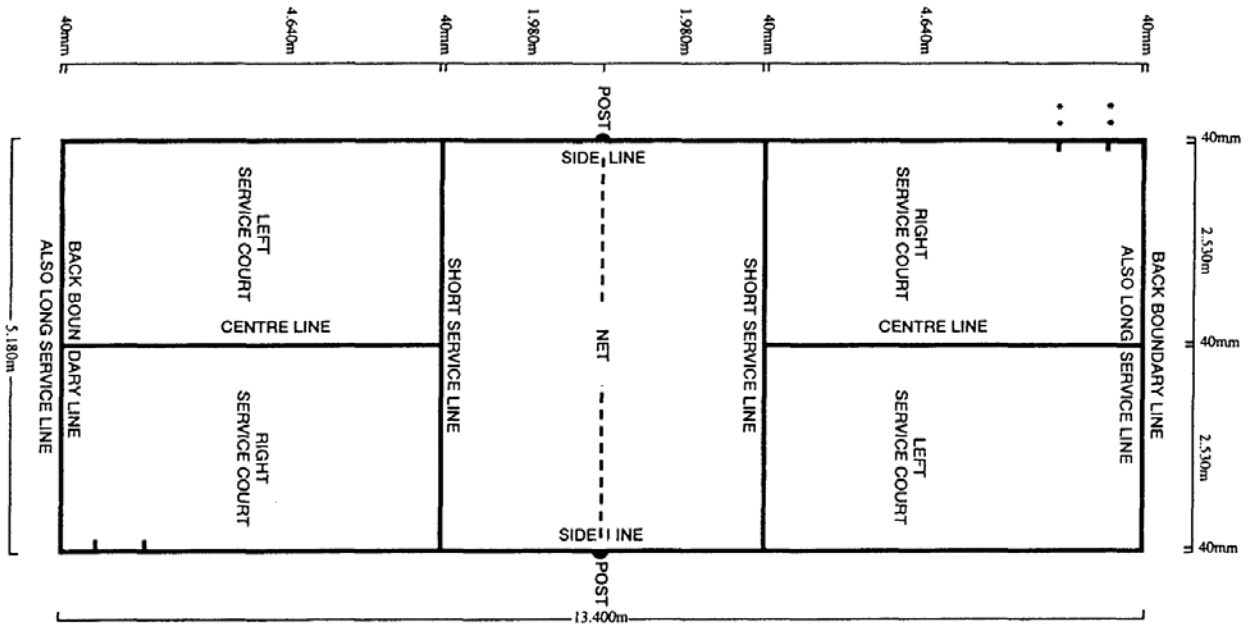


APPENDIX 1

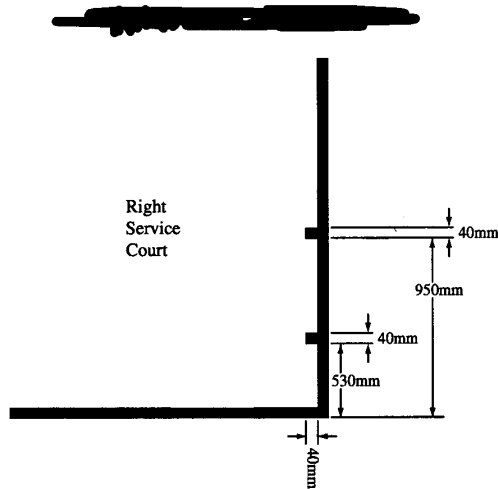
VARIATIONS IN COURT AND EQUIPMENT

1. Where it is not practicable to have posts on the sidelines, some method shall be used to indicate the position of the sidelines where they pass under the net, e.g. by the use of thin posts or strips of material 40 mm wide, fixed to the side lines and rising vertically to the net cord.
2. A court may be marked out for singles only as shown in Diagram E. The back boundary lines become also the long service lines and the posts or the strips of material representing them shall be placed on the side lines.
3. The top of the net from the surface of the court shall be 1.524 metres at the centre of the court and 1.55 metres over the side lines.

