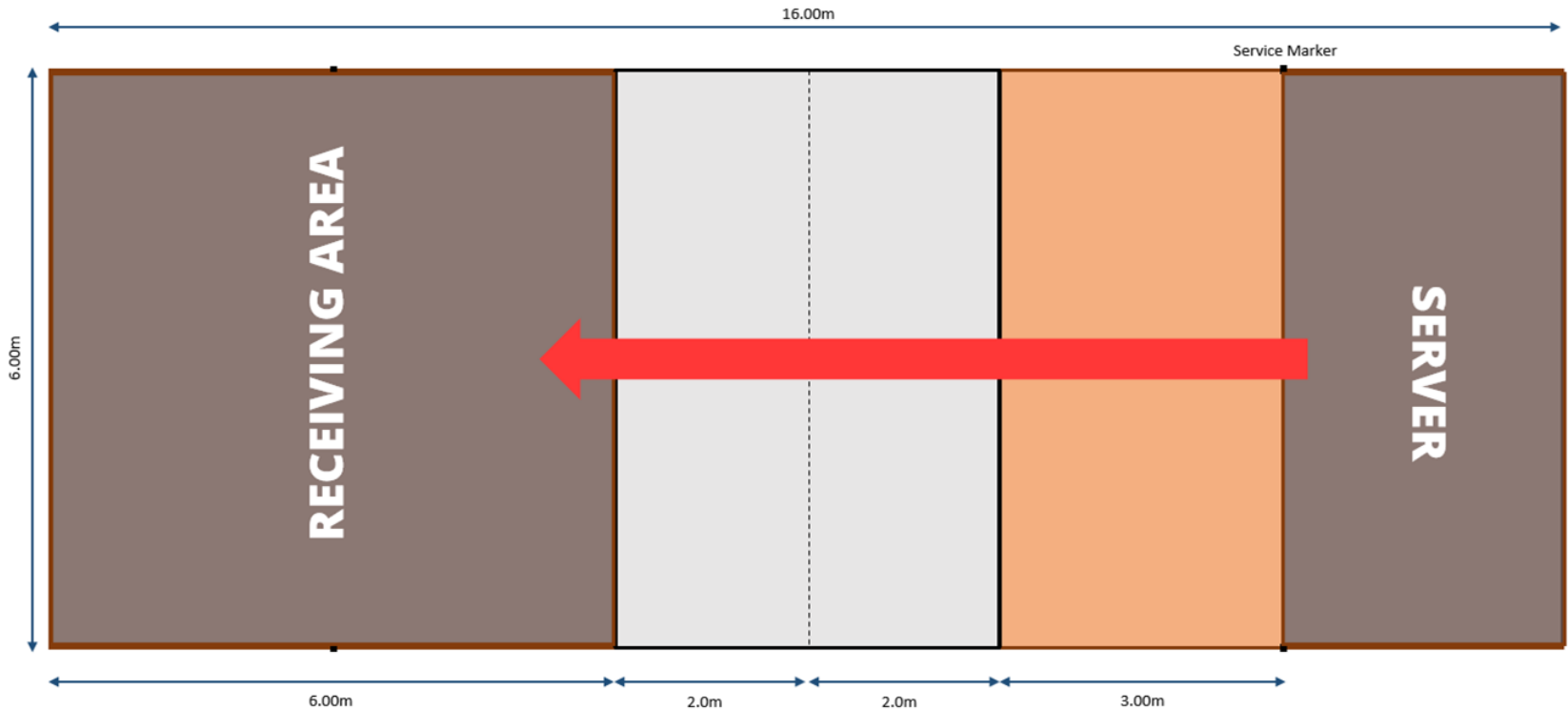
- **Service marker** shall be placed 3.0 metres from each front line and 1.0 metre maximum outside each side line on both sides.
- The posts shall be 1.5m in height and the top of the net from the surface should be 1.45m at the centre of the court.
- The **posts** shall be placed outside each side line and shall be no further than a 1.0 metre from each side line.



