




# Player Clothing Database

January 2017





## GCR 19.2 – “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 20.3 – “Colour of Player Clothing”

Clothing Example	Allowed or Breach	Rationale / Notes
 A photograph of two badminton players on a green court. Both players are wearing identical bright yellow short-sleeved shirts and black shorts. The player in the foreground is in a ready position, while the player in the background is in the middle of a stroke. The court has white lines and a net. In the background, there are banners for 'OSIM', 'visit MALAYSIA 2014', and 'malaysia BERSAMA'.	BREACH	For those levels of events where opposing players need to be wearing significantly different colours from each other, the clothing colour for these two players is considered unacceptable.

## GCR 20.4 – “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.
	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 20.4.



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.

## GCR 21 “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.





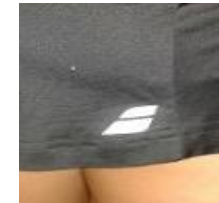
ALLOWED



ALLOWED


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

This is the Babolat trademark.






### GCR 22.1 – “Visible Lettering on Players’ Clothing”



Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	Lettering is not visible.




### GCR 22.2.1 – “Lettering in One Single Colour on Players’ Clothing”

Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	Lettering is in different colours.  Note: Also in breach of GCR 22.1 as some of the lettering is not visible.




## GCR 22.2.4 – “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 22.2.5 – “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 22.5.</p>

## GCR 22.5.1 – “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	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. Note: Also, there are two “Bonny” logos on the back of the shirt, whereas regulation 23.2.2 only allows for one logo on the back.



BREACH

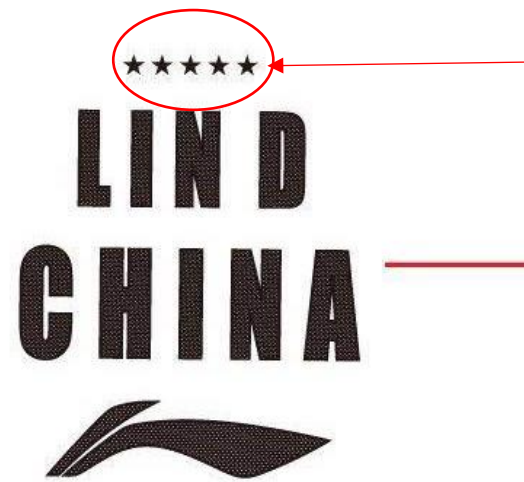
Advertising on the neck not allowed as it is in breach of required lettering sequence on the back (i.e. name then country then logo).

Note: This is also a breach of GCR 23.2.2 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 22.5.1), however, if an additional advertisement was added right underneath the player name/country, then the shirt would be in breach of the regulation.


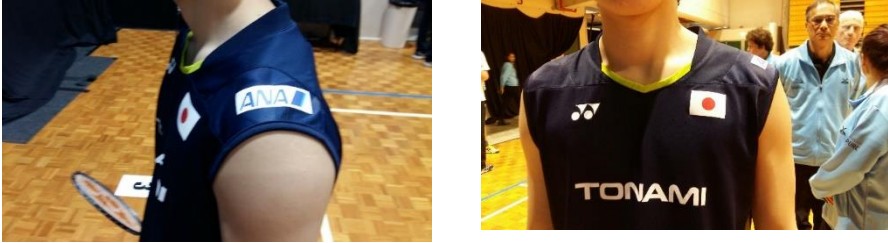




ALLOWED

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



## GCR 23.2.1 – “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 23.2.1, and is not in the intended area for the advertisement allowed via regulation 23.2.3. 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 23.2.2 – “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 23.2.2 only allows for one logo on the back.
	BREACH	The size of advertisement on the back is greater than 5 cm of uniform width.
	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.

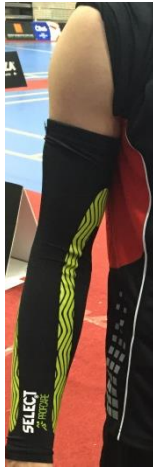
### GCR 23.3.1 – “Socks”

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 23.3.3 – “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 which is larger than 20 square centimetres.


### GCR 23.3.4 – “Player Under-Clothing”

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

### GCR 23.4.4 – “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 23.4.4. In addition, it is also considered to be in breach of the principles relating to advertising on clothing outlined in GCR 23.4.3.</p>

### GCR 23.6 – “Member Association Advertising”


Clothing Example	Allowed or Breach	Rationale / Notes
 <p>The image shows a green and red tennis skirt laid flat. On the green portion, there are three distinct logos: a white manufacturer's logo (a stylized 'S' shape), a small Mexican flag, and a member association logo that reads 'FEMESA' with a stylized figure above it.</p>	<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 association logo.</p> <p>The manufacturer’s logo is acceptable (23.3.3), however, only one member association logo is allowed.</p> <p>Also, this member association logo would need to be approved by BWF prior to use, which in this case, has not been approved.</p>

# 2017 Member Association Advertising

(As per GCR 23.6 - Allowable through 31 December 2017)

No.	Country	Sponsor	Approved Logo on Players' Shorts/Skirts
1	Denmark	Two types of Badminton Denmark's logo	
2	France	The colour of this logo can be varied based on the colour of the player short/skirt.	
3	Japan	Based on the color of the player short/skirt, any of these four logos can be used.  (Effective as of TOTAL BWF Sudirman Cup 2017)	

## GCR Appendix 9 Section 2.1 – “Coach Code of Conduct”

Clothing Example	Allowed or Breach	Rationale / Notes
	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>