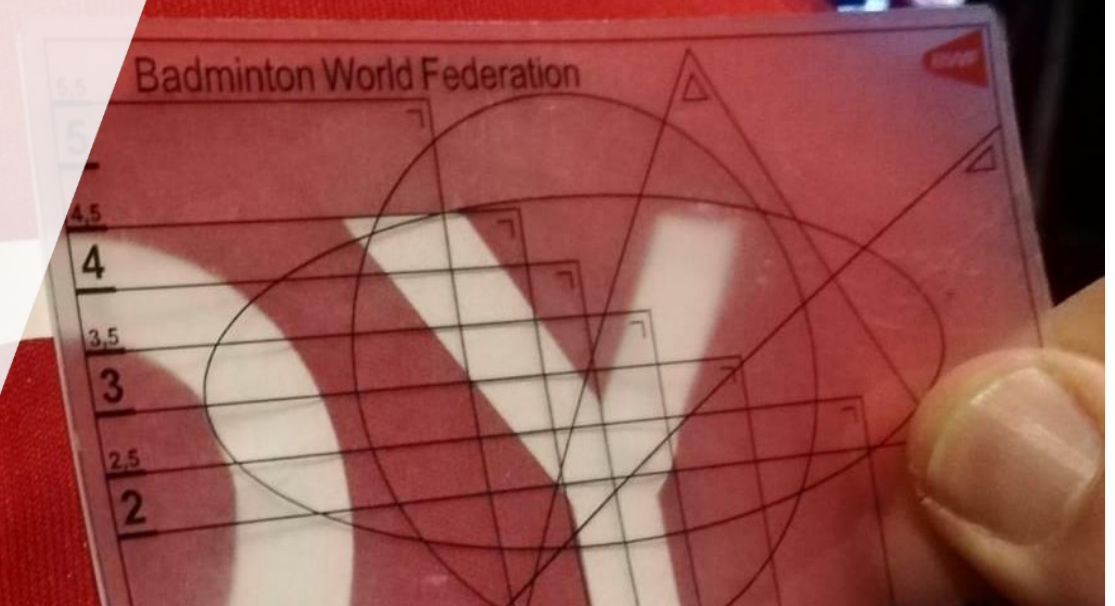


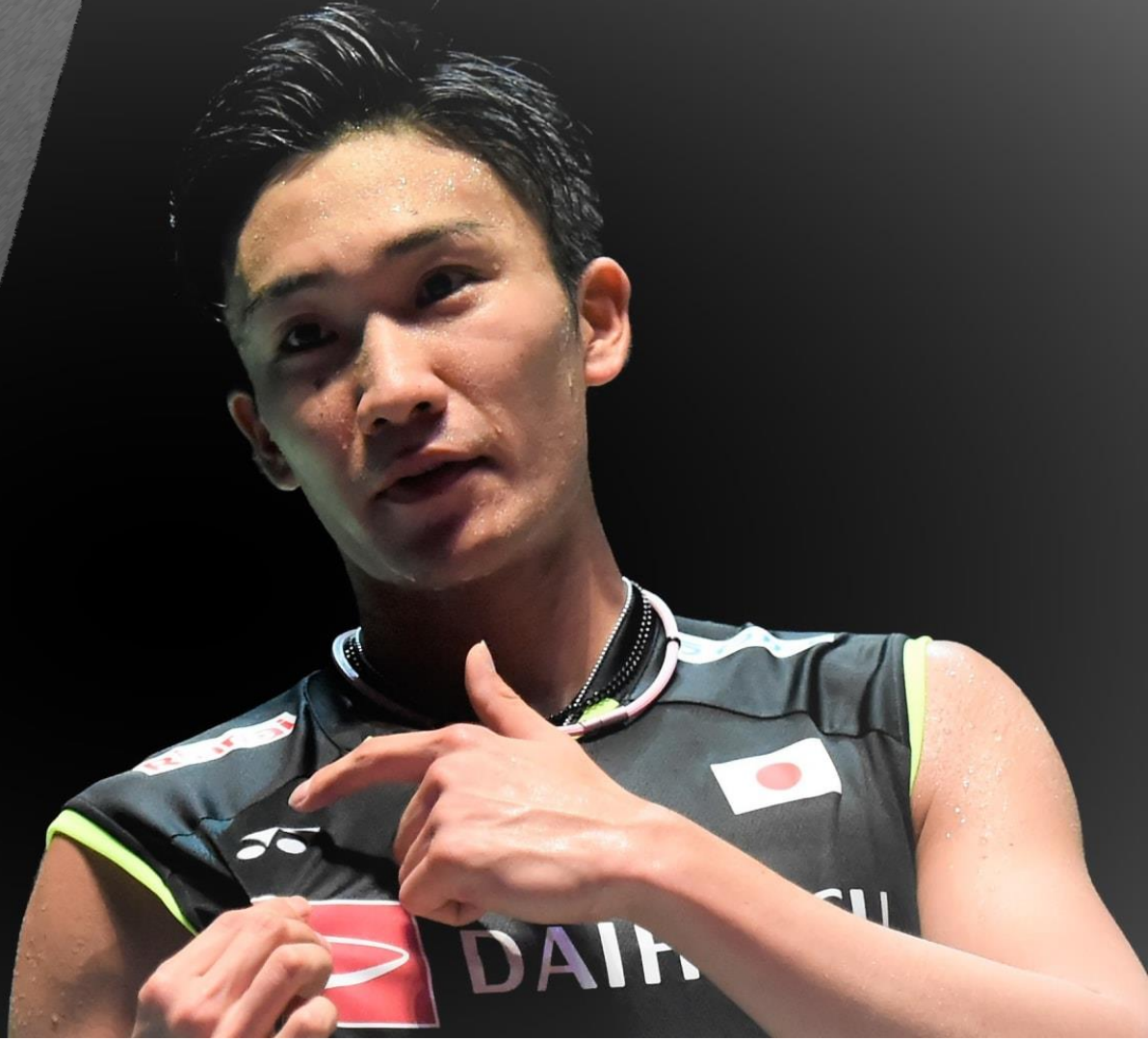
# BWF PLAYERS' AND COACHES' CLOTHING DATABASE

