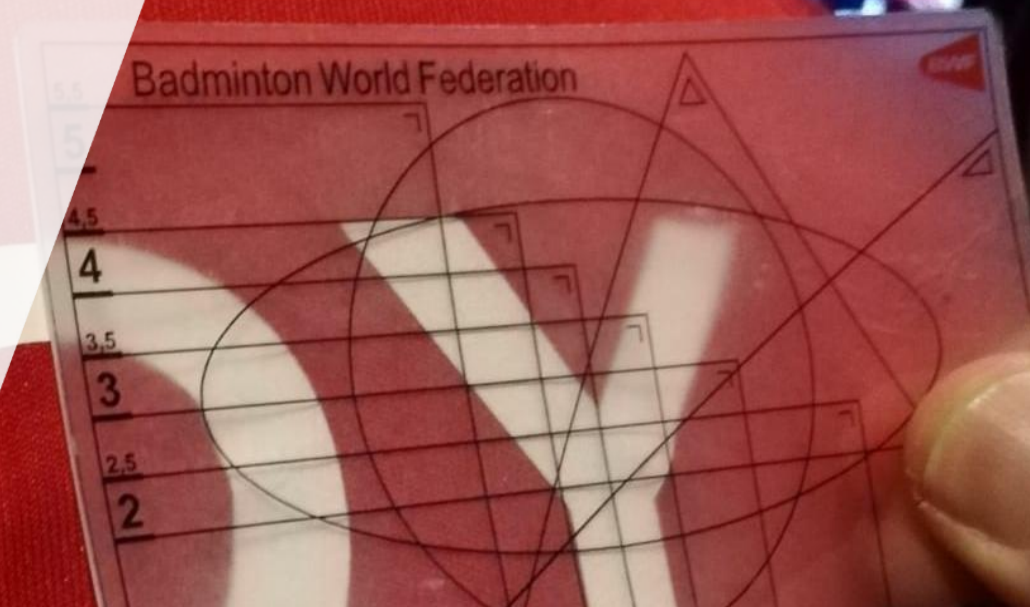


BWF PLAYERS' AND COACHES' CLOTHING DATABASE

(UPDATED: 14/05/2026)



PART A: PLAYER	3
GCR 20.3 – “Acceptable Sport Clothing”	4
GCR 21.5 – “Colour of Player Clothing (Doubles Players)”	6
GCR 21.6 – “Colour of Player Clothing (Significantly different opponents)”	21
GCR 22 “Designs on Players’ Clothing” - Trademark	22
GCR 22.2 – “Designs on Players’ Clothing” - Abstract	25
GCR 23 – “Lettering on Players’ and Coaches’ Clothing”	28
GCR 23.1 – “Visible Lettering on Players’ Clothing”	30
GCR 23.2.1 – “Lettering in One Single Colour on Players’ Clothing”	32
GCR 23.2.4 – “Country Name on Players’ Clothing”	34
GCR 23.2.5 – “Horizontal Lettering on Players’ Clothing”	35
GCR 23.3 – “Player Names”	36
GCR 23.5 – “Country Name”	37
GCR 23.6 – “Lettering sequence and use in advertisements”	38
GCR 24 – “Advertising on Players’ and Coaches’ clothing”	43
GCR 24.2.3 – “Band of Uniform Width on Players’ Shirt”	49
GCR 24.3.3 – “Other Articles of Player Clothing”	53
GCR 24.3.4 – “Player Under-Clothing”	56
GCR 24.4 – “Member Advertising”	57
GCR 24.5.4 – “Players Displaying Tattoos, Paints, Transfers or Similar”	58
GCR 24.5.6 – “Technology Mark”	60
Player Commitment Regulation 1.10 – “Podium Protocol”	64
PART B: COACH	65
GCR 20.3 – “Acceptable Sport Clothing”	66
GCR 23.5 – “Country Name”	67
GCR 23.6 – “Lettering sequence and use in advertisements”	68
BWF Statutes, Section 2.2.6, Clause 4.5 “Coaches to Dress Appropriately”	70

PART A:
PLAYER



GCR 20.3 – “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 (Doubles Players)”

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.



