



This Section lists the standard vocabulary that shall be used by the Umpire to control a match. The list is not exhaustive and other vocabulary may be used if necessary.

1. Before the Match

1.1. Clothing:

- 1.1.1. "Let me check the clothing."
- 1.1.2. "Your name on the shirt is too big."
- 1.1.3. "Your name on the shirt is too small."
- 1.1.4. "The name on the shirt is not the same as the name in the BWF database."
- 1.1.5. "Your name is mandatory on the shirt."
- 1.1.6. "The name must be near the top of the shirt."
- 1.1.7. "The Member name is mandatory on the shirt."
- 1.1.8. "The Member name on the shirt is too big."
- 1.1.9. "The Member name on the shirt is too small."
- 1.1.10. "You have more adverts on your clothing than is allowed."
- 1.1.11. "The adverts on the shirt are not in the permitted locations."
- 1.1.12. "The advert is too big."
- 1.1.13. "The Member Association advert is not registered with BWF."
- 1.1.14. "You have more than one advert in the advertising band."
- 1.1.15. "You have visible adverts on the underclothing."
- 1.1.16. "Your colour of clothing is not significantly different from your opponent's."
- 1.1.17. "You must wear the same colour clothing as your partner."
- 1.1.18. "Do you have any other colour of clothing?"
- 1.1.19. "You have to change your colour of clothing."
- 1.1.20. "If you do not change your shirt you will be fined."
- 1.1.21. "The lettering on the shirt must be in a contrasting colour to the colour of the shirt."
- 1.1.22. "The lettering on the shirt is not visible."
- 1.1.23. "The lettering on the shirt must be in a single colour."
- 1.1.24. "The lettering on the shirt must be in capital letters."
- 1.1.25. "The lettering on the shirt must be in the Roman alphabet."
- 1.1.26. "The lettering sequence is wrong."
- 1.1.27. "Taping is not allowed."

1.2. Toss:

- 1.2.1. "Come here for the toss."
- 1.2.2. "You won the toss."
- 1.2.3. "What do you choose?"
- 1.2.4. "Who will serve?"
- 1.2.5. "Choose your end."
- 1.2.6. "Who will receive?"
- 1.2.7. "The opponent(s) chose to receive first, so you will serve first."
- 1.2.8. "The opponent(s) chose to serve first, so you will receive first."
- 1.2.9. "The opponent(s) chose ends. Do you wish to serve or receive first?"

1.3. Others:

- 1.3.1. "Switch off your communication device."
- 1.3.2. "Line up for the march-on."
- 1.3.3. "Place your bag properly in the basket."
- 1.3.4. "Ready to play."

2. Start of the Match

2.1. Introduction and Announcements

W, X, Y, Z are names of players and A, B, C, D are names of Members.
To start the first game of the match, the Umpire shall call:

2.1.1. Singles Tournament

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

2.1.2. Singles Team Tournament

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

2.1.3. Doubles Tournament

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

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

2.1.4. Doubles Team Tournament

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

2.2. To start the second game, the Umpire shall call:

"Second game; love all; play."
(Unless there has been a fault for misconduct during the interval).

2.3. To start the final game, the Umpire shall call:

"Final game; love all; play."
(Unless there has been a fault for misconduct during the interval).

3. During the Match

3.1. Progress of Match, faults:

- 3.1.1. "Service over."
- 3.1.2. "Fault."
- 3.1.3. "Let."
- 3.1.4. "Out."
- 3.1.5. "Interval."
- 3.1.6. "Play a let."
- 3.1.7. "Change ends."
- 3.1.8. "You did not change ends."
- 3.1.9. "Court ... (number, if more than one court is used) 20 seconds."
- 3.1.10. "... game point ..." e.g. "20 game point 6.", or "29 game point 28."

- 3.1.11. "... match point ..." e.g. "20 match point 8.", or "29 match point 28."
- 3.1.12. "... game point all." e.g. "29 game point all."
- 3.1.13. "... match point all." e.g. "29 match point all."
- 3.1.14. "Service Judge – signal, please."
- 3.1.15. "You hit the shuttle on your opponent's side of the net."
- 3.1.16. "The shuttle touched you."
- 3.1.17. "You touched the net."
- 3.1.18. "You touched the post."
- 3.1.19. "A shuttle came on the court."
- 3.1.20. "The shuttle did not distract or obstruct you."
- 3.1.21. "You obstructed your opponent."
- 3.1.22. "You deliberately distracted your opponent."
- 3.1.23. "You hit the shuttle twice."
- 3.1.24. "You slung the shuttle."
- 3.1.25. "You invaded your opponent's court."
- 3.1.26. "The shuttle touched the ground before you hit it."
- 3.1.27. "The shuttle touched the ceiling."