DIAGRAM E



Note: (1) Diagonal length of full court = 14.366m
 (2) Court shown above is used for singles play only



** Optional testing marks for singles court

APPENDIX 2**HANDICAP MATCHES**

In handicap matches, the following variations in the Laws apply:

1. No variation shall be permitted in the number of points required to win a game.
2. Law 8.1.3 shall be amended to read:
'in the third game, and in a match of one game, when one side has scored half the total number of points required to win the game (the next higher number being taken in case of fractions)'.

APPENDIX 3**OTHER SCORING SYSTEM**

It is permissible to play by prior arrangement, either.

1. one game of 21 points, or
2. the best of 3 games of 15 points in case of doubles and men's singles and 11 points in case of women's singles

In case of 1 above, the following variation shall apply to the Laws of Badminton:

8. CHANGE OF ENDS

- 8.1 In a one game match, players shall change ends when a side first scores 11 points.

In case of 2 above, the following variation shall apply to the Laws of Badminton:

7. SCORING SYSTEM

- 7.1 A match shall consist of the best of three games, unless otherwise arranged (Appendix 2 and 3).
- 7.2 In doubles and men's singles a game shall be won by the side which first scores 15 points, except as provided in Law 7.5.
- 7.3 In women's singles a game shall be won by the side which first scores 11 points, except as provided in Law 7.5.
- 7.4 Only the serving side on winning a rally shall add a point to its score (Law 10.3 or 11.3). A side shall win a rally, if the opposing side commits a 'fault' or the shuttle ceases to be in play because it touches the surface of the court inside the opponent's court.
- 7.5 If the score becomes 14-all (10-all in women's singles), the side which first scored 14 (10 in women's singles) points shall exercise the choice in either Law 7.5.1 or 7.5.2:
 - 7.5.1 to continue the game to 15 (11) points, i.e. not to 'set' the game; or
 - 7.5.2 to 'set' the game to 17 (13) points.
- 7.6 The side winning a game shall serve first in the next game.

8. CHANGE OF ENDS

- 8.1 Players shall change ends:
 - 8.1.1 at the end of the first game;
 - 8.1.2 at the end of the second game, if there is to be a third game; and

8.1.3 in the third game when a side first scores:

8.1.3.16 points in a game of 11 points; or

8.1.3.28 points in a game of 15 points.

8.2 If the ends are not changed as indicated in Law 8.1, it shall be done so as soon as the mistake is discovered and when the shuttle is not in play. The existing score shall stand.

10. SINGLES

10.1 Serving and receiving courts

10.1.1 The players shall serve from, and receive in, their respective right service courts when the server has not scored or has scored an even number of points in that game.

10.1.2 The players shall serve from, and receive in, their respective left service courts when the server has scored an odd number of points in that game.

10.2 Order of play and position on court

In a rally, the shuttle may be hit by the server and the receiver alternately, from any position on that player's side of the net, until the shuttle ceases to be in play (Law 15).

10.3 Scoring and serving

10.3.1 If the server wins a rally (Law 7.4), the server shall score a point. The server shall then serve again from the alternate service court.

10.3.2 If the receiver wins a rally (Law 7.4), the server shall lose the right to continue serving and the receiver shall then become the server, with no point scored by either player.

11. DOUBLES

11.1 Serving and receiving courts

11.1.1 At the start of a game, and each time a side gains the right to serve, the service shall be delivered from the right service court

11.1.2 The player who serves or receives at the start of any game shall serve from, or receive in, the right service court when that player's side has not scored or has scored an even number of points in that game.

11.1.3 The player who serves or receives at the start of any game shall serve from, or receive in, the left service court when that player's side has scored an odd number of points in that game.