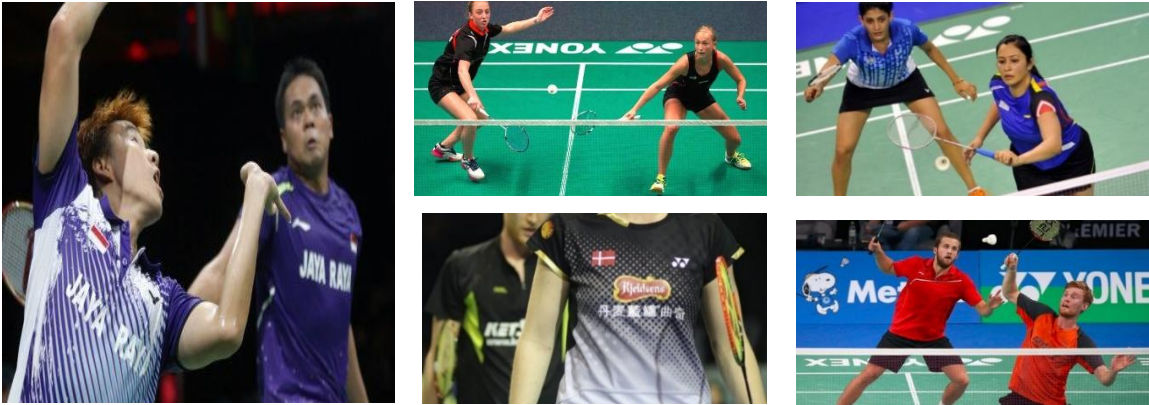
BREACH

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



ALLOWED

As these are both predominantly white this example is now considered allowed.

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 tournaments 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.

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

 	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.



ALLOWED

Although not exactly the same colour, these were considered similar enough to be able to play together.

If they had been opponents then it would be considered a breach as not significantly different.



BREACH

This is an example of pairs having different colours and designs from each other.



FRONT

BACK



FRONT

BACK



FRONT

BACK

ALLOWED

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

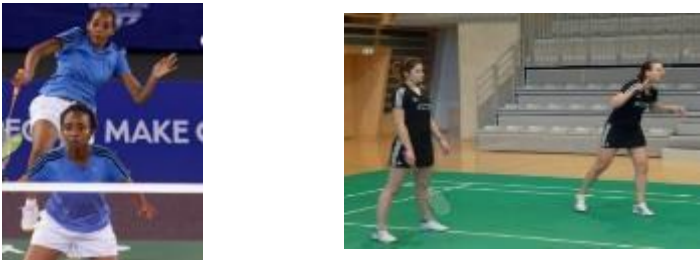
This flexible approach supports the opportunity for players in a pair to have different manufacturers/sponsors.

	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	Although these shirts are both predominantly white, the front of the shirts are clearly different colours. Although a flexible approach is shown for partners from different sponsors, there should be an effort made to try and match colours.

GCR 21.6 – “Colour of Player Clothing (Significantly different opponents)”

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 examples 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	Trademark and design are both acceptable. However, the tape above the player name would be a breach, as this is not a part of the shirt design.
	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.

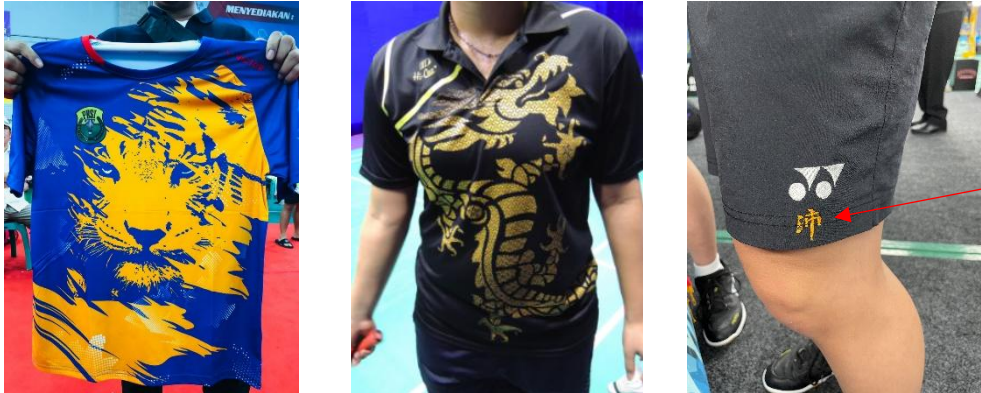
	ALLOWED	This is a design and not a trademark.
	ALLOWED	Acceptable part of the design. It is not considered the Babolat trademark. This is the Babolat trademark. 
	ALLOWED	The racket and shuttle are considered "figurative and pictorial representations as part of an overall abstract design".



