

1. RULES CONCERNING THE FIELD OF PLAY

1.1. In general

- 1.1.1 The field of play for badminton for disabled must be stoken out on the standard field for badminton for able-bodied persons. It has to be a rectangle and it must be stoken out as in figure A (except in the case mentioned in rule 1.1.6) according to the measurements stated there. The field has to bordered by lines that are 4,0 cm wide.
- 1.1.2 The lines should be easily distinguishable and should by preference be yellow or white.
- 1.1.3 In order to indicate where a shuttle with the right speed comes down when carrying out the shuttle test, 4 marks of 4,0 by 4,0 are allowed at the inside of every sideline of the right serve section for singles of a standard field for able-bodied persons.
- 1.1.4 When applicating, the width of the marks must fall within the indicated measurements, which means that they should lie between 53 and 57 cm. respectively between 95 and 99 cm., measured from the outside of the rear line of a standard field for badminton for able-bodied persons.
- 1.1.5 All lines are part of the area which they border.
- 1.1.6 If there is not enough space to stake out a standard field for doubles, a standard field may only be stoken out in singles, as shown in figure B. In that case the rear lines also become rear serve lines and the posts or strips of materials that replace them have to be placed on the side lines.

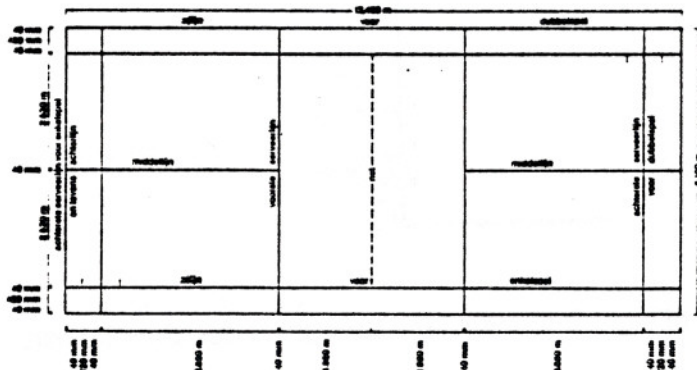


Figure A: field of play for doubles and singles for badminton for able-bodied persons.

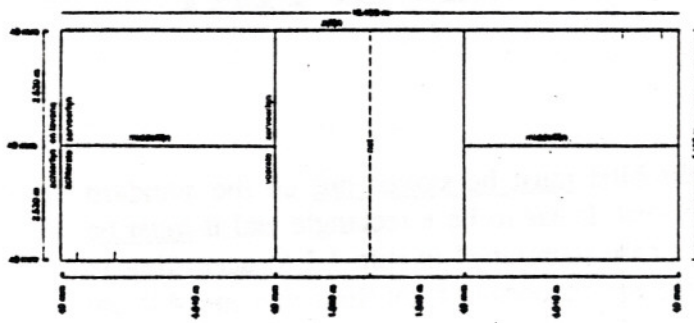


Figure B: field of play for singles for badminton for able-bodied persons.

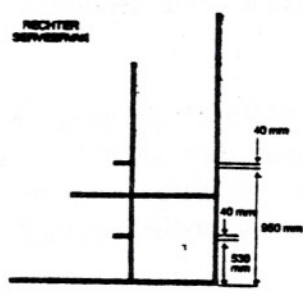


Figure C: marks for shuttle test on field of play for doubles for badminton for able-bodied persons.

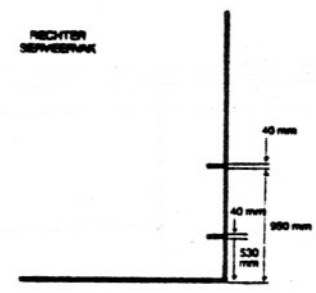


Figure D: marks for shuttle test on field of play for singles for badminton for able-bodied persons.

1.2. Sitting badminton

1.2.1 The field of play for singles must be stoken out as shown in figure E.

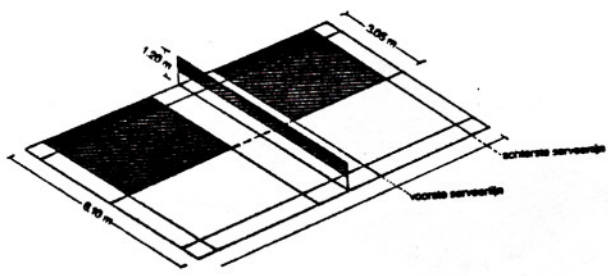
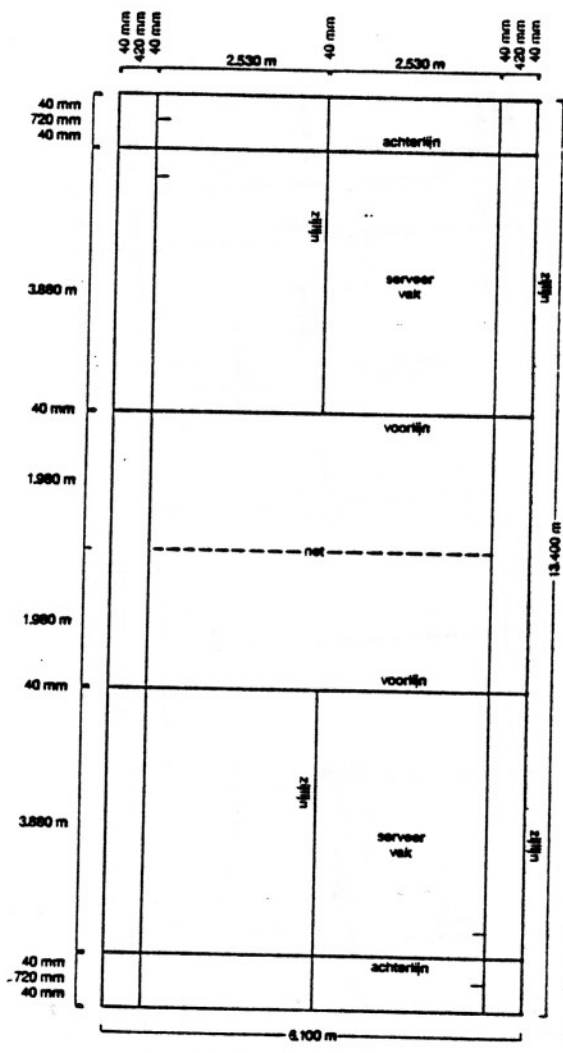