*(UPDATED: 20/3/2024)*







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PART A:  
PLAYER








**GCR 20.1 – “Acceptable Sport Clothing”**

Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	Unacceptable badminton sports clothing.
	BREACH	Leggings must be covered by short or skirt.

	BREACH	Bandana with skull in the design is unacceptable badminton sports clothing.
	ALLOWED	This is an example of an acceptable "headscarf". The back of the "headscarf" does not block visibility of the lettering/advertising on the back or front of the shirt.

### GCR 21.5 – “Colour of Player Clothing”

Clothing Example	Allowed or Breach	Rationale / Notes
 	BREACH	These are examples of pairs with noticeably different primary shirt colours.
	BREACH	Players in forecourt have contrasting coloured shorts. Each player in a given pair must wear shirts and shorts of the same colour and similar design throughout a match.
 	BREACH	Example of a pairs that have contrasting coloured shirts. Each player in a given pair must wear shirts and shorts of the same colour and similar design throughout a match.

		BREACH	Players in forecourt have contrasting coloured shirts. Each player in a given pair must wear shirts and shorts of the same colour and similar design throughout a match.
		BREACH	These are example of pairs having different colours and designs from each other.



BREACH

This example is considered not acceptable as the YONEX shirt is not predominantly white on the front compared to the Victor shirt, despite both having white at the back.

GCR 21.5 – “Colour of Player Clothing”

Clothing Example	Allowed or Breach	Rationale / Notes
	ALLOWED	These are examples of pairs with acceptable “same colour and similar design”.
	ALLOWED	These are examples of pairs with shirts with different colour on front than the back. These are considered acceptable, as long as the opposing side has different coloured shorts, skirts, or lower part of dresses.
	ALLOWED	For those levels of events where opposing pairs need to be wearing significantly different colours from each other, the clothing colour for these two pairs is considered acceptable.



ALLOWED

Although not exactly the same colour shirts in the doubles pair, this variance is acceptable.



ALLOWED

Clothing designs of the two players in the pair are clearly connected, achieving the objective to create a design connection between the two players in the pair, and to allow manufacturers the opportunity to make creative designs.

However, referees should assess these types of designs for pairs on a case-by-case basis.