Serving & Receiving

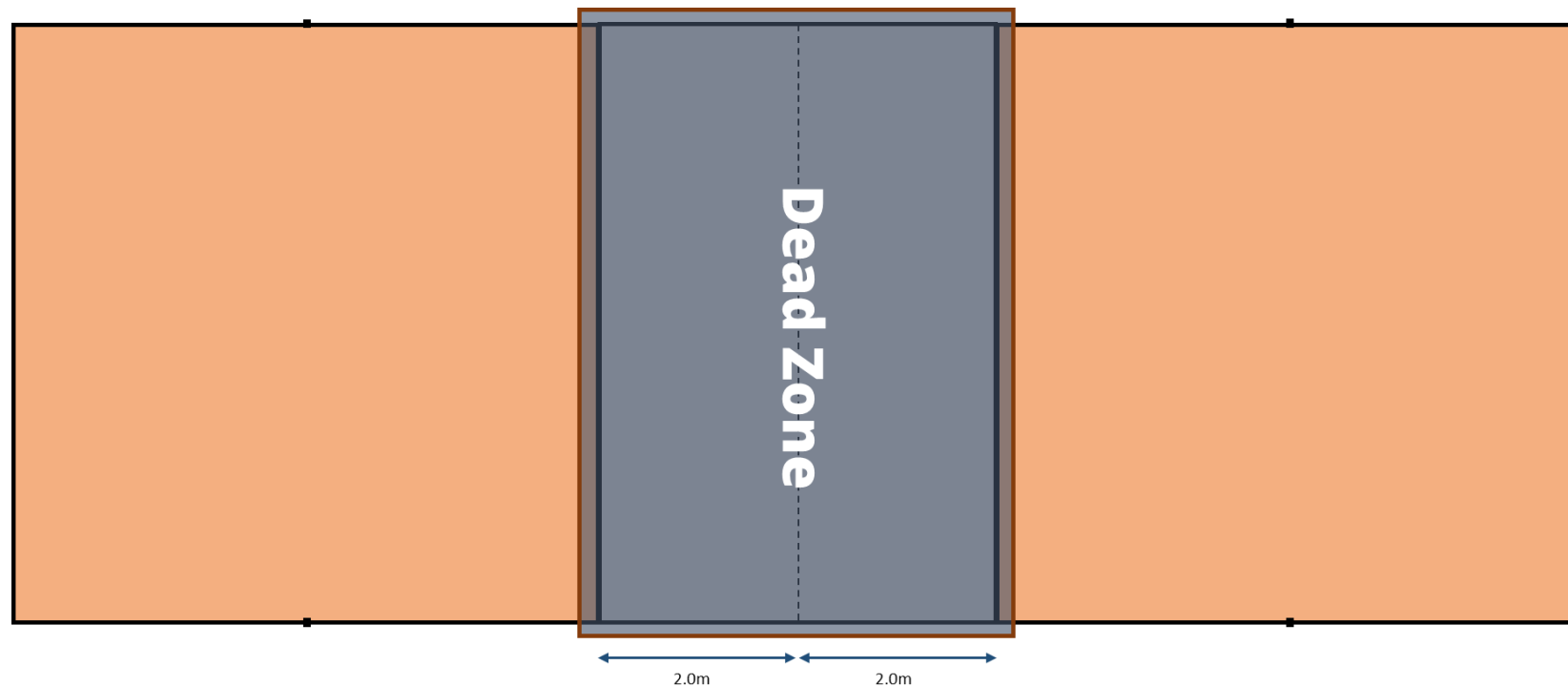
- The service area is the area behind the service marker (3.0 metres from the front line) and the back boundary line. It is laterally limited by the two side lines.
- The receiving/playing area is the area between the side lines, the front line, and the back boundary line.