11.1.4 The reverse pattern shall apply to the partners.

11.1.5 The player of the receiving side standing in the diagonally opposite service court to the server shall be the receiver..

11.1.6 Service in any turn of serving shall be delivered from alternate service courts, except as provided in Laws 12 and 14.

11.2 Order of play and position on court

After the service is returned, in a rally, the shuttle may be hit by either player of the serving side and either player of the receiving side alternately, from any position on that player's side of the net, until the shuttle ceases to be in play (Law 15).

11.3 Scoring and serving

- 11.3.1 If the serving side wins a rally (Law 7.4), the serving side shall score a point. The server shall then serve again.
- 11.3.2 If the receiving side wins a rally (Law 7.4), the server shall lose the right to continue serving, with no point scored by either side.

11.4 Sequence of serving

In any game, the right to serve shall pass consecutively:

- 11.4.1 from the initial server,
 - 11.4.2 to the initial receiver,
 - 11.4.3 to the partner of the initial receiver,
 - 11.4.4 to the player of the initial receiving side who is standing in the right service court (Law 11.1.2),
 - 11.4.5 to the partner of the player stated in 11.4.4 and so on.
- 11.5 No player shall serve or receive out of turn, or receive two consecutive services in the same game, except as provided in Laws 12 and 14.
 - 11.6 Either player of the winning side may serve first in the next game, and either player of the losing side may receive first in the next game.

12. SERVICE COURT ERRORS

- 12.1 A service court error has been made when a player:
 - 12.1.1 has served or received out of turn; or
 - 12.1.2 has served or received from the wrong service court;
- 12.2 If a service court error is discovered before the next service is delivered:
 - 12.2.1 if one side made the error and won the rally, it shall be a 'let';
 - 12.2.2 if one side made the error and lost the rally, the error shall not be corrected;
 - 12.2.3 if both sides made an error, it shall be a 'let'.
- 12.3 If there is a 'let' because of a service court error, the rally shall be replayed with the error corrected.
- 12.4 If a service court error is discovered after the next service has been delivered, the error shall not be corrected and the play in that game shall proceed without changing the players' new service courts (nor, when relevant, the new order of serving).

16. CONTINUOUS PLAY, MISCONDUCT & PENALTIES**16.2 Intervals:**

- 16.2.1 not exceeding 90 seconds between the first and second game; and
 - 16.2.2 not exceeding 5 minutes between the second and third game shall be allowed in all matches.
-

APPENDIX 4**VOCABULARY**

This Appendix lists the standard vocabulary that shall be used by the umpire to control a match.

1. Announcements and Introductions

- 1.1 'Ladies and Gentlemen:
- 1.1.1 on my right, (player name), (country name), and on my left, (player name), (country name); or
- 1.1.2 on my right, (player names), (country name), and on my left (player names), (country name)
- 1.1.3 on my right, (country / team name), represented by (player name), and on my left, (country/team name), represented by (player name); or
- 1.1.4 on my right, (country / team name), represented by (player names), and on my left, (country / team name), represented by (player names)
- 1.2.1 (player name) to serve; or
- 1.2.2 (country/team name) to serve;
- 1.3.1 (player name) to serve to (player name);
- 1.3.2 (player name) to (player name);'

To be used in the order shown in the table below, as appropriate:

Event	Singles	Doubles
Individual	1.1.1, 1.2.1	1.1.2, 1.3.1
Team	1.1.3, 1.2.2	1.1.4, 1.2.2, 1.3.2

2. Start of match and calling the score

- 2.1 'Love all; play.'
- 2.2 'Service over'
- 2.3 'Interval'
- 2.4 'Court ... ' (number) '20 seconds'
- 2.5 '... game point ... ' e.g. '20 game point 6', or '29 game point 28'
- 2.6 '... match point ... ' e.g. '20 match point 8', or '29 match point 28'
- 2.7 '... game point all' e.g. '29 game point all'
- 2.8 'First game won by ' (in team event, use name of country / team) ' ... ' (score)
- 2.9 'Court ... ' (number) 'a 2 minute interval'
- 2.10 'Second game'
- 2.11 '... match point all' e.g. '29 match point all'
- 2.12 'Second game won by ' (in team event, use name of country / team) ' ... ' (score)
- 2.13 'One game all'
- 2.14 'Final Game'

3. General Communication

- 3.1 'Choose your end'
- 3.2 'Are you ready?'