3.2. Serving / Receiving:

- 3.2.1. "Right service court."
- 3.2.2. "Left service court."
- 3.2.3. "You missed the shuttle during service."
- 3.2.4. "Do not serve before the receiver is ready."
- 3.2.5. "The receiver was not ready."
- 3.2.6. "Your partner was not ready."
- 3.2.7. "Your opponent was not ready."
- 3.2.8. "You attempted to return the service."
- 3.2.9. "You served from the wrong service court."
- 3.2.10. "You served out of turn."
- 3.2.11. "You received out of turn."
- 3.2.12. "You blocked the receiver's view of the shuttle during service."
- 3.2.13. "Both you and your partner hit the shuttle."

3.3. Shuttle change:

- 3.3.1. "Is the shuttle OK?"
- 3.3.2. "Change the shuttle."
- 3.3.3. "Do not change the shuttle."
- 3.3.4. "Change."
- 3.3.5. "No change."
- 3.3.6. "Return the shuttle."
- 3.3.7. "Return the shuttle properly."
- 3.3.8. "You must ask me for permission to change the shuttle."
- 3.3.9. "Test the shuttle."
- 3.3.10. "Do not test the shuttle."
- 3.3.11. "You must not interfere with the speed of the shuttle."

3.4. Line Calls / IRS:

- 3.4.1. "Line Judge – signal, please."
- 3.4.2. "Line Judge – repeat your signal, please."
- 3.4.3. "I clearly saw the shuttle land in."
- 3.4.4. "I clearly saw the shuttle land out."
- 3.4.5. "The Line Judge made a correct call."
- 3.4.6. "Correction IN."

- 3.4.7. "Correction OUT."
 - 3.4.8. "Unseen."
 - 3.4.9. "The call is IN, do you wish to challenge?"
 - 3.4.10. "The call is OUT, do you wish to challenge?"
 - 3.4.11. "You did not challenge immediately."
 - 3.4.12. "You do not have any challenges remaining in this game."
 - 3.4.13. "..... (name of player) challenges, Called [IN]."
 - 3.4.14. "..... (name of player) challenges, Called [OUT]."
 - 3.4.15. "..... (name of team) challenges, Called [IN]."
 - 3.4.16. "..... (name of team) challenges, Called [OUT]."
 - 3.4.17. "The IRS result was 'No decision'."
 - 3.4.18. "Challenge unsuccessful."
 - 3.4.19. "One challenge remaining."
 - 3.4.20. "No challenges remaining."
 - 3.4.21. "The IRS is not working; no challenges can be made."
 - 3.4.22. "The IRS is now working; challenges can be made."
 - 3.4.23. "The IRS malfunctioned. The original call stands. No challenge is lost."
 - 3.4.24. "The IRS malfunctioned. Play a let. No challenge is lost."
- 3.5. Influencing TO:
- 3.5.1. "You tried to influence the Service Judge."
 - 3.5.2. "You tried to influence the Line Judge."
 - 3.5.3. "You must not influence the Line Judge."
 - 3.5.4. "You must not influence the Service Judge."
 - 3.5.5. "Do not shout or signal before the Line Judge gives a decision."
- 3.6. Coaching:
- 3.6.1. "Coach(es) return to your chair(s)."
 - 3.6.2. "Your coach distracted your opponent."
 - 3.6.3. "Your coach disrupted play."
 - 3.6.4. "Do not seek coaching."
 - 3.6.5. "Do not coach after the players have taken up position for the next service."
 - 3.6.6. "Do not coach during the rally."
 - 3.6.7. "Do not step over the A-board."
 - 3.6.8. "Do not get up from your chair until the rally is over."
 - 3.6.9. "Coach, move your chair back to its original position."
- 3.7. Injury:
- 3.7.1. "Are you OK?"
 - 3.7.2. "Can you play on?"
 - 3.7.3. "Do you need the doctor?"
 - 3.7.4. "Are you retiring?"
 - 3.7.5. "The bleeding needs to be treated before you can continue."
- 3.8. Mopping:
- 3.8.1. "Wipe the court, please."
 - 3.8.2. "Show the court attendant where to wipe the court."
 - 3.8.3. "Use your foot to wipe the court."
 - 3.8.4. "No sweat throwing."
 - 3.8.5. "Do not fall intentionally."