Figure E: field of play for singles for sitting badminton.

1.2.2 The field of play for doubles must be stoken out as shown in figure F.

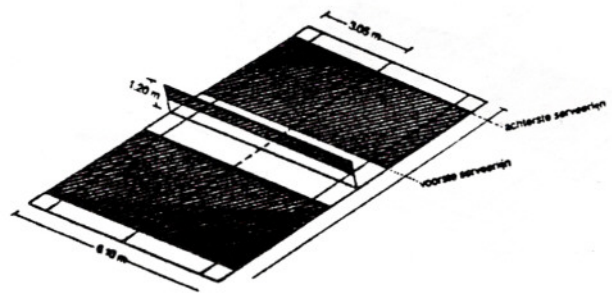
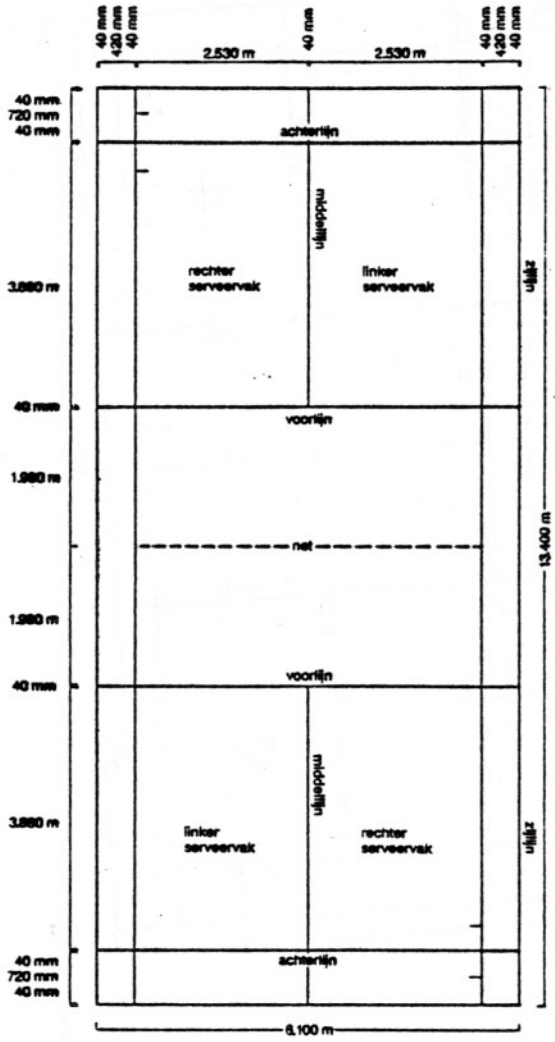


Figure F: field of play for doubles for sitting badminton.