-
- 3.3 'You missed the shuttle during service'
 - 3.4 'Receiver not ready'
 - 3.5 'You attempted the return of service'
 - 3.6 'You must not influence the line judge'
 - 3.7 'Come here'
 - 3.8 'Is the shuttle OK?'
 - 3.9 'Test the shuttle'
 - 3.10 'Change the shuttle'
 - 3.11 'Do not change the shuttle'
 - 3.12 'Play a let'
 - 3.13 'Change ends'
 - 3.14 'You did not change the ends'
 - 3.15 'You served from the wrong service court'
 - 3.16 'You served out of turn'
 - 3.17 'You received out of turn'
 - 3.18 'You must not interfere with the shuttle'
 - 3.19 'The shuttle touched you'
 - 3.20 'You touched the net'
 - 3.21 'You are standing in the wrong service court'
 - 3.22 'You distracted your opponent'
 - 3.23 'Your coach distracted your opponent'
 - 3.24 'You hit the shuttle twice'
 - 3.25 'You slung the shuttle'
 - 3.26 'You invaded your opponent's court'
 - 3.27 'You obstructed your opponent'
 - 3.28 'Are you retiring?'
 - 3.29 'Fault – receiver'
 - 3.30 'Service fault called'
 - 3.31 'Service delayed, play must be continuous'
 - 3.32 'Play is suspended'
 - 3.33 '.....' (name of player) 'warning for misconduct'
 - 3.34 '.....' (name of player) 'fault for misconduct'
 - 3.35 'Fault'
 - 3.36 'Out'
 - 3.37 'Line judge – signal'
 - 3.38 'Service judge – signal'
 - 3.39 'Correction IN'

3.40 'Correction OUT'

3.41 'Wipe the court'

4. End of Match

4.1 'Match won by ' (name of player/team) '...' (scores)

4.2 '..... ' (name of player/team) 'retired'

4.3 '..... ' (name of player/team) 'disqualified'

5. Scoring

0	-	Love	11	-	Eleven	22	-	Twenty two
1	-	One	12	-	Twelve	23	-	Twenty three
2	-	Two	13	-	Thirteen	24	-	Twenty four
3	-	Three	14	-	Fourteen	25	-	Twenty five
4	-	Four	15	-	Fifteen	26	-	Twenty six
5	-	Five	16	-	Sixteen	27	-	Twenty seven
6	-	Six	17	-	Seventeen	28	-	Twenty eight
7	-	Seven	18	-	Eighteen	29	-	Twenty nine
8	-	Eight	19	-	Nineteen	30	-	Thirty
9	-	Nine	20	-	Twenty			
10	-	Ten	21	-	Twenty one			

APPENDIX 5

(as from 1 August 2004)

BADMINTON FOR DISABLED PEOPLE

The following amended Laws of badminton are applicable to various categories of disabled people as listed.

IBAD* CLASSIFICATIONS

The system is a functional classification system for all physical disabilities. The minimum disabilities described hereafter may be increased, but not decreased without the approval of the IBAD Annual General Meeting. Any such changes are not official unless printed as an update to the IBAD manual. Further details can be obtained from IBAD (see “Members” section for contact details).

WHEELCHAIR CLASS 1 – BMW 1

Tetraplegic player with lesion above C8 minimal motor losses maybe seen in the playing hand, but these losses are not significant. Slight changes of trunk position are secured by the free hand holding, pushing or propping the wheelchair or thigh. Lower part of the trunk keeps in contact with the back of the seat. Backward movements of the arm are reduced because of missing trunk rotation. Deliberate movements of the wheelchair are mostly disadvantageous.