3.9. Continuous Play:

- 3.9.1. "On court."
- 3.9.2. "No delay."
- 3.9.3. "Play."
- 3.9.4. "Play on."
- 3.9.5. "Play now."
- 3.9.6. "Play must be continuous."
- 3.9.7. "Players back on court."
- 3.9.8. "..... (name of player) back on court."
- 3.9.9. "Get ready quicker."
- 3.9.10. "Quick towel only."
- 3.9.11. "Quick drink only."
- 3.9.12. "You must ask my permission to have a drink."
- 3.9.13. "You must not take so long to cut your strings."
- 3.9.14. "You must be ready for the next service before 25 seconds have elapsed."
- 3.9.15. "You took longer than 25 seconds to get ready for the next service."
- 3.9.16. "You must not unduly delay the start of the service once the server is ready."
- 3.9.17. "You took too long to get ready once the server was ready."
- 3.9.18. "The Time Clock is not in operation."
- 3.9.19. "The Time Clock is now in operation."

3.10. Misconduct:

- 3.10.1. "Come here."
- 3.10.2. "Do not raise your fist towards your opponent(s)."
- 3.10.3. "Do not shout at your opponent."
- 3.10.4. "You must not scream so loudly."
- 3.10.5. "You must use your best effort."
- 3.10.6. "You must shake hands before celebrating."
- 3.10.7. "..... (name of player) warning for misconduct."
- 3.10.8. "..... (name of player) fault for misconduct."
- 3.10.9. "..... (name of player) disqualified for misconduct."
- 3.10.10. ".....(name of player), faulted"

3.11. Suspension:

- 3.11.1. "Play is suspended."

3.12. Others:

- 3.12.1. "The scoreboard is not working."
- 3.12.2. "Your new shirt must be of the same colour and similar design to your original shirt."
- 3.12.3. "Are you ready?"

4. Explanations for Service Fault Calls

- 4.1. "Service fault called, too high."
- 4.2. "Service fault called, racket head."
- 4.3. "Service fault called, foot."
- 4.4. "Service fault called, continuous motion."
- 4.5. "Service fault called, base of shuttle."
- 4.6. "Service fault called, undue delay."
- 4.7. "Service fault called, shuttle missed."
- 4.8. "Service fault called, receiver fault called, play a let."
- 4.9. "Fault receiver, foot."

- 4.10. "Fault server, foot."
- 4.11. "Fault receiver, undue delay."
- 4.12. "Fault server, undue delay."
- 4.13. "Service fault called, spin."

5. Explanations for Warnings and Faults

- 5.1. "Racket abuse."
- 5.2. "You threw the racket dangerously."
- 5.3. "Verbal abuse."
- 5.4. "You used unacceptable language."
- 5.5. "You shouted at your opponent."
- 5.6. "You screamed excessively."
- 5.7. "You raised your fist in the direction of your opponent."
- 5.8. "You tried to influence the Service Judge."
- 5.9. "You tried to influence the Line Judge."
- 5.10. "Shuttle abuse."
- 5.11. "You interfered with the speed of the shuttle."
- 5.12. "Physical abuse."
- 5.13. "Equipment abuse."
- 5.14. "You kicked the A-board."
- 5.15. "You hit the net."
- 5.16. "You hit the chair."
- 5.17. "You hit the equipment box."
- 5.18. "You hit the service height measuring device."
- 5.19. "Delay."
- 5.20. "You delayed the service."
- 5.21. "Delay, time violation."
- 5.22. "You refused to follow my instructions."
- 5.23. "You refused to play on."
- 5.24. "You left the court without permission."
- 5.25. "You were late getting back onto court."
- 5.26. "Unsportsmanlike conduct."
- 5.27. "You made an obscene gesture."
- 5.28. "You celebrated in an unsportsmanlike manner."
- 5.29.
- 5.30. "You used your communication device."