1.3. Wheelchair badminton

1.3.1 The field of play for singles must be stoken out as shown in figure G.

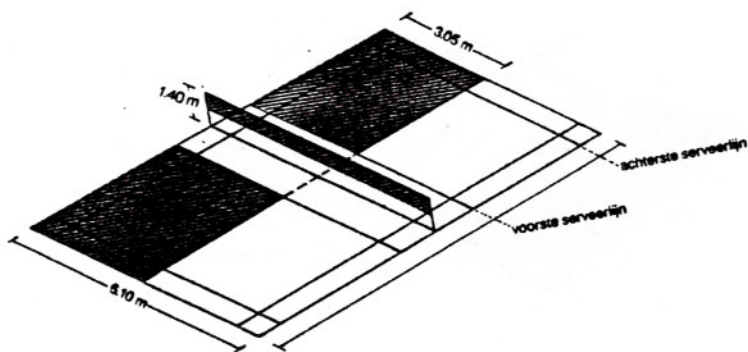
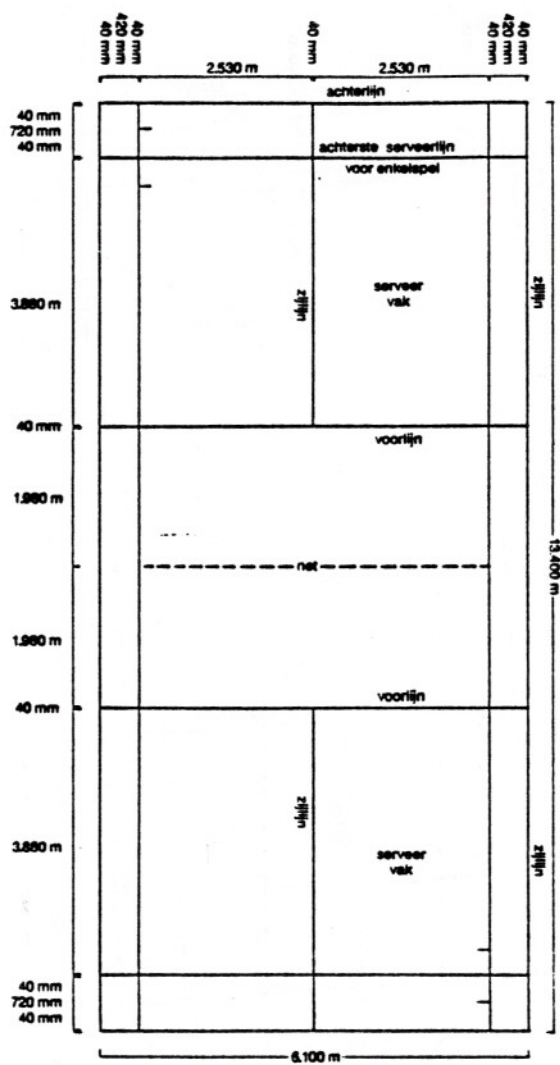


Figure G: field of play for singles wheelchair badminton.

1.2.1 The field of play for doubles must be staked out as shown in figure H.

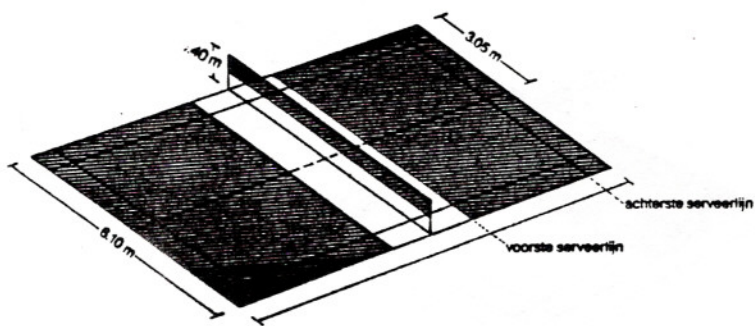
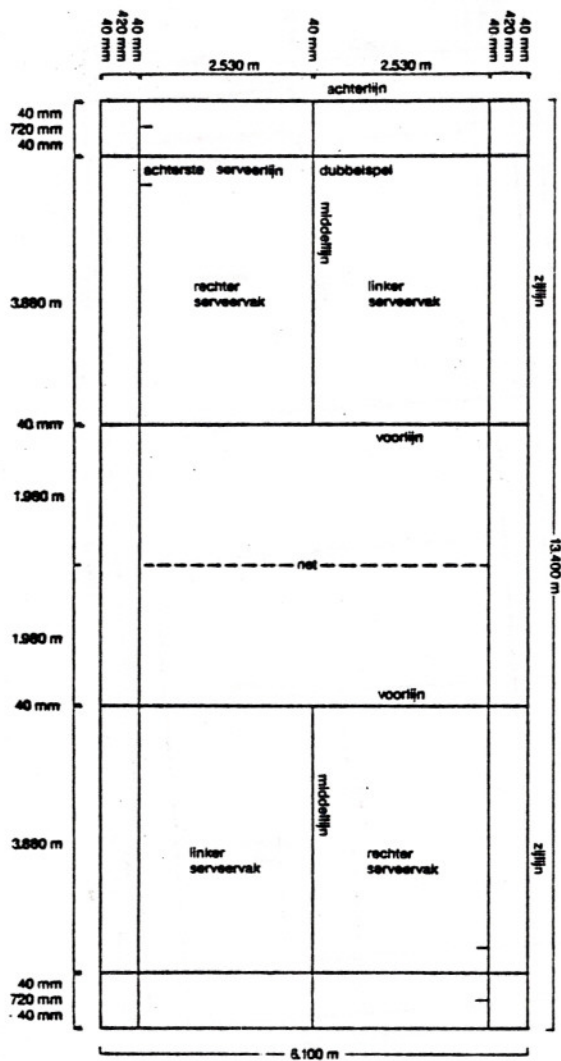


Figure H: field of play for doubles wheelchair badminton.