ALLOWED

The stars shown on this shirt are not considered an advert so therefore are allowed to be in the position they are shown.

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

Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	These are examples of shirt design which are not abstract. The player’s name on shorts is not abstract and is considered commercial branding.
	ALLOWED	Pictorial images within an allowed abstract design. 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.

Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	Designs should be abstract and devoid of advertising, representational, commercial or promotional content. Figurative and pictorial representations may be included as part of an overall abstract design. The markings down the right front of the shirt (circled in blue) is a tourist advertisement (as opposed to a "design"). The markings are actually the coordinates for a city in a particular country. BWF are the sole arbiters of what constitutes an abstract design.
	BREACH	Too many logos (Flypower and "LN" – Liliyana Natsir as a brand). "Rio Gold" is considered as part of the design, it is not abstract (e.g. representational/commercial)



BREACH

This is a breach because the stylised picture of the Lion is a logo for a Beer company and therefore is not considered an abstract design.

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

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

	ALLOWED	As there is a pattern on the back of the shirt, a border around the words ensures that the players name and country name is clearly visible. This is acceptable because the border is the same colour as the predominant colour of the shirt.
--	----------------	---

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.
 	ALLOWED	Both of these shirts have been approved as having acceptable lettering on back of shirt.

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.
 	BREACH	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.



ACCEPTABLE

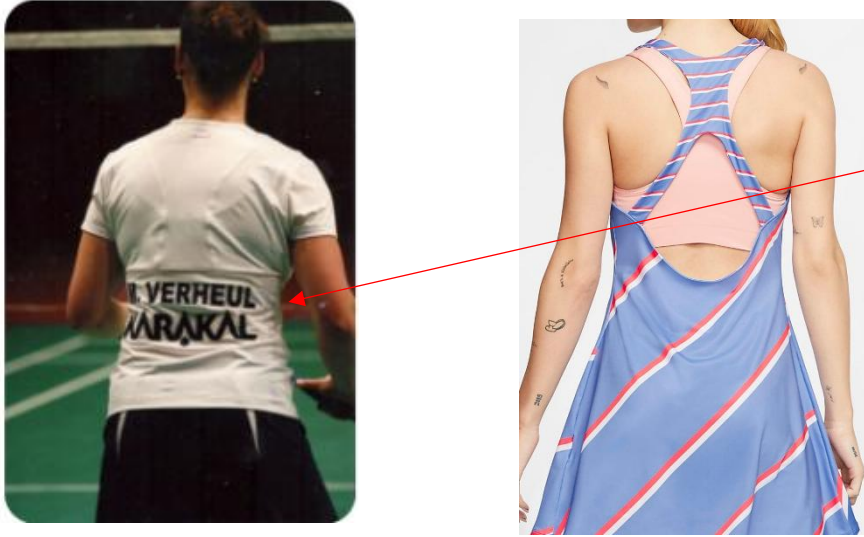
The player name lettering in this example includes different colours and is acceptable according to the following regulation:

23.2.1. Lettering shall be in capital letters in the Roman alphabet (except as in Regulation 23.6.2), and in one single colour contrasting with that of the shirt unless the back of the shirt has two distinctly coloured panels, in which case two different colours should be used to provide contrast

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	The country lettering is greater than 5 cm. Note: Design is considered abstract, so is considered acceptable.

GCR 23.2.5 – “Horizontal Lettering on Players’ Clothing”

Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	Lettering should be horizontal in both examples. 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.
	BREACH	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. However, it is considered acceptable if the dress contain no extra space at the back (right picture).

GCR 23.3 – “Player Names”

Clothing Example	Allowed or Breach	Rationale / Notes
 	BREACH	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.