CPs:

Severe diplegia.

Minimal limitations in control of upper extremities.

Moderate trunk balance disorders.

Severe Spasticity in lower extremities (Spasticity grade scale for muscle tone: 4).

WHEELCHAIR CLASS 2 – BMW 2

Paraplegic Players with the lesion above T12. Slight changes of trunk position are secured by the free hand holding, pushing or propping the wheelchair or thigh. Lower part of the trunk keeps in contact with the back of the seat. Backward movements of the arm are reduced because of missing trunk rotation. Deliberate movements of the wheelchair are mostly disadvantageous.

CPs:

Moderate diplegia.

Moderate disorders in trunk balance.

Moderate spasticity in lower extremities (Spasticity grade scale for muscle tone: 3).

WHEELCHAIR CLASS 3 – BMW 3

Paraplegic Players with the lesion L1 and below.

Minimal disability is lost of muscular power at least 20 points in one or both lower limbs.

Sitting upright, normal arm and trunk movements can be seen. Trunk movements to increase reach are only possible by using free arm to prop, hold or push at wheelchair or thigh. Deliberate movements of the wheelchair are possible. When starting with one hand forward trunk can not lean forward optimally. Lateral movements are not possible without assistance from the free arm.

CPs:

Slight diplegia.

Minimal trunk balance problems.

Slight spasticity in lower extremities.

Cannot play standing.

STANDING BELOW WAIST CLASS 1 – BMSTL 1

Very severe impairments of legs (poor static and dynamic balance)

* *International Badminton Association for Disabled Players*

1. severe polio of both legs
2. single AK plus single BK (below knee amputation)
3. incomplete spinal cord injury of comparable profile
4. severe diplegia
5. severe hemiplegia with playing arm included

STANDING BELOW WAIST CLASS 2 – BMSTL 2

The player is standing and has a reduction of muscular power of at least 20 points in one or both lower limbs or equivalent disability.

Profile - Moderate impairments of the legs

1. one non-functional leg
2. polio on one leg
3. single AK
4. stiff hip and stiff knee (together)
5. hip luxation with visible shortening
6. two moderate legs
7. polio
8. double BK
9. incomplete Spinal Cord Injury (SCI), spina bifida level S1

STANDING BELOW WAIST CLASS 3 – BMSTL 3

The player is standing and has a reduction of muscular power of 10 to 19 points in one or both lower limbs or equivalent disability.

Very mild impairments in legs

single stiff ankle

amputation of forefoot through all metatarsals (minimal 1/3 of foot)

hip subluxation

Restriction movement of one hip or knee or ankle

Polio: loss of at least 10 points in muscles strength in one or both lower extremity

STANDING ABOVE WAIST CLASS 1 – BMSTU 4

Severe impairments of non-playing arm

Minimal disability: loss of 50 points

or

Single AE (Above or through elbow joint amputation)

Brachial plexus lesion with paralysis of the whole arm

Shortening of the arm through the elbow without a functional hand.

And comparable disabilities

The playing arm has a considerable loss of speed during maximal swing action; caused by loss of muscle strength, range of movement or co-ordination problems. The loss of speed must be in the hitting direction.

- Muscle strength is not more than grade 4 on the MRC scale in the hitting direction (forehand or backhand) of one of the participating joints
- The range of movement's loss of 30-50% for ante-flexion of the shoulder, extension of the elbow, pronation of the forearm.
- In co-ordination as in spastic monoplegia and athetosis a slight degree.
- And comparable disabilities.