1.4. Standing badminton

1.4.1 The field for singles must be stoken out as shown in figure I.

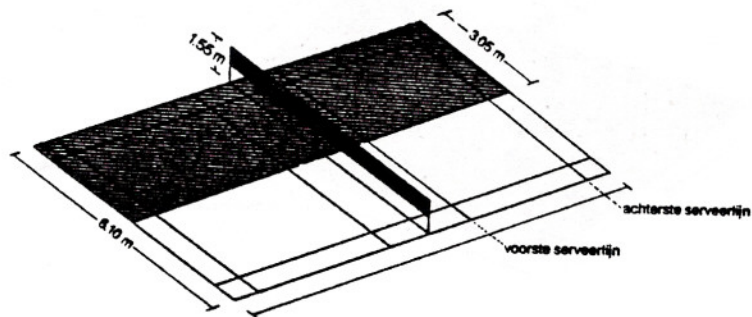
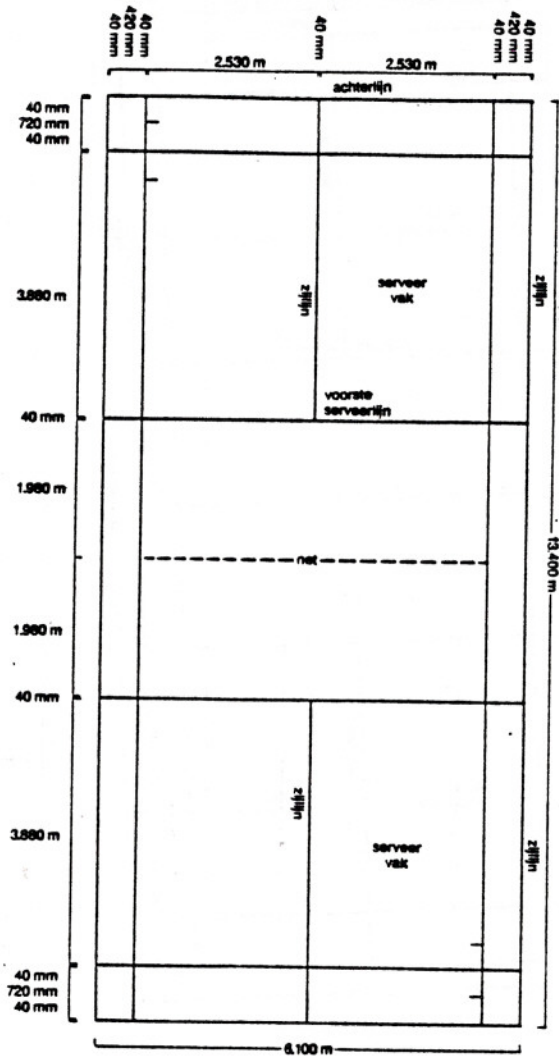


Figure I: field of play for singles standing badminton

1.4.2 The field of play for doubles must be stoken out as shown in figure J.

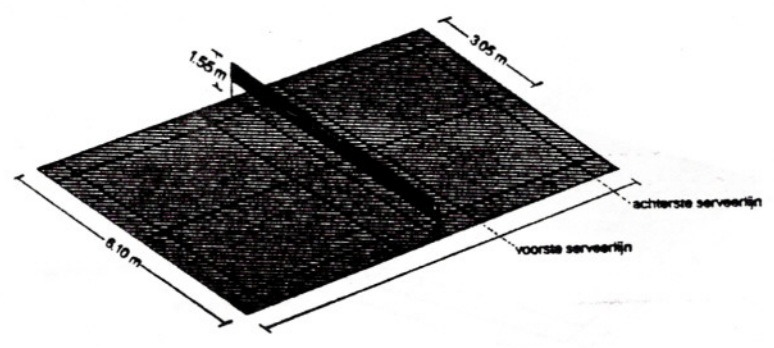
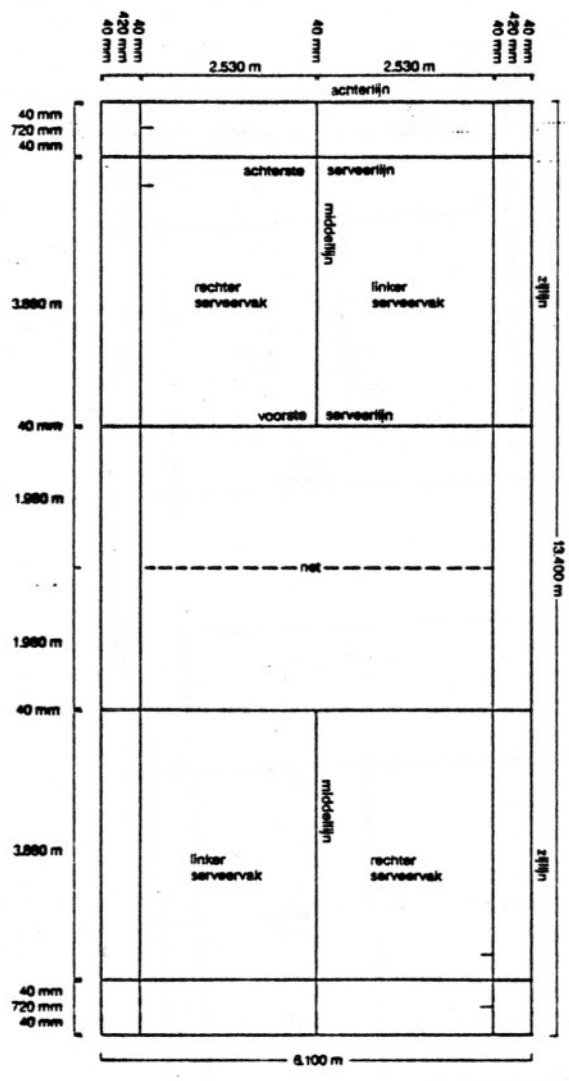


Figure J: field of play for doubles standing badminton

2. RULES CONCERNING THE POSTS

2.1. In general

- 2.1.1 The posts should be firm enough to stay straight and to keep the net stretched as mentioned in rule 3. They have to be placed on the side lines of the field for doubles, as shown in figure A.
- 2.1.2 If case it is not possible to place the posts on the side lines, one should find a way to show where the side lines move under the net, for example by using small posts or strips of material of 4.0 cm. wide, that are adjusted on the side lines or rising perpendicular to the cord of the net.
- 2.1.3 On a field of play for doubles the posts or the strips material that replace them should be placed on the side lines for the doubles, regardless whether the game is for singles or for doubles.