GCR 23.5 – “Country Name”

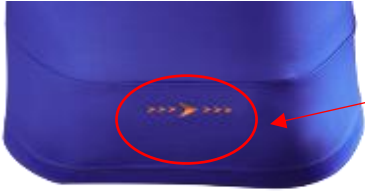
Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	The country name, if used, shall be either full country name in English or Olympic approved abbreviation. In this case, the name 'Hellas' is the Greek word for Greece and as such is a breach. GRE is an acceptable Olympic abbreviation and as such if this had been here without the word Hellas above, this would have been acceptable.

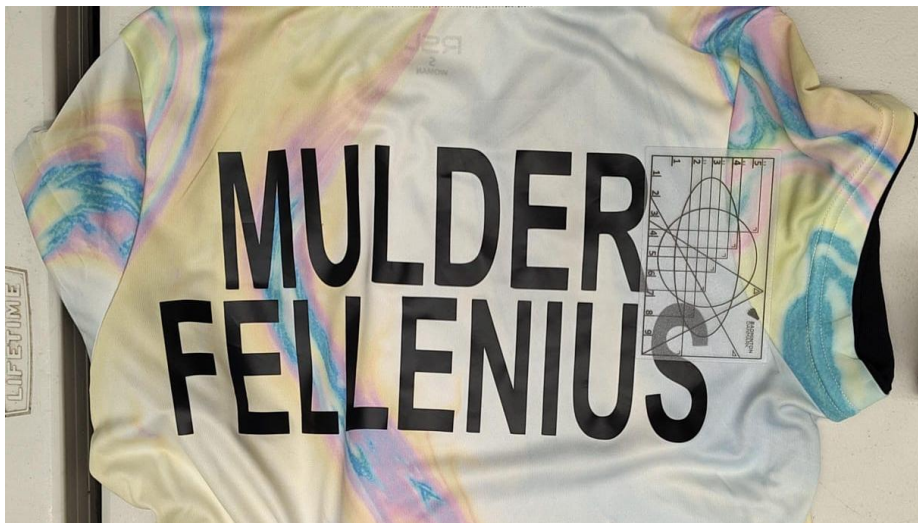
GCR 23.6 – “Lettering sequence and use in advertisements”

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.

	BREACH	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). 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.

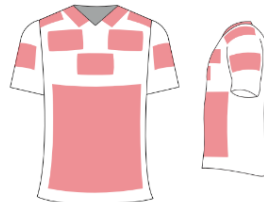
	ALLOWED	The stars above the player name are not considered to be an advertisement, but are part of the design.
	ALLOWED	The "arrow" is not a Victor logo, but is part of the design. This "logo" has not been displayed on other equipment (e.g. socks, rackets, wristbands, shorts), and does not seem to be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

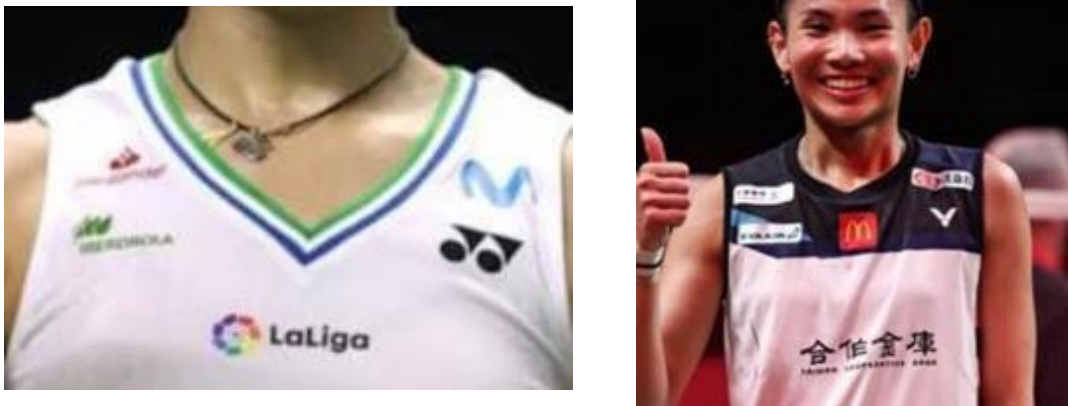


BREACH

Although the regulations do not specifically say that the Player Name must be on one line, technically the sequence shown here is Name, Name (should be Name, Country) therefore this is considered a breach.