STANDING ABOVE WAIST CLASS 2 – BMSTU 5

Minimal disability: loss of 30 points

or Severe to moderate impairment of NON-PLAYING ARM

single BE (below elbow but through or above wrist joint)

brachial plexus lesion with some residual functions
dysmelia or similar disabilities comparable with single BE

THE PLAYING ARM

Very mild impairment of playing arm

finger amputation/dysmelia with functional grip
stiff wrist with functional grip
weakness of the hand or joints of the arm
Comparable impairment profile

LES AUTRES (OTHER LOCOMOTOR DISABILITIES) BASED

The handicap must be permanent (Stationary or Progressive).

BACK AND TORSO

Severely reduced mobility of a permanent nature and / or as in scoliosis measuring over 60 degrees curve as measured by the Cobb method. X – Ray proof is necessary.

DWARFS

The maximum height for a dwarf to meet minimum disability is 142 centimeters for male and 136 centimeters for female. The athlete must exhibit other disabilities besides being of small stature therefore excluding a pituitary dwarf.

NOTES

1. Competitors with progressive locomotive disabilities e.g. Multiple Sclerosis, must be classified at the start of each sanctioned competition.
2. Example of conditions not eligible: persons with severely reduced mental capacity. Further persons with heart, chest, abdominal, skin, ear and eye diseases without locomotor disability.

COMPETING IN A CLASS WITH LESSER DISABILITY

When an athlete chooses to compete in a class with less disabled athletes he/she must stay in the same class for that particular competition.

BADMINTON FOR DISABLED PEOPLE: AMENDMENTS TO LAWS OF BADMINTON

1. COURT AND COURT EQUIPMENT

- 1.1 The court shall be a rectangle laid out with lines 40mm wide as in Diagram A in the Laws of badminton. The following courts shall be used for the disabled:
- 1.1.1 Wheelchair badminton: the courts for singles and doubles shall be as shown in Diagrams F, G, H and I, respectively.
- 1.1.2 Standing badminton (below waist classes 1 and 2): the court for singles shall be as shown in Diagram J.
- 1.4 The posts shall be the following heights from the surface of the court and shall remain vertical when the net is strained as provided in Law 1.10:
- 1.4.1 Wheelchair badminton: 1.40 metres.
- 1.4.2 Standing badminton: 1.55 metres.
- 1.10 The top of the net from the surface of the court shall be the following heights at the centre of the court and over the side lines for doubles, respectively:
- 1.10.1 Wheelchair badminton: 1.372 and 1.40 metres.
- 1.10.2 Standing badminton: 1.524 and 1.55 metres.

9. SERVICE

- 9.1 In a correct service:
- 9.1.2 the server and receiver shall stand within diagonally opposite service courts or be within the respective service courts without touching the boundary lines of these service courts;
- 9.1.3 [This Law applies to standing badminton, above body disability only.] in wheelchair badminton: at the start of the service the wheels of both the server and the receiver must be stationary.
- 9.1.5 in standing badminton the whole shuttle shall be below the server's waist at the instant of being hit by the server's racket; in sitting and wheelchair badminton, the whole shuttle shall be below the server's armpit at the instant of being hit by the server's racket;
- 9.7 In doubles for standing badminton the partners may take up any positions their respective courts which do not unsight the opposing server or receiver and in doubles for sitting and wheelchair badminton, the partners shall be in the adjoining service court.

10. SINGLES

10.1 Serving and receiving courts

- 10.1.1 The players shall serve from, and receive in, their respective service courts.

11. DOUBLES

11.1 Serving and receiving courts for standing badminton

- 11.1.1 In standing Badminton, a player of the serving side shall serve from the right service court at the start of the game or when the serving side has not scored or has scored an even number of points in that game.
- 11.1.2 In standing Badminton, a player of the serving side shall serve from the left service court when the serving side has scored an odd number of points in that game.
- 11.1.3 In standing Badminton, the reverse pattern shall apply to the partners.

13. FAULTS

- 13.2.5 In wheelchair badminton, the whole of the wheelchair is considered part of the player's person.