		<p>ALLOWED</p>	<p>Although these shirt designs vary somewhat, the variance is acceptable.</p>
		<p>ALLOWED</p>	<p>The pair has shirts with white as the dominant colour.</p>
		<p>ALLOWED</p>	<p>The pair has shirts with black as the dominant colour.</p>

		ALLOWED	This example is considered acceptable as both shirts are “predominantly” blue.
		ALLOWED	Despite it being close, while the design is different and there are some colour differences, the shirts are considered to be “predominantly” red.

Combination with two different manufacturers



ALLOWED

While not exact in colour and design, these pairings are acceptable.

This flexible approach supports the opportunity for players in a pair to have different manufacturers/sponsors.

Combination with two different manufacturers



ALLOWED

While not exact in colour and design, these pairings are acceptable.

This flexible approach supports the opportunity for players in a pair to have different manufacturers/sponsors.

Combination with two different manufacturers



ALLOWED

While not exact in colour and design, these pairings are acceptable.

This flexible approach supports the opportunity for players in a pair to have different manufacturers/sponsors.

Combination with two different manufacturers



ALLOWED

While not exact in colour and design, these pairings are acceptable.

This flexible approach supports the opportunity for players in a pair to have different manufacturers/sponsors.






BREACH

These are examples of pairs having different colours and designs from each other.

GCR 21.6 – “Colour of Player Clothing”

Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	For those levels of tournaments where opposing players need to be wearing significantly different colours from each other, the clothing colour for these two players is considered unacceptable.
	BREACH	In a World Championships, it is mandatory that opposing pairs in each match wear significantly different colours from each other. Although this example is taken from a recent World Championships, it could be applied to any other tournament category level, where applicable, as per section 21.6.


GCR 22 “Designs on Players’ Clothing” - Trademark

Clothing Example	Allowed or Breach	Rationale / Notes
	ALLOWED	<p>Trademark and design are both acceptable.</p> <p>However, the tape above the player name would be a breach, as this is not a part of the shirt design.</p>
	ALLOWED	<p>Stripes are considered part of the design and not the brand logo. Currently, this is generally accepted in the sports world.</p>
	ALLOWED	<p>This is a design and not a trademark. Shirt is acceptable.</p>

	ALLOWED	This is a design and not a trademark. Shirt is acceptable.
	ALLOWED	Acceptable part of the design. It is not considered the Babolat trademark.  This is the Babolat trademark. 

GCR 22.2 – “Designs on Players’ Clothing” - Abstract

Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	<p>These are examples of shirt design which are not abstract.</p> <p>The player’s name on shorts is not abstract and is considered commercial branding.</p>
	ALLOWED	<p>Pictorial images within an allowed abstract design.</p> <p>This example is not considered to be a breach, even though it is not entirely “abstract”, because the dragon on this shirt is not dominant or significant to the design.</p>

Clothing Example	Allowed or Breach	Rationale / Notes
	<p>BREACH</p>	<p>Designs should be abstract and devoid of advertising, representational, commercial or promotional content.</p> <p>Figurative and pictorial representations may be included as part of an overall abstract design.</p> <p>The markings down the right front of the shirt (circled in blue) is a tourist advertisement (as opposed to a "design").</p> <p>The markings are actually the coordinates for a city in a particular country.</p> <p>BWF are the sole arbiters of what constitutes an abstract design.</p>



GCR 23 – “Lettering on Players’ and Coaches’ Clothing”



Clothing Example	Allowed or Breach	Rationale / Notes
	<p>BREACH</p>	<p>The back of the shirt cannot have any other lettering than the player name, country, and advertisement.</p>

GCR 23.1 – “Visible Lettering on Players’ Clothing”



Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	Lettering is not visible.
	BREACH	The player’s name (and country, if applicable) should always be visible.

GCR 23.2.1 – “Lettering in One Single Colour on Players’ Clothing”



Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	<p>Lettering is in different colours.</p> <p>Note: This is also a breach because some of the lettering is not visible.</p>
	BREACH	<p>While visible in the player marshalling area, this shiny lettering is not ideally visible from all perspectives, including on TV and from the spectator viewing areas, thus making it difficult to appropriately identify the player name and country.</p>

	BREACH	<p>The player name lettering in this example includes different colors.</p> <p>However, from a design perspective, with two colors on the back of the shirt, it is acceptable for the player name in one colour which contrasts with the background (in this case, black letters on white background), and the country name in a different colour which contrasts with the background (in this case, white letters on a blue background).</p>
	BREACH	<p>Lettering on each article of clothing must be in Roman alphabet.</p>