2.2. Sitting badminton

- 2.2.1 The posts should be 1.20 m. high, measured from the floor. The net may give way to a height of 1.18 m.

2.3. Wheelchair badminton

- 2.3.1 The posts should be 1.40 m. high, measured from the floor. The net may give way to a height of 1.37 m.

2.4. Standing badminton

- 2.4.1 The posts should be 1.55 m. high, measured from the floor. The net may give way to a height of 1.52 m.

3. RULES CONCERNING THE NET

3.1. In general

- 3.1.1 The net should be made of a thin cord of a dark colour and equal thickness with meshes of at least 1.5 cm and at the most 2.0 cm square.
- 3.1.2 The net should be 76 cm. wide.

- 3.1.3 The top of the net should be hemmed with a white band of 7.5 cm wide, which is folded over the cord that is tacked to the cord or the steel wire, on which the hem is attached.
- 3.1.4 The cord or the wire should be long and strong enough to be stretched on equal height with the top of the posts.
- 3.1.5 There should not be any space between the side of the net and the posts. If necessary the net should be tied along the total width of the posts.

3.2. Sitting badminton

- 3.2.1 The top of the net should be 1.176 m. above the floor in the middle and at the posts 1.20 m. above the floor.

3.3. Wheelchair badminton

- 3.3.1 The top of the net should be 1.372 m. above the floor in the middle and at the posts 1.40 m. above the floor.

3.4. Standing badminton

- 3.4.1 The top of the net should be 1.524 m. above the floor in the middle and at the posts 1.55 m. above the floor.

4. RULES CONCERNING THE SHUTTLE

4.1. Basic assumptions

- 4.1.1 The shuttle should be made of natural or synthetic materials. Regardless the material it is made of the flight qualities should be in general equal to those of a shuttle made of natural feathers and a cork cap that is covered with a thin piece of leather. On the basis of the assumptions the shuttle has to comply with the following requirements.

4.2. General draft

- 4.2.1 The shuttle should have 16 feathers, that are attached in the cap.

- 4.2.2 The feathers should be 6.4 to 7.0 cm long, but should in a specific shuttle be of equal length, measured from the top to the top of the top.
- 4.2.3 The tops of the feathers should form a circle with a diameter of 5.8 to 6.8 cm.
- 4.2.4 The feathers should be adjusted with wire of other suitable material.
- 4.2.5 The cap should have a diameter of 2.5 to 2.8 cm. and should be spherical at the bottom.

4.3. Weight

- 4.3.1 The shuttle must have a weight between 4.74 and 5.50 gram.

4.4. Non-feather shuttles

- 4.4.1 A calyx or imitation feathers of synthetic material replace the natural feathers.
- 4.4.2 The cap must meet the requirements mentioned in rule of play 4.2.5.
- 4.4.3 The measurements and the weight must be in accordance with rule of play 4.2.3 and 4.3.1. Considering the difference in specific gravity and behaviour of synthetic materials compared with feathers a difference of at the most 10 %.

4.5. Shuttle test

- 4.5.1 The shuttle test should be performed with a full underhand stroke, in the course of which the shuttle should be hit above the rear line.
- 4.5.2 A shuttle with the right speed should land between 53 and 99 cm in front of the opposite line.

4.6. Differences

- 4.6.1 Provided that there is no important difference in the general draft, the speed, the weight and the flight of the shuttle the submentioned description may differ (provided that the relevant national organization approves) in the following cases:
- in places where the atmospheric condition, as a result of height or climate, makes the shuttle unsuitable.
 - if specials occasions occur that make this desirable for the sake of the the game.

5. RULES CONCERNING THE RACKET

- 5.1. The blade of the racket should be flat. The stringing should exist of a pattern of crossed strings, that should be attached to a frame. The strings should be in turn braided or tight at the places where they cross. The pattern of strings should be as constant as possible, especially the stringing in the middle should not be more tense than in other places.
- 5.2. The frame of the racket, including the handle, should not be longer than 68 cm. and should not be wider than ... cm.
- 5.3. The blade of the racket may not be longer dan 29 cm.
- 5.4. The stringed surface may not be longer than 28 cm. and may not be wider than 22 cm.
- 5.5. The racket may not be supplied with:
 - a. projections, excluding those that are aimed to limit or to prevent wear and shaking, to divide the weight equally or to adjust the handle with a cord to the hand to the player. The projections should, considering their function, be adjusted on a reasonable place;
 - b. means with which the player can change the form of the racket considerably.