16. CONTINUOUS PLAY

In wheelchair badminton:

- 16.1 Play shall be continuous from the first service until the match is concluded, except as allowed in Laws 16.2, 16.3, 16.9 and 16.10.
- 16.9 A player may be allowed to leave the court for an interval not exceeding three minutes during a match in order to catheterise. He/she shall be accompanied by an official.
- 16.10 A player may be allowed to repair a damaged wheelchair provided it is done in the quickest possible time. If the player has to leave the court, he/she shall be accompanied by an official.

18. LIMITATION OF MOVEMENT

18.1 In wheelchair badminton:

- 18.1.1 At the moment a player strikes the shuttle some part of the trunk shall be in contact with the seat of the wheelchair.
- 18.1.2 When the shuttle is in play, the feet shall remain in contact with the footrest. The feet may be fixed to the footrest.
- 18.1.3 At no time when the shuttle is in play may any part of the feet come into contact with the floor. In particular, a player may not use the feet for braking or for support.
- 18.1.4 Just before and at the moment that a player strikes the shuttle, the player may not touch the floor with the hands for support.
- 18.1.5 When the shuttle is in play, a mounted footrest may not touch the floor.

19. WHEELCHAIR EQUIPMENT

- 19.1 A player's body may be fixed to the wheelchair with an elastic belt.
 - 19.2 A wheelchair may be equipped with a rear supporting wheel, which may extend beyond the main wheels.
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Note: In all diagrams that follow



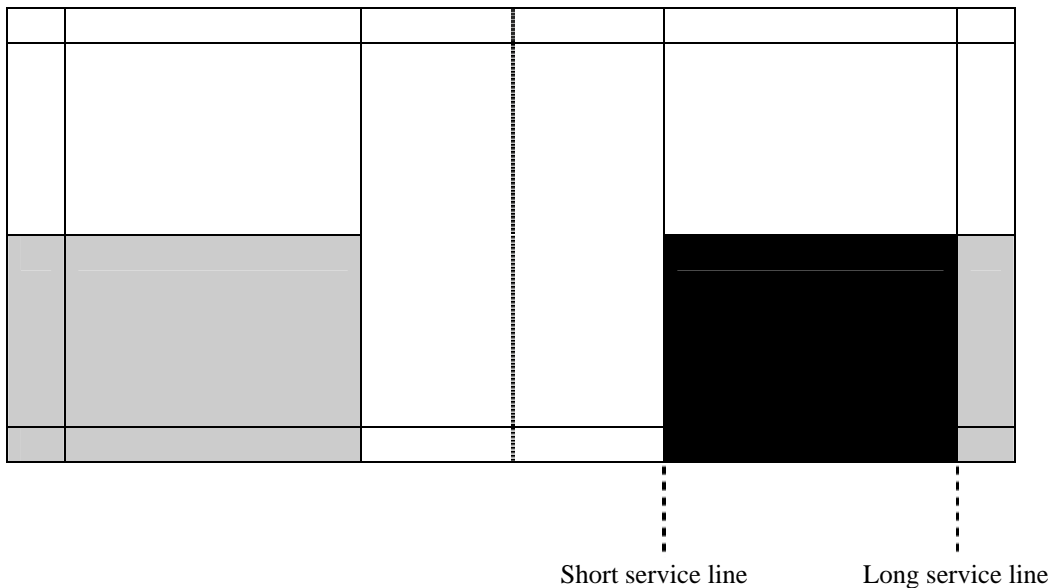
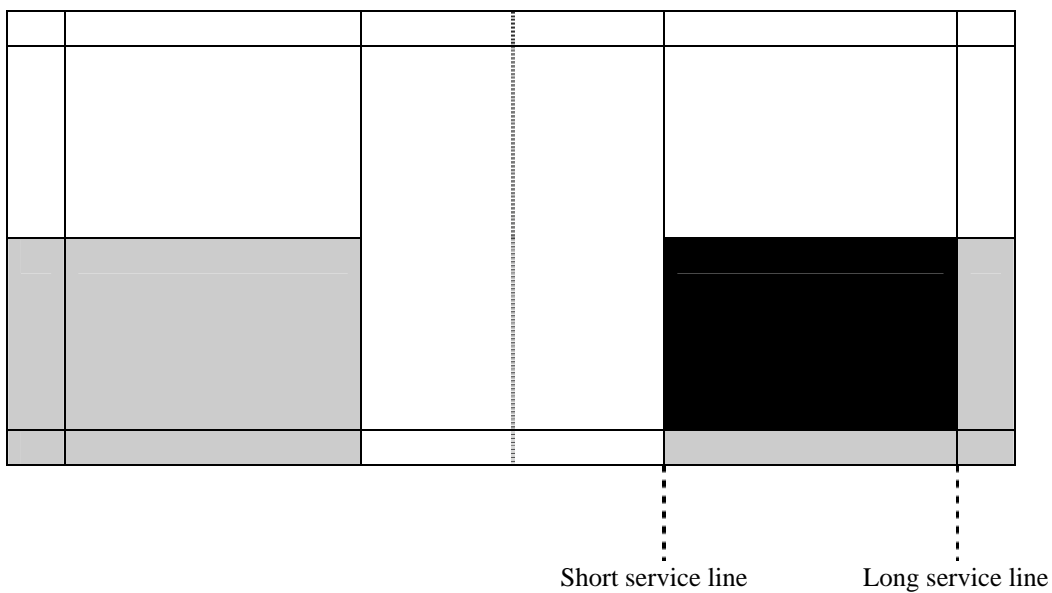
 = court area for play and  = service area