GCR 23.2.4 – “Country Name on Players’ Clothing”

Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	Country name is greater than 5 centimetres in height on both players.
	BREACH	<p>The country lettering is greater than 5 cm.</p> <p>Note: Design is considered abstract, so is considered acceptable.</p>



GCR 23.2.5 – “Horizontal Lettering on Players’ Clothing”

Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	<p>Lettering should be horizontal in both examples.</p> <p>Note: Advertising on the neck not allowed as it is in breach of required lettering sequence on the back (i.e. name then country then logo) as per GCR 23.5.</p>
	BREACH	<p>The example on the left is a breach, where the name printed at the back of the shirt is too low, it is not visible from a certain angle of view.</p> <p>However, it is considered acceptable if the dress contain no extra space at the back (right picture).</p>

GCR 23.3 – “Player Names”

Clothing Example	Allowed or Breach	Rationale / Notes
	<p>BREACH</p>	<p>The name on the back of the shirt must be the name in the last name field of the player database (and initial of the first name, if necessary). In these cases, both the full last name and first name are on the back these players' shirts.</p>

GCR 23.6 – “Lettering sequence and use in advertisements”

Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	Advertising (trademark) on the neck is not allowed as it is in breach of required lettering sequence on the back (i.e. name then country then logo).
	BREACH	Lettering sequence on the back is in the wrong order. It should be name then country then logo.



BREACH



The sequence on the shirt from top to bottom shall be player name (if present), country name (if present) and advert (if present). These are examples where the advert was in wrong sequence.



Note: Also, there are two "Bonny" logos on the back of the shirt, whereas regulation 24.2.2 only allows for one logo on the back.




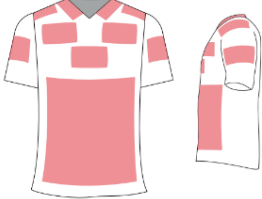


BREACH

The stars are not considered to be an advertisement, but the "LD" logo is considered as a commercial branding.

	<p>BREACH</p>	<p>Advertising on the neck is not allowed as it is in breach of the required lettering sequence on the back (i.e. name then country then logo).</p> <p>Note: This is also a breach of GCR 24.2.2 as the size of advertisement on the back is greater than 5 cm of uniform width.</p>
	<p>ALLOWED</p>	<p>The white logo near the bottom centre of both the top and shirt are considered advertisements for Babolat. As such, it could be acceptable if this was the only advertisement on the back (i.e. following the sequence of the back of the player shirt in regulation 23.5.1), however, if an additional advertisement was added right underneath the player name/country, then the shirt would be in breach of the regulation.</p>



	<p>ALLOWED</p> <p>ALLOWED</p>	<p>The stars above the player name are not considered to be an advertisement, but are part of the design.</p> <p>The "arrow" is not a Victor logo, but is part of the design.</p> <p>This "logo" has not been displayed on other equipment (e.g. socks, rackets, wristband, shorts), and does not seem to be utilised for commercial purposes.</p>
	<p>BREACH</p>	<p>Only the country name is allowed.</p>

GCR 24 – “Advertising on Players’ and Coaches’ clothing”



Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	<p>Only one logo in each location is allowed. This is an example related to a normal shirt (with sleeves) with maximal space for advertisements (see visual guide example below). As such, both the MAXIS and YONEX logos are considered too close to each other. The MAXIS logo should be placed on the left shoulder position.</p> <p>Visual guide (with sleeve):</p> 
	BREACH	<p>This is an example related to a sleeveless shirt with sufficient space in the upper chest and shoulder area for advertisements (see visual guide example below). As such, both the 100 PLUS and VICTOR logos are considered too close to each other. The 100 PLUS logo should be placed on the top left shoulder position.</p> <p>Visual guide (without sleeve):</p> 

		ALLOWED	The space between advertisements is acceptable. These examples are of sleeveless shirts/dresses where there is less space for advertisements, especially on smaller size shirts/dresses, which means there will automatically be less space between advertisements.
		ALLOWED	These are acceptable locations for logo placement for either the shoulder or sleeve areas for a shirt without regular sleeves.