6. RULES CONCERNING APPROVED MATERIALS

- 6.1. The International Badminton Federation (IBF) decides whether a racket, shuttle of other material or prototypes that are used when playing badminton, meet the requirements or will not be approved of on other accounts.
The IBF can do this on its own initiative or at request of anyone that has founded reasons, such as manufacturers, players, national organizations and their members.

7. RULES CONCERNING THE PLAYERS

- 7.1. The word "player" only refers to those who play the game.
- 7.2. In double games there are two players at each side, in single. games there is one player at each side.

7.3. The party that has temporarily the right to serve, is called the "serving party" and the other party is called the "receiving party".

8. RULES CONCERNING THE TOSS

- 8.1. Before the game begins both parties should toss. The winner of the toss in rules 8.1.a. or 8.1.b. should make a choice from the possibilities mentioned:
- a. first serving or first receiving
 - b. start the game at the side of choice
 - c. the loser of the toss makes the other choice

9. Rules concerning the counting

9.1. In general

9.1.1 The parties play for the best result over three games (best of three).

9.1.2 Only the serving party can score.

- 9.1.3 – When during a game over 15 points the score is 13–13 or 14–14, or when during a game over 11 points the score is 9–9 or 10–10, the receiving party may decide whether it wishes to prolong the game.
- This choice can only be made when the score is reached for the first time in the game and has to be made before the next service is done.
- When a score of 14–14 is reached (in a game over 11 points at a 10–10 score), the authorized party (see rules 9.1.3.1) may prolong the game regardless a previous choice of the same or the other party not to prolong the game at a 13–13 score (or 9–9 in a game over 11 points)–

9.1.4 When a game is prolonged, the score will become 0–0 and the party that first scores the required number of points wins the game.

- a. At 13–13 the game is prolonged by 5 points;
- b. At 14–14 the game is prolonged by 3 points;
- c. At 9–9 the game is prolonged by 3 points;
- d. At 10–10 the game is prolonged by 2 points;

9.1.5 The party that has won a game, starts the serve in the next game.

9.2. Sitting badminton, wheelchair badminton, standing badminton

9.2.1 In all variations of badminton a game is won by the party that has first scored 15 points, except in the cases mentioned in rule 9.1.4.

10. RULES CONCERNING CHANGING OF HALFS

10.1 Players must change halves:

- a. after the first game;
- b. before the beginning of the third game (if this is played)
- c. in the third game or in a party that consists of a game, as soon as one of the parties scores 8 points in a game of 15 points. In a game of 11 points, halves are changed at 6 points.

10.2 If players do not change halves as mentioned in rule 10.1 this should still happen, immediately after the error has been noticed. The score remains the same.

11. RULES CONCERNING THE SERVICE

11.1 In general

11.1.1 In a correct service:

- a. none of the parties may unnecessarily delay the service;
- b. the server and the receiver should be within the respective servé sections, without touching the lines of the serve sections
- c. the racket of the server should first touch the cap of the shuttle;
- d. the movement of the racket of the server should from the beginning of the serve be continuously forward until the serve has been struck;
- e. the shuttle should fly in a upward movement from the racket of the server over the net, so when it is not stricken back, it will fall in the serve section of the receiver.

11.1.2 As soon as the player have taken their positions the forward movement of the racket of the server determines the beginning of the serve.

11.1.3 The server may not serve until the receiver is ready, but the receiver is supposed to have been ready when he attempts to strike the shuttle.

11.1.4 The service is struck, after the service has begun, when the shuttle is touched by the racket of the server or falls on the ground.

11.1.5 In double games the partners of the server and receiver should be in the adjoining serve section. They may not hinder the view of the server and receiver. (This rule does not apply to standing badminton.)

11.2. Sitting badminton, wheelchair badminton

11.2.1 In a correct service the shuttle should be below the arm-pit of the server when it is touched by the racket.

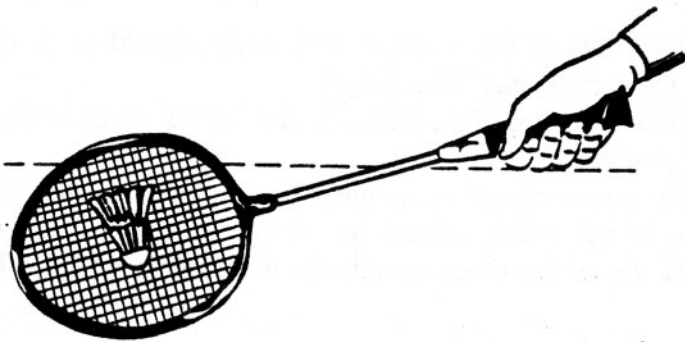
11.3. Standing badminton

11.3.1 In a correct service:

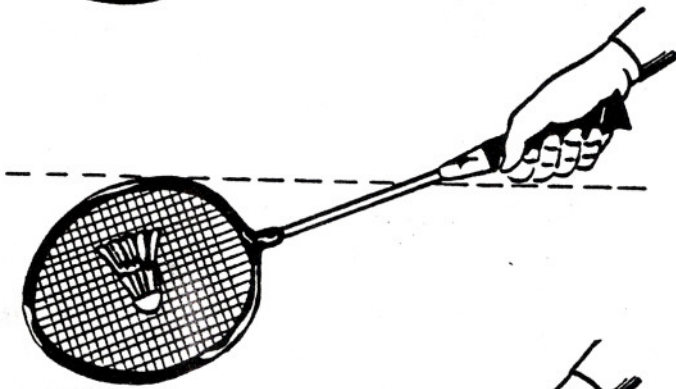
- a. every part of both feet of the receiver and server should be in contact with the floor until the service has been struck.
- b. the shuttle should be below the middle of the server when it is touched by the racket of the server.
- c. the racket of the server should be pointed downward in such a way that the complete blade of the racket should be visible under the hand with which the server holds the racket when the shuttle is struck (see figure K).