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DEAD ZONE

- The players must **NOT** step inside the dead zone. If any player steps into the dead zone, the umpire or the assistant umpire shall call a fault.
- It is however **only** permissible to step or land into the dead zone as a **follow through** (or a **natural continuation**) of a **legal stroke**; in which case the player should **immediately** return to their playing area.



TOs and their Duties

- The **Referee** shall be in overall charge of the competition. The Referee may have one or more deputies depending on the needs of the tournament.
- The **umpire**, where appointed, shall be in charge of the match, the court and its immediate surrounds. The umpire shall report to the Referee(s).
- The **assistant umpire**, where appointed, shall call the service faults made by the server. He may also, where necessary, call for consecutive returns fault in a triples match and 'physical invasion' in the dead zone. The assistant umpire shall report to the umpire.
- A **line judge**, where appointed, shall indicate whether an AirShuttle landed in or out on the lines assigned.

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.

The Referee

Over and beyond the information pertinent to the Referee in the BWF ITTOs ([link](#)), he should:

- ◀ Be familiar with the AirBadminton Rules BWF Statutes, Section 4.2 ([link](#))
- ◀ Know and manage his HR including other TOs. Ensure that they are adequately briefed on the tournaments and safety precautions – especially on outdoor conditions (Example: Appropriate Clothing).
- ◀ Communicate well and in a timely manner with the organisers and with teams/players.
- ◀ Ensure the FOP is properly and safely set-up.
- ◀ Monitor weather forecast for scheduling and monitor climatic conditions during the tournament.
- ◀ Ensure all equipment is safely set-up. For example, sand can be a hazard for the match control printer.

The Umpire

An **umpire** shall:

- ◀ where another technical official is not appointed, arrange for that official's duties to be carried out;
- ◀ where an appointed official is unsighted, carry out that official's duties or play a let;
- ◀ refer to the Referee all unsatisfied appeals on questions of rule only (such appeals must be made before the next service is delivered or, if at the end of the match, before the side that appeals has left the court).
- ◀ be dressed adequately as per the instruction of the Referee. It is however, recommended to wear caps and/or sunglasses and adequate outdoor outfits

The Umpire

Before the Match

The Umpire shall:

- ◀ Obtain the **scoresheet** (scoring device can be used as well) ;
- ◀ Ensure that the specified **number of Line Judges** are present;
- ◀ Umpire to **report to Match Control**, take scoresheet and move to assembly point.
- ◀ Be present at the **assembly point at least 15 minutes** before the scheduled match time or, in the case of Mixed Team Relay, when the previous match is about to end.
- ◀ Make sure to know the **marching on (and off) direction** to your court.
- ◀ Have good teamwork with Assistant Umpire.

The Umpire

Before the Match

The Umpire shall:

- ◀ Ensure all players' **electronic devices** are switched off.
- ◀ Abide by the BWF ITTOs ([link](#)) and Code of Conduct ([link](#))
- ◀ Once on court, conduct the toss, get in the chair, check time, make sure AU and LJ are correctly positioned and FOP is in order.

Note

- ◀ For the Team Relay, all the 4 matches shall be officiated by the same group of TOs.
- ◀ In some cases, the Umpire and Assistant Umpire may shift places after a match in a particular tie.

Annoucement – Team Relay

First match - start

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

First match – end

"14 game point 13"

"Game. Team A leading 15-13".

Second match – start

"15-13; play"

Annoucement – Team Relay

Last match - end

"59 match point 58"

"Game. Match won by Team B 60-58".

Announcement – Triples Event

- ▶ A triples team can have 4 players. For any particular match, only 3 players shall be chosen.
- ▶ BWF will be experimenting substitution during a match. If you wish to obtain more information, contact:
airbadminton@bwf.sport
- ▶ The triples team shall choose a name
- ▶ No later than 15 minutes before the start of the match, the triples team captain shall inform the Referee of their team composition.
- ▶ For the announcement, neither names of players are mentioned nor server or receiver.

Announcement – Triples Event

First game - start

"Ladies and Gentlemen, on my right Team C and on my left Team D; Team C to serve, love all; play."