	BREACH	<p>The shiny logos in the bottom right corner of these dresses are considered advertisements for Babolat. Currently, this design is not acceptable as the advertisement is too big and not in one of the nine allowable locations as per regulation 24.2.1, and is not in the intended area for the advertisement allowed via regulation 24.2.3. If it was in the intended area, the size of that logo seems to be acceptable (width no greater than 10 cm).</p>
	BREACH	<p>While the location of this Babolat logo is acceptable (sleeve) it is much larger than the allowable 20 square centimetres.</p>

	<p>BREACH</p>	<p>GCR 20.4.1 requires that track suit jackets and shirts follows the advertising regulations for player shirts.</p> <p>While advertising is allowed on the jacket, it must only be in the allowable locations.</p> <p>In this example, the advisement (VICTOR) on the sleeve is not permitted.</p>
	<p>ALLOWED</p>	<p>The advert band and "Centre Chest" logo on the front of the track suit jacket can be to either side of the zipper.</p> <p>The "Light You Up" / DAIHATSU combination is acceptable as the "Light You Up" is a subsidiary agency of DAIHATSU.</p>



**GCR 24.2.3 – “Band of Uniform Width on Players’ Shirt”**

Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	There are two “Bonny” logos on the back of this shirt, whereas regulation 24.2.3 only allows for one logo on the back.
	BREACH	The size of advertisement on the back is greater than 5 cm of uniform width.




	<p>ALLOWED</p>	<p>The "DECATHLON/ PERFLY" logo is considered to be one company.</p> <p>PERFLY is a specific badminton brand of DECATHLON.</p>
	<p>ALLOWED</p>	<p>The China Everbright Bank / "Cloud Fee Payment" combination is acceptable as an advertisement as per GCR 24.2.3, as the "Cloud Fee Payment" is a product of China Everbright Bank.</p>

GCR 24.3.3 – “Other Articles of Player Clothing”

Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	<p>The logos in the bottom right of these dresses are considered advertisements for Babolat. Because they are so low on the dress, this would be considered same area of the player’s shorts, should they be wearing them. As a result of its location it is too big, and would not be in compliance with the regulations.</p> <p>The light blue logos on the top right of these dresses would be acceptable.</p>
	BREACH	<p>While allowed to have one logo on this article of clothing, the size of this logo appears to be larger than 20 square centimetres.</p>

	<p>BREACH</p>	<p>The design of the headband consists two advertisement; both "Tai Tzu Ying" and "VICTOR" is considered a player/brand trademark, as such, an advertisement.</p> <p>Each other article of clothing may carry one advertisement of 20 square centimetres or less.</p>
	<p>BREACH</p>	<p>The left example of the Babolat logo on shorts which is larger than 20 square centimetres.</p> <p>The right example is a design is considered an advertisement, and as such, would be in breach of GCR 24.3.3, as it would be larger than 20 square centimetres.</p>
	<p>ALLOWED</p>	<p>This is an example where the three stripes (usually on the sleeves of shirt) is not considered the logo for Adidas. As such, this not in breach.</p>

GCR 24.3.4 – “Player Under-Clothing”

Clothing Example	Allowed or Breach	Rationale / Notes
	<p>BREACH</p>	<p><b>Underclothing</b> refers to underwear worn underneath the shorts/skirt/dress that is not intended to be visible. It is usually no longer in length than that of the short/skirt/dress.</p> <p><b>Compression shorts</b> are longer in length than ‘underclothing’. The “compression shorts” are long enough that they are visible (not covered up by the short/dress/skirt) in a static, standing position.</p> <p>These examples considered ‘underclothing’, and advertising on under-clothing is not allowed to be shown.</p>

GCR 24.4 – “Member Advertising”