figure K: The struck of the service

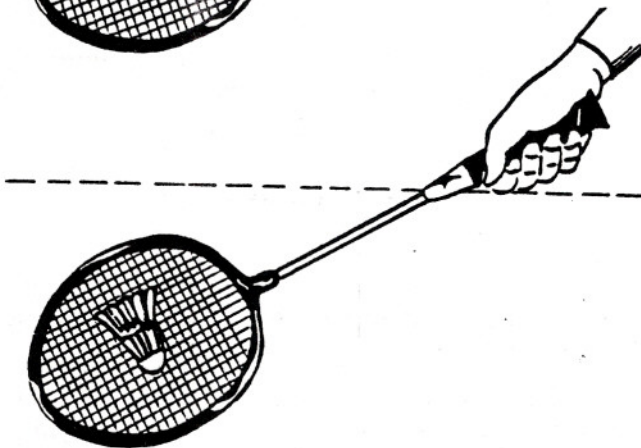
Position of the hand and the racket at the moment the shuttle is touched.



WRONG



WRONG
The complete
blade of the
racket is not
visible under the
hand of the server



CORRECT

12. RULES CONCERNING SINGLE GAMES

12.1. In general

- 12.1.1 The shuttle is struck by in turn the receiver and the server until a mistake has been made or the shuttle is no longer in the game.
- 12.1.2 When the server makes a mistake or when the shuttle is no longer in the game because it has fallen on the floor in the section of the server, the server loses the right to serve and the receiver becomes the new server. None of the players has scored a point.
- 12.1.3 When the receiver makes a mistake, or when the shuttle is no longer in the game because it has fallen on the floor in the section of the receiver, the server receives a point.

12.2. Sitting badminton, wheelchair badminton, standing badminton

- 12.2.1 The service should be struck from the serve section of the server to the serve section of the receiver.

13. RULES CONCERNING THE DOUBLE GAMES

13.1. In general

- 13.1.1 At the beginning of a game and when a party receives the right to serve, the service should be struck from the right serve section.
- 13.1.2 Only the receiver may return the service; should the shuttle be struck or touched by his partner, than the serving party scores a point.
- 13.1.3 After the service has been returned, the shuttle is in turn struck by one of the player of the other party until the shuttle is no longer in the game.
- 13.1.4 After the service has been returned a player may strike the shuttle from every position on his side of the net.
- 13.1.5 When the receiving party makes a mistake or when the shuttle is no longer in the game because it has fallen on the floor of the receiving party, the serving party scores a point and the server serves again.

- 13.1.6 When the serving party makes a mistake or when the shuttle is no longer in the game because it has fallen on the floor of the serving party, the server loses the right to serve. None of the parties scores a point.
- 13.1.7 The right of serving in a game changes from the server who serves first to the player who receives first, then to his partner, then to one of the opponents and then to his partner and so on.
- 13.1.8 A player may not serve or receive out of turn in a game, except when rule 14 or 16 can be applied.
- 13.1.9 The party that first wins a game may determine who of both players of that party may serve first in the next game; the party that has lost may decide who of both players of that party receives first in the next game.

13.2. Sitting badminton

- 13.2.1 The player who serves in the beginning of the game or receives the service should serve respectively receive the serve in the right serve section during the game.
- 13.2.2 His partner should serve respectively receive the serve in the left serve section during the game.
- 13.2.3 The server serves to the straight opposite section when his party has not scored any points or has scored an even number of points.
- 13.2.4 The server serves to the diagonal opposite section when his party has not scored any points or has scored an odd number of points.
- 13.2.5 If the game is prolonged the total number of points that a party has scored is decisive for the application of rule 13.2.3 and 13.2.4.

14. RULES CONCERNING PLACING ERRORS

- 14.1. A player makes a placing error when he:
- a. serves out of turn;
 - b. serves from the wrong serve section;
 - c. was ready to receive the serve and return this from the wrong serve section.

- 14.2 Once a placing error has been made:
- a. a let should be played if the error is discovered before the next serve is made, except when only one of the parties makes a mistake and this party has lost the rally. In this case the error will not be corrected.
 - b. if a placing error has not been corrected the game should continue without changing the position of the players (nor the new order of serving).

