







# Player Clothing Database

October 2018

## GCR 20.2 – “Acceptable Sport Clothing”

Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	Unacceptable Badminton sports clothing.
	BREACH	Bandana with skull in the design is unacceptable Badminton sports clothing.

## GCR 21.5 – “Colour of Player Clothing”

Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	Player on left is predominately white in both photos; player on right is predominately black in left photo and blue/purple in the right photo.
	BREACH	Pair 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	Pairs 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.
	ALLOWED	These are examples of pairs with acceptable “same colour and similar design”.



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 individual teams, however, there may be a conflict should the opposing pair have similar colours on either front or back.

ALLOWED

For those levels of events where opposing teams need to be wearing significantly different colours from each other, the clothing colour for these two teams is considered acceptable.

ALLOWED

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




ALLOWED

The pair is not wearing the same primary colour shirt.

## GCR 21.6 – “Colour of Player Clothing”

Clothing Example	Allowed or Breach	Rationale / Notes
 <p>A photograph of two badminton players on a green court. Both players are wearing identical bright yellow short-sleeved shirts and black shorts. They are positioned on opposite sides of the net, ready for play. The background features banners for 'OSIM', 'visit MALAYSIA 2014', and 'malaysia'.</p>	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.
 <p>A photograph of four badminton players standing on a red carpet. They are all wearing identical black and red athletic outfits. The background includes banners for 'TOTAL' and 'WORLD CHAMPIONSHIPS 2015'.</p>	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”

Clothing Example	Allowed or Breach	Rationale / Notes
	ALLOWED	Trademark and design are both acceptable.
	ALLOWED	Stripes are considered part of the design and not the brand logo. Currently, this is generally accepted in the sports world.
	ALLOWED	This is a design and not a trademark. Shirt is acceptable.



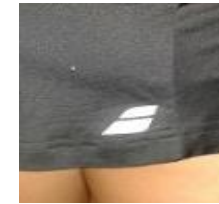
ALLOWED

Acceptable part of the design. It is not considered the Babolat trademark.





ALLOWED

This is the Babolat trademark.



**GCR 22.2 – “Designs on Players’ Clothing”**


<b>Clothing Example</b>	<b>Allowed or Breach</b>	<b>Rationale / Notes</b>
<div style="display: flex; flex-direction: column; align-items: center;">   </div>	<p>BREACH</p>          <p>ALLOWED</p>	<p>This design is not abstract.</p>          <p>Pictorial images within an abstract design are allowed.</p>

**GCR 23 – “Lettering on Player Clothing”**


<b>Clothing Example</b>	<b>Allowed or Breach</b>	<b>Rationale / Notes</b>
 A photograph showing the back of a blue and yellow badminton shirt. The word "RUSSIA" is printed in large white letters across the lower back. The collar area is yellow with blue stripes, and the word "BADMINTON" is printed in blue on the yellow fabric. A red circle highlights the "BADMINTON" text, with a red arrow pointing from the "Rationale / Notes" column to it. The background shows a badminton court with a green floor and a red carpet.	BREACH	The back of the shirt cannot have any other lettering than the player name, country, and advertisement.





### GCR 23.1 – “Visible Lettering on Players’ Clothing”

Clothing Example	Allowed or Breach	Rationale / Notes
 <p>The first image shows a player in a dark blue shirt with illegible lettering on the back, dated 2011.07.20. The second image shows a player in a yellow shirt with illegible lettering on the back, dated 2011.07.18. The third image shows a player in a white shirt with illegible lettering on the back.</p>	BREACH	Lettering is not visible.


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

Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	Lettering is in different colours.  Note: This is also a breach because some of the lettering is not visible.


### 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
	<p>BREACH</p>	<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>

### GCR 23.3 – “Player Names”

Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	<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 on the back this player shirt.</p>

## GCR 23.5.1 – “Sequence of Lettering on Players’ Clothing”

Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	Advertising (trademark) on the neck 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 wrong order. It should be name then country then logo.
	BREACH	<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 case, “Bonny” is above the player name.</p> <p>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.</p>



BREACH

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).