6. End of Game/Match

- 6.1. "Game."
- 6.2. "First game won by `.....' [name(s) of player(s), or Member (in a Team Tournament)] `.....' (score)."
- 6.3. "Second game won by `.....' [name(s) of player(s), or Member (in a Team Tournament)] `.....' (score)."
- 6.4. "One game all."
- 6.5. "Match won by `.....' [name(s) of player(s), or Member (in a Team Tournament)] `.....' (scores)."
- 6.6. "`.....' (name of player) retired. Match won by `.....' [name(s) of player(s), or Member (in a Team Tournament)] `.....' (scores)."
- 6.7. "`.....' (name of player) disqualified for misconduct followed by a specific explanation of the misconduct. Match won by `.....' [name(s) of player(s), or Member (in a Team Tournament)] `.....' (scores)."
- 6.8. "Match ended by the Referee. `.....' [name(s) of player(s)] promoted to the main draw. `.....' [name(s) of player(s)] proceed(s) to next round / main draw."
- 6.9. In doubles announcements use "and" between the names of the players.

7. Notes for Incidents on the Scoresheet (Examples)

- 7.1. I – Injury.
- 7.2. W – Warning for misconduct.
- 7.3. F – Fault for misconduct.
- 7.4. R – Referee called on court.
- 7.5. S – Suspension.
- 7.6. Dis – Disqualified by the Referee.
- 7.7. Ret – Retired.
- 7.8. Match suspended for X minutes due to power failure.
- 7.9. [Name of Player] warned for interfering with the shuttle.
- 7.10. [Name of Player] twisted his ankle and decided to retire.
- 7.11. Play delayed for X minutes.
- 7.12. [Name of Player] warned for influencing the Line Judge.
- 7.13. [Name of Player] warned for delaying play.
- 7.14. [Name of Player] faulted for using abusive language. Referee was called on court and instructed to observe and fault again if necessary.
- 7.15. [Name of Player] was faulted for pushing the Line Judge. Referee was called on court and decided to disqualify the player.
- 7.16. [Name of Player] had a nose bleed. Referee and Tournament Doctor were called on court. Play delayed for X minutes.
- 7.17. [Name of Player] injured their right knee. Referee and Tournament Doctor were called on court. The Tournament Doctor advised the player to retire.

8. Notes for Clothing Violation on the Scoresheet (Examples)

- 8.1. [Name of player] on the shirt is too big.
- 8.2. [Name of player] on the shirt is too small.
- 8.3. [Name of player] on the shirt is not the same as the name in the BWF database.
- 8.4. There is no player name on the shirt of [name of player].
- 8.5. There is no Member name on the shirt of [name of player].
- 8.6. The Member name on the shirt of [name of player] is too big.
- 8.7. The Member name on the shirt of [name of player] is too small.
- 8.8. There are too many adverts on the [item of clothing] of [name of player/Coach].
- 8.9. The advert on the shirt of [name of player/Coach] is too big.
- 8.10. There is more than one advert in the advertising band of [name of player/Coach].
- 8.11. There are visible adverts on the underclothing of [name of player/Coach].
- 8.12. [Name of player] refused to change the colour of their clothing.
- 8.13. [Name of players] wore different colours of clothing.
- 8.14. [Name of player] not wearing significantly different colour of clothing from the opponent.
- 8.15. The lettering on the shirt of [name of player] is not in a contrasting colour to the colour of the shirt.
- 8.16. The lettering on the shirt of [name of player] is not in a single colour.
- 8.17. The lettering on the shirt of [name of player] is not in capital letters.
- 8.18. The lettering on the shirt of [name of player] is not in the Roman alphabet.
- 8.19. The lettering sequence on the shirt of [name of player] is wrong.
- 8.20. There is taping on the shirt of [name of player/Coach].

9. Scoring

0	- Love	11	- Eleven	22	- Twenty-two
1	- One	12	- Twelve	23	- Twenty-three
2	- Two	13	- Thirteen	24	- Twenty-four

3 - Three
4 - Four
5 - Five
6 - Six
7 - Seven
8 - Eight
9 - Nine
10 - Ten

14 - Fourteen
15 - Fifteen
16 - Sixteen
17 - Seventeen
18 - Eighteen
19 - Nineteen
20 - Twenty
21 - Twenty-one

25 - Twenty-five
26 - Twenty-six
27 - Twenty-seven
28 - Twenty-eight
29 - Twenty-nine
30 - Thirty