First game – end

"8 game point 7"

"Game. First game won by Team C 9-7".

Second game – start

"Second game, love all; play"

Same as above

The Umpire

During the Match – Key Considerations

- ◀ As per **BWF ITTOs** – Umpires.
- ◀ **During intervals**, making sure the **court lines are visible** – instruct LJ to clear lines of sand and levelled sand inside playing area if needed. Check **service cone**.
- ◀ Keep **eye contact** and good communication with assistant umpire – in triples, AU can call for 'consecutive' fault and 'physical invasion' of the dead zone.
- ◀ Watch for **intrusion / shots** in the **dead zone**.
- ◀ For triples, watch for **consecutives shots** and service turns.

After the Match – Key Considerations

- ◀ Usual announcement
- ◀ Marching off with team and players – as instructed.
- ◀ Report any incident to Referee.

The Assistant Umpire

An assistant umpire shall:

- ◀ stand **outside the playing court near the net post**, on the opposite side of and facing the umpire;
- ◀ call **service faults** made by the server should they occur – no change in signals
- ◀ call **consecutive returns** fault in a triples - to call fault and **lift right hand and show a peace or V sign with your fingers** (referring to 'two').
- ◀ Call for physical intrusion faults in the dead zone – signal fault by **pointing to dead zone line of the intruder**.
- ◀ Move next to Umpire's chair/stand during intervals – no change from usual practice
- ◀ Guide / assist LJ on cleaning up lines and court attendant on levelling sand during intervals
- ◀ Change the AirShuttle after the umpire's approval

The Assistant Umpire

Key Considerations:

- ◀ from his/her central position, the assistant umpire may move **2 metres to the right or left to observe the service action** from a better position.
- ◀ the dead zone lines can be used as a reference to delimit the movement range.
- ◀ To assist the umpire in marching on court.
- ◀ After marching on, to stand next to umpire, straight with hand clasped (no change). After greeting players, immediately move to allocated position opposite Umpires Chair/Stand.

Line Judges

A **line judge** shall:

- ◀ **stand at the corner** of the court as shown in next two slides.
- ◀ indicate whether the AirShuttle landed 'in' or 'out' on the lines assigned, using the approved signals with flags [Next slide]
- ◀ be responsible for the back boundary line and side line on his/her side.
- ◀ Clean the lines from sand during intervals and between rallies as instructed.
- ◀ Levelled the sand (if no court attendants) in the playing area during intervals when instructed to do so and to regular check the playing area and its surrounding for any foreign object that could be dangerous for players.
- ◀ Can wear sunglasses / hats, shorts etc.