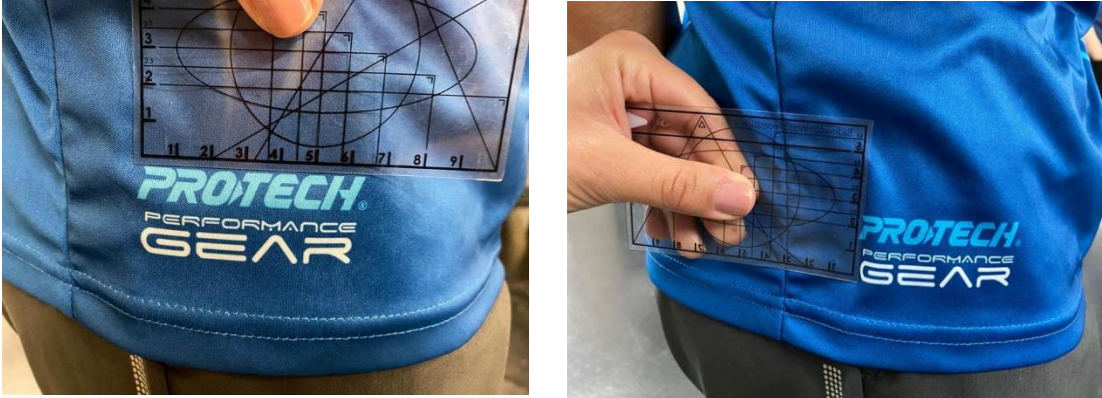

Clothing Example	Allowed or Breach	Rationale / Notes
	<p>BREACH</p>	<p>In this case, there are three different logos/advertisements on this skirt, including the manufacturer’s logo, country flag, and member logo.</p> <p>The manufacturer’s logo is acceptable, however, only one member logo is allowed.</p> <p>Also, this member logo would need to be approved by BWF prior to use, which in this case, has not been approved.</p>

GCR 24.5.4 – “Players Displaying Tattoos, Paints, Transfers or Similar”


Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	<p>This medical tape is not allowed to have text or logos on it. By doing so, it makes the tape “similar” in effect to a player displaying tattoos, paints, and transfers as described in GCR 24.5.4.</p> <p>In addition, it is also considered to be in breach of the principles relating to advertising on clothing outlined in GCR 24.4.3.</p>
	BREACH	<p>Tattoos/transfers of country flags are not allowed as they are “commercial in nature” (GCR 24.5.4) because they are considered “advertising” (as per GCR 24.2.1).</p>

		ALLOWED	These examples are not illegal, defaming anyone/thing, are not commercial, and there is not political or religious message.
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GCR 24.5.6 – “Technology Mark”

Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	<p>Technology marks refer to the material of the clothing rather than the manufacturer of the overall article of clothing. In this case, these “marks” are only advertisements of the manufacturer.</p>
	ALLOWED	<p>This is an example where only the technology mark name is displayed. If the manufacturer logo (in this case, Nike) was also displayed, it would be a breach.</p>


**Player Commitment Regulation 1.10 – “Podium Protocol”**

<b>Clothing Example</b>	<b>Allowed or Breach</b>	<b>Rationale / Notes</b>
	BREACH	<p>Players participating in the finals of a tournament must attend the final ceremonies with a proper badminton attire on it.</p> <p>In this example, the player is not wearing socks and shoes when presenting on podium.</p>




**PART B:**  
**COACH**


### GCR 20.2 – “Acceptable Sport Clothing”

Clothing Example	Allowed or Breach	Rationale / Notes
	<p>BREACH</p>	<p>This is an example of unacceptable badminton sport clothing for a coach, who sits in or around the coaches’ chair(s) behind the competition court, and on court during intervals, in a coaching capacity for a match.</p>


### GCR 23.5 – “Country Name”

Clothing Example	Allowed or Breach	Rationale / Notes
	<p>ALLOWED</p>	<p>The name of the Player’s or Coach’s country may appear on the back of the shirt, and if used, shall be either full country name in English or Olympic approved abbreviation.</p> <p>For coaches, “Great Britain” or “GBR” is allowed, despite not being the country of the respective Member Association represented.</p>

GCR 23.6 – “Lettering sequence and use in advertisements”

Clothing Example	Allowed or Breach	Rationale / Notes
	<p>BREACH</p>	<p>The sequence on the shirt from top to bottom shall be Player Name (if present), country name (if present), and advert (if present). In this example, there is an advert above “COACH” and one below “COACH”.</p>

**BWF Statutes, Section 2.2.6, Clause 4.5 “Coaches to Dress Appropriately”  
Coaches’ and Educators’ Code of Conduct**

<b>Clothing Example</b>	<b>Allowed or Breach</b>	<b>Rationale / Notes</b>
	<p>BREACH</p>	<p>Coaches must be dressed appropriately in team uniform and/or shirt/polo, shirt/blouse or long trousers/skirt.</p> <p>In this case, the coach is wearing shorts, which is deemed inappropriate.</p>