15. RULES CONCERNING MISTAKES

15.1 A mistake has been made:

- a. when the serve has not been executed correctly;
- b. when the server does not strike the shuttle in an attempt to serve;
- c. if, when serving, the shuttle flies over the net and sticks on or in the net.
- d. when during the game the shuttle:
 - falls outside the lines of the field
 - flies through the net or underneath the net
 - touches the walls, the ceiling or the roof
 - touches the body or clothing of a player
 - touches something or someone else outside the immediate surroundings of the field(in case this is necessary due to building a hall the local organisation may with the right of veto of the national organisation make an agreement in case the shuttle touches an obstacle.)
- e. when the shuttle "in the game" is struck before any part of it crosses the net to the side of the one who should return (however, he may follow the shuttle with the racket over the net when executing the strike.); ,
- f. if, when the shuttle is in the game a player:
 - touches net or posts with his body, clothes or racket;
 - comes on any way within the field of his opponent, except when it is allowed, as mentioned in rule 15.1.e.
- g. when during the game a player distracts his opponent on purpose, for example by calling or making gestures.
- h. when during a game the shuttle:
 - is caught and held on the racket en after that is swung back when executing the strike;
 - is hit twice in two strokes by the same player;
 - is successively struck by the player and his partner.
- i. when a player is guilty of serious, repeated or continuous fouls as mentioned in rule 18.

16. RULES CONCERNING A LET

- 16.1 A let is given by the referee or, in case no referee has been appointed, by a player to interrupt the game.
- a. a let may be given for every unforeseen or coincidental event.
 - b. it is a let except when serving, if a shuttle lands on the net and sticks on the net.
 - c. it is a let if when serving both the server and receiver are reprovved simultaneously.
 - d. it is a let when the serving serves before the receiver is ready.
 - e. it is a let when the shuttle falls and the cap is entirely detached from the calyx.
 - f. it is a let when the linesman's view is hindered and the referee is not capable of making a decision.
 - g. when a let occurs, the game is neutralized from the last service and the server should serve again, except when rule 14 can be applied.

17. RULES CONCERNING A SHUTTLE THAT IS NOT IN THE GAME

- 17.1 A shuttle is not in the game when:
- a. it has touched the net or sticks in or on it;
 - b. it has touched net or post and falls on the side of the party that has last struck the shuttle.
 - c. it touches the floor of the field;
 - d. a mistake is made or a let occurs.

18. RULES CONCERNING UNINTERRUPTED PLAY, MISBEHAVIOUR AND PUNISHMENTS

- 18.1 The game should be played without interruptions from the first service until the game is over, except in cases mentioned in rule 18.2 and 18.3.

- 18.2 A break of maximum 5 minutes is allowed between the second and third game of all parties at:
- international events;
 - events that are sanctioned by the IBF;
 - all other competitions (except when the national organisation published that it has made a decision not to allow a break prior to the competitions).
- 18.3 When circumstances beyond the power of the players make this necessary, the referee may interrupt the game as long as he thinks is necessary. When the game is interrupted, the score remains the same and the game must be resumed at that score.
- 18.4 Under no condition the game may be interrupted to allow a player to regain his breath or regain his strength or to follow advice or directions.
- 18.5.1 Except during a break as mentioned in rule 18.2 and 18.3 a player may not receive any directions.
- 18.5.2 Except after a game a player may not leave the field without permission of the referee.
- 18.6 The referee is the only one who decides whether or not a game will be interrupted.
- 18.7 It is not allowed for a player to:
- deliberately cause an interruption;
 - deliberately influence the speed of the shuttle;
 - behave himself offensive;
 - mishave in any way that is not described elsewhere in the rules of badminton.
- 18.8 The referee should punish any foul of rule 18.4, 18.5 and 18.7 as follows:
- he warns the offender;
 - he gives the offender a foul, in case he has already been warned;
 - in case of a serious foul or in case of continuous fouls he gives the offender a foul and immediately notify the head referee, who is authorized to disqualify the player.
- 18.9 In cases when no referee has been appointed the responsible tournament official is qualified to disqualify.

19. RULES CONCERNING TOURNAMENT OFFICIALS

- 19.1 The referee is in charge of the tournament or event of which the party is a part.
- 19.2 The referee, if he has been appointed, is in control of the game, the field and the immediate surroundings of it. The referee is accountable to the head referee or, in case there has not been appointed a head referee, to the responsible tournament official.
- 19.3 The service referee should report if the server makes mistakes in the serve (rule 11).
- 19.4 The linesman should report whether a shuttle is "in" or "out".
- 19.5 A referee should:
- a. see to the right application of the rules and especially to calling "let" or "foul" in occurring cases without being appealed by the players;
 - b. make a decision at every protest over a matter of dispute, provided that the appeal has been made before the next serve is struck;
 - c. see to it that the players and spectators keep informed about the course of the game;
 - d. appoint or replace service referee and linesmen in consultation with the head referee;
 - e. take over decisions of linesmen and service referee;
 - f. take care of the execution of tasks of linesmen or service referee when they have not been appointed;
 - g. take over his task or have a let played in case the appointed official's view is hindered;
 - h. decide whether the game should be interrupted;
 - i. inform the referee about fouls of rule 18;
 - j. refer to the referee in case of an appeal of his interpretation of the rules. (Such an appeal is only possible before the next service is struck or at the end of a game before the party that has made the appeal leaves the field.)

20. RULES CONCERNING LIMITATION OF MOVEMENT

20.1. Wheelchair badminton

20.1.1 At the moment that the player strikes the shuttle, any part of the trunk should be in touch with the seat of the wheelchair.

20.2. Sitting badminton

20.2.1 At the moment that the player strikes the shuttle any part of the trunk should be in touch with the floor.