Line Judge Signals

◀ Standing Positions – depending on which line you are watching



Line Judge Signals

◀ Shuttle is IN – depending on which line you are watching



Line Judge Signals

◀ Shuttle is OUT – depending on which line you are watching

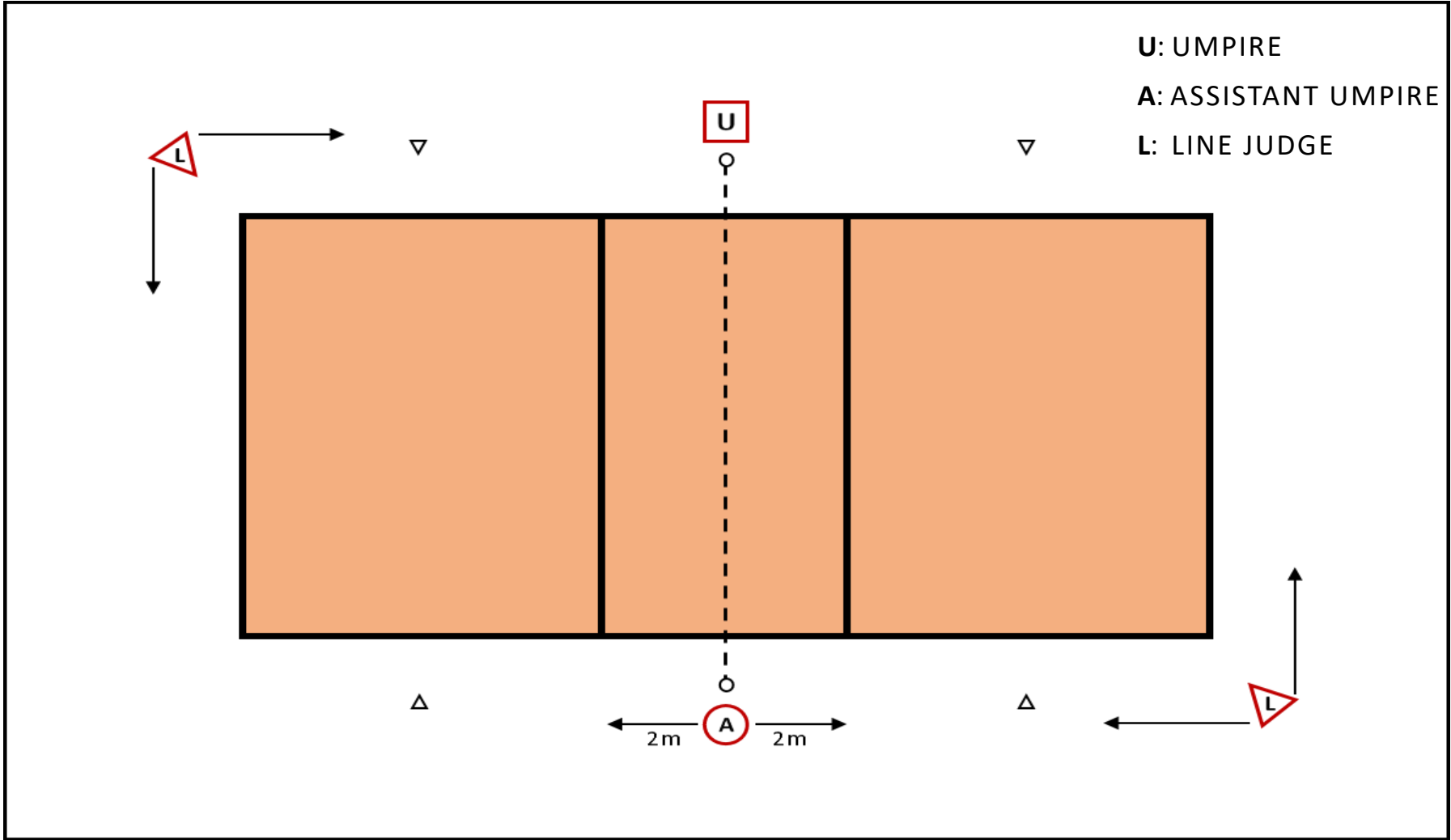


Line Judge Signals

◀ Line Judge is unsighted – depending on which line you are watching

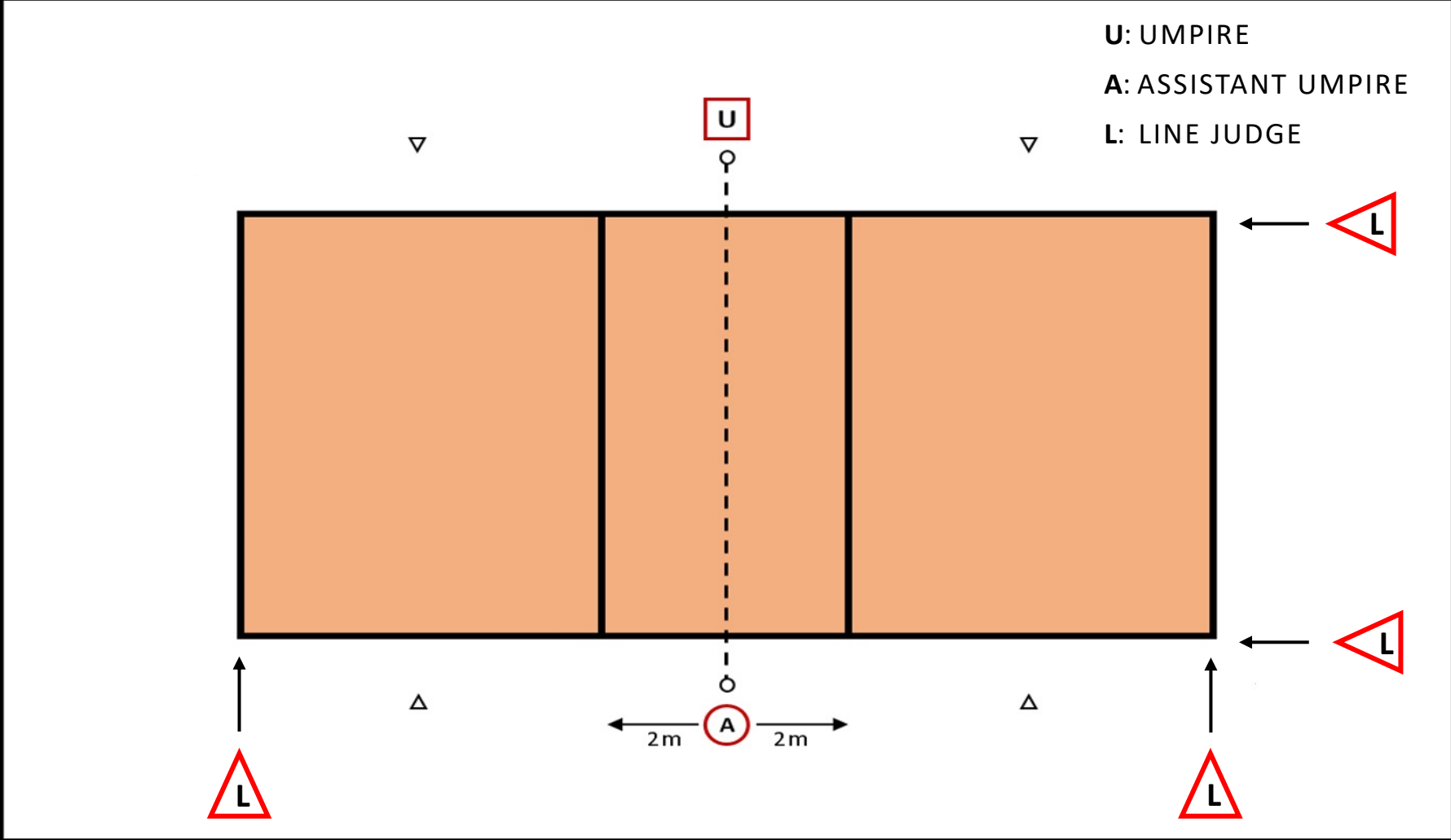


OFFICIALS LOCATIONS



TWO (2)
LINE
JUDGES

OFFICIALS LOCATIONS



FOUR (4)
LINE
JUDGES

General Considerations

- ◀ Outdoor sport – **Heat / Sun / Rain** can affect TOs physical / psychological state, thus TOs judgement and decision. In case of fatigue during the day, inform the Referee immediately.
- ◀ Whenever possible and for optimal performance of TOs, **regular rotation of workforce** shall be carried out – especially when playing during day time.
- ◀ Make sure to **drink enough water** and stay hydrated before and after your matches.
- ◀ It is recommended to **wear hats/caps, sunscreen and sunglasses** when on court. Shorts are permitted.
- ◀ Wear **outdoor shoes** to be comfortable walking and working on sand.
- ◀ When getting on and off umpire's chair, make sure the **chair is stable** on the sand.
- ◀ Players are allowed to request a change of the AirShuttle but no testing is allowed.
- ◀ All these considerations are subject to the Referee's instructions during a particular tournament.



THANK YOU

BWF

www.airbadminton.sport