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

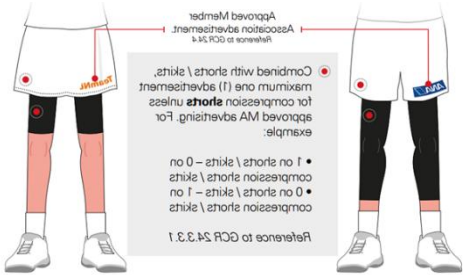
Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	Only one logo in each location is allowed. This is an example related to a normal shirt (with sleeves) with maximal space for advertisements (see visual guide example below). As such, both the MAXIS and YONEX logos are considered too closed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

	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	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.

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

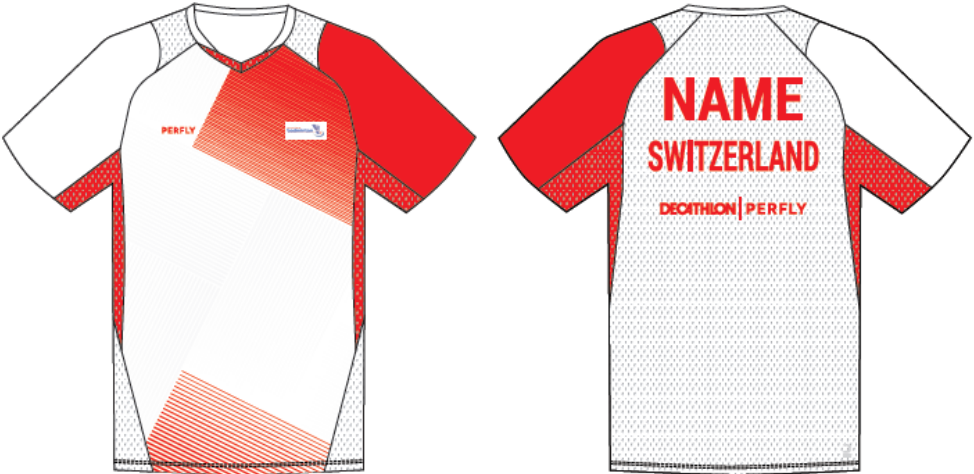
		ALLOWED	The advert band and “Centre Chest” logo on the front of the track suit jacket can be to either side of the zipper.
	ALLOWED	Although the ‘Alliance’ logo is higher than the centre chest position should be, this is considered acceptable for this position.	

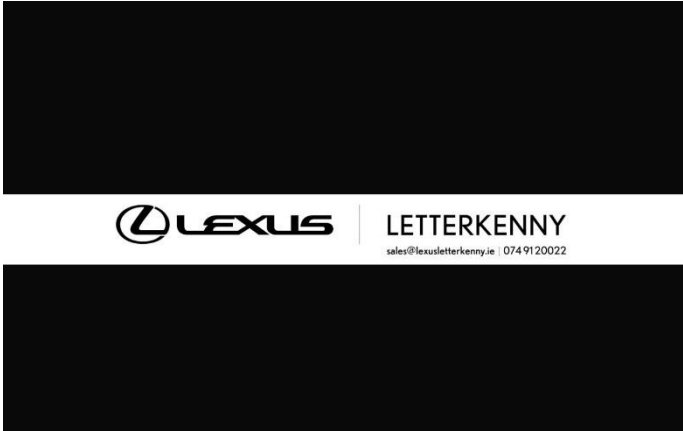
		ALLOWED	For these jackets the 'Alliance' logo is considered to be 'centre chest' and is to the side because of the zip. The 'Petronas' logo is part of the band of advertising.
		ALLOWED	The dress only has one logo equal to what a shirt would normally have (see photo on left) . The clothing worn underneath in this case is considered part of the dress, therefore it is acceptable to have this part of the dress display the logo.  Reference to GCP 3.3.1 no 0 – shirte \ shirte no 1 • shirte \ shirte noisegmooc no 1 – shirte \ shirte no 0 • shirte \ shirte noisegmooc noisegmooc (1) eno numixam shirte noisegmooc tot noisegmooc AM bevoqqg shirte noisegmooc Association of Tennis Professionals BWF logo on shorts/skirt

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.