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.



ALLOWED




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.



ALLOWED

The stars above the player name are not considered to be an advertisement, but are part of the design.

## GCR 24.2.1 – “Location of Advertisements on Players’ Shirt”

Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	Maxis and Yonex logos in the same location. Only one logo in each location is allowed.
	ALLOWED	This is an acceptable logo placement for either the shoulder or sleeve areas for a shirt without regular sleeves.
	BREACH	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).







BREACH

While the location of this Babolat logo is acceptable (sleeve) it is much larger than the allowable 20 square centimetres.

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

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



ALLOWED


Advertising does not exceed 5 cm in uniform width.





BREACH

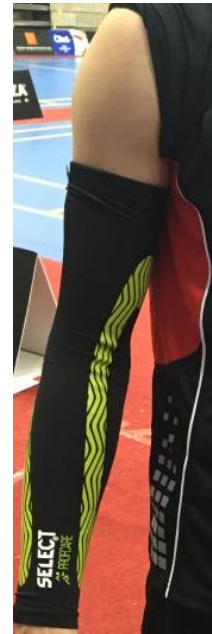
This is an example of a player trademark branding (i.e. Lee Chong Wei "LCW"). The trademark on the shirt is greater than 5 cm of uniform width. And, with the Yonex trademark also on the back (higher up), there are too many trademarks on the back.

### GCR 24.3.1 – “Socks”

Clothing Example	Allowed or Breach	Rationale / Notes
		<p>In this example, this player is wearing a regular sock (white) over a compression sock (blue) on each leg/foot. If there are two advertisements on the regular sock, and at least the one advertisement on the compression sock, then the player is in breach.</p> <p>If the player wears the compression/support sock as well as a regular sock on each leg/foot, the aggregate number of advertisements allowed (including manufacturers' logo/emblem) is still just two.</p> <p>So, if the player is wearing the support sock with one or more advertisements, and a regular sock with two advertisements on each leg/foot, then the player is in breach of the regulation because there is more than two advertisements.</p>

### GCR 24.3.3 – “Other Articles of Player Clothing”

Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	<p>This is an example of a player trademark branding (i.e. Lee Chong Wei “LCW”). The trademark is too big, and, with the Yonex trademark on the front, there are too many trademarks.</p>
	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

While allowed to have one logo on this article of clothing, the size of this logo appears to be larger than 20 square centimetres.



BREACH


This is an example of the Babolat logo on shorts which is larger than 20 square centimetres.



**BREACH**



This 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.

### GCR 24.3.4 – “Player Under-Clothing”

Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	Advertising on under-clothing is not allowed to be shown.




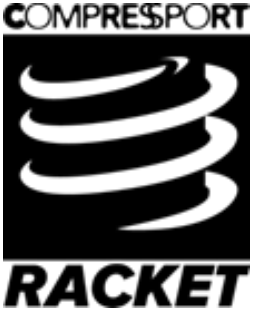

## GCR 24.5.4 – “Players Displaying Tattoos, Paints, Transfers or Similar”

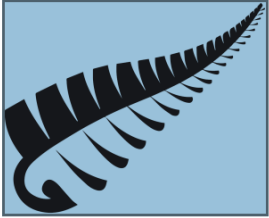


Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	<p>This medical tape is not allowed to have text or logos on it. By doing so, it makes the tape “similar” in effect to a player displaying tattoos, paints, and transfers as described in GCR 24.5.4.</p> <p>In addition, it is also considered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

### GCR 24.4 – “Member Advertising”


Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	<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>

## 2018 Member Association Advertising

No.	Country	Sponsor	Approved Logo on Players' Shorts/Skirts
1	Denmark	Two types of Badminton Denmark's logo	
2	France	The color of this logo can be varied based on the color of the player short/skirt.	
3	Japan	Based on the color of the player short/skirt, any of these four logos can be used.	

4	New Zealand		 
5	Netherlands		<b>TeamNL</b> 

**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>
	BREACH	<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>