DIAGRAM F



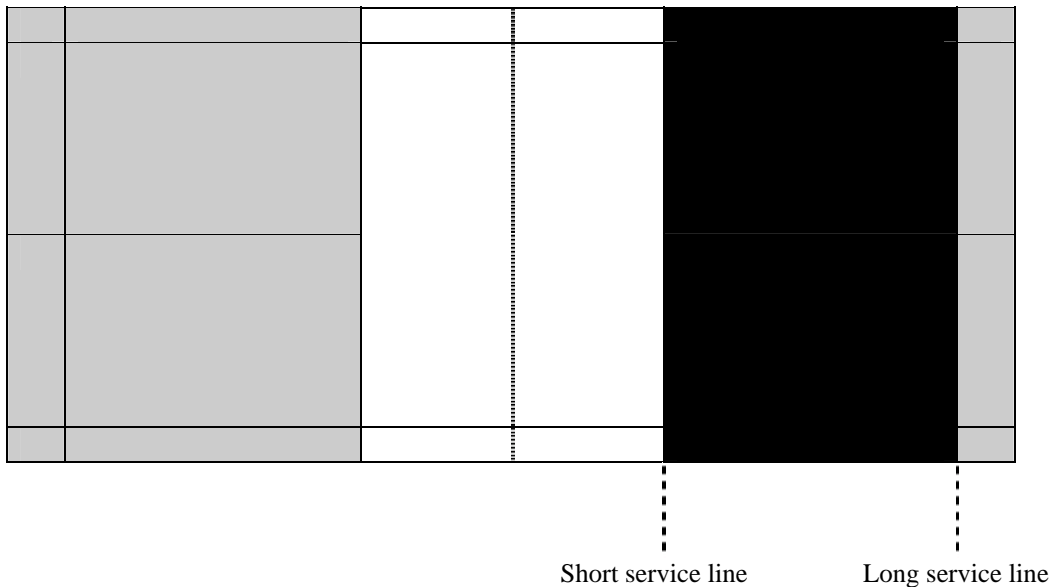
Court and service court for singles badminton wheelchair class 3 – BMW3

DIAGRAM G