	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 shirt and shorts.
	ALLOWED	This example does not breach any GCR clause, despite the advertisement containing the player's name. The name of the business happens to contain the last name of the player.
	BREACH	An RSL advertisement at the left bottom of the shirt, and GCR 24.2.3 allows for only ONE advertisement on the back of the shirt.

	ALLOWED	The "DECATHLON/ PERFLY" logo is considered to be one company. PERFLY is a specific badminton brand of DECATHLON.
	ALLOWED	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.

	ALLOWED	The QR code on the front of the shirt is allowed as this falls within the 10cm advertising band. However – Care should be taken to ensure that the QR code leads to an acceptable website. In this case, the player was advertising himself to any potential sponsors.
	ALLOWED	Although this appears to be two different adverts contained in the band of advertising, it is actually the same advert as it all refers to a Lexus dealership.

GCR 24.3.3 – “Other Articles of Player Clothing”

Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	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. The light blue logos on the top right of these dresses would be acceptable.
	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	The design of the headband consists two advertisement; both "Tai Tzu Ying" and "VICTOR" is considered a player/brand trademark, as such, an advertisement. Each other article of clothing may carry one advertisement of 20 square centimetres or less.
	BREACH	The left example of the Babolat logo on shorts which is larger than 20 square centimetres. 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.
	ALLOWED	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.

**BREACH**

Under regulation 24.5.1, 'The advertisements in Regulations 24.2, 24.3 and 24.4 may be the clothing manufacturer's emblem or that of any sponsor.'

Therefore as this advert is actually the players name and not a manufacturers emblem or that of any sponsor, this is considered a breach.

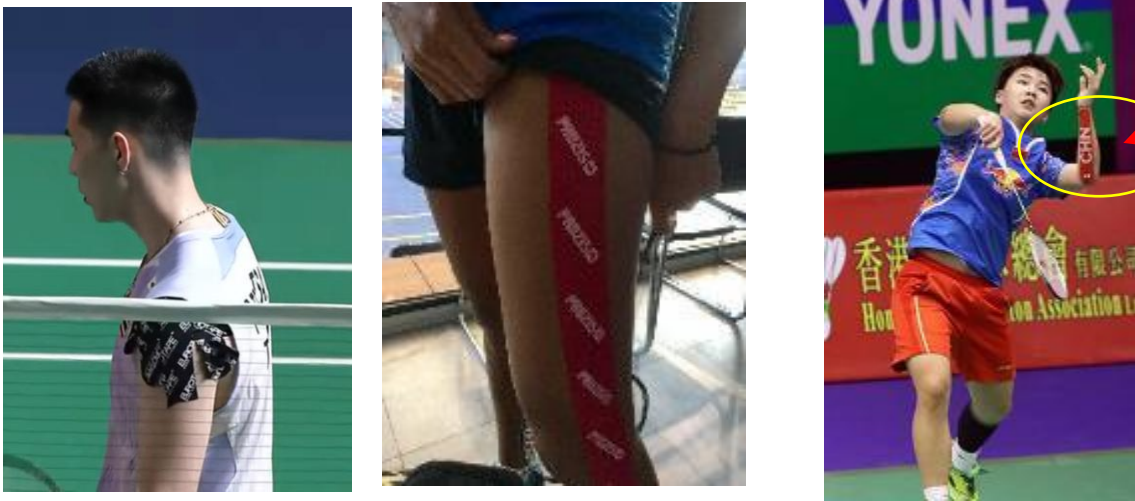
GCR 24.3.4 – “Player Under-Clothing”

Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	Underclothing 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. Compression shorts 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. These examples considered ‘underclothing’, and advertising on under-clothing is not allowed to be shown.

GCR 24.4 – “Member Advertising”

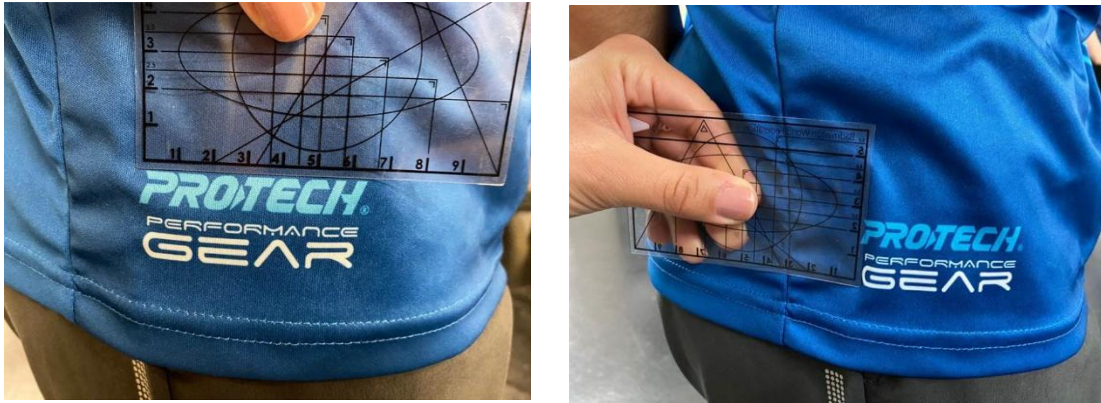
Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	In this case, there are three different logos/advertisements on this skirt, including the manufacturer's logo, country flag, and member logo. The manufacturer's logo is acceptable, however, only one member logo is allowed. Also, this member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

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

Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	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. In addition, it is also considered to be in breach of the principles relating to advertising on clothing outlined in GCR 24.4.3.
	BREACH	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).

		ALLOWED	These examples are not illegal, defaming anyone/thing, are not commercial, and there is not political or religious message.
---	--	-----------------------	--

GCR 24.5.6 – “Technology Mark”

Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	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.
	ALLOWED	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.

 A red short-sleeved t-shirt is shown from the back. A small white tag with the text "LN DRY" is visible at the bottom center of the shirt.	 A pair of white athletic shorts is shown from the front. A small white tag with the text "LN DRY" is visible on the right side of the waistband.	ALLOWED	Example of Technology Mark
--	---	----------------	----------------------------

	ALLOWED	'Kukima' is considered to be the technology mark for these shorts
---	-----------------------	--



ALLOWED

This Is an example of allowed Technology Mark. 'Essencia' is a material type used in some Yonex clothing.

Player Commitment Regulation 1.10 – “Podium Protocol”

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

The background image shows a man in a dark blue tracksuit with "FRANCE" and "VICTOR" on the back, gesturing with his hands. He is standing in front of a backdrop with logos including "REPUBLIC OF TURKEY", "MINISTRY OF TOURISM AND CULTURE", "YONEX", and "TÜRKİYE".

PART B: COACH

GCR 20.3 – “Acceptable Sport Clothing”

Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	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.

GCR 23.5 – “Country Name”

Clothing Example	Allowed or Breach	Rationale / Notes
	ALLOWED	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. For coaches, "Great Britain" or "GBR" is allowed, despite not being the country of the respective Member Association represented.

GCR 23.6 – “Lettering sequence and use in advertisements”

Clothing Example	Allowed or Breach	Rationale / Notes
	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 example, there is an advert above “COACH” and one below “COACH”.



BREACH

Although a genuine badminton top, this is not allowed as the overall wording is more than 5 cm (Band advertising). If the wording and shuttle picture was only 5cm, it could be allowed as an 'advertisement'.

BWF Statutes, Section 2.2.6, Clause 4.5 “Coaches to Dress Appropriately”

Coaches’ and Educators’ Code of Conduct

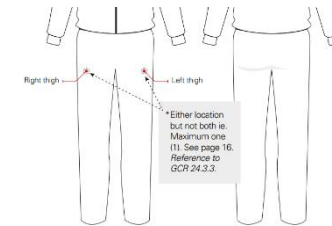
Clothing Example	Allowed or Breach	Rationale / Notes
	BREACH	Coaches must be dressed appropriately in team uniform and/or shirt/polo, shirt/blouse or long trousers/skirt. In this case, the coach is wearing shorts, which is deemed inappropriate.



ALLOWED

According to GCR 24.3.3, it is **recommended** that the advertising be placed in the locations noted in the visual guide.

In the visual guide, the location is at the top of the pant.



As the placing of the advertisement in the visual guide is a recommendation, the placing of the advert at the bottom of the trackpant is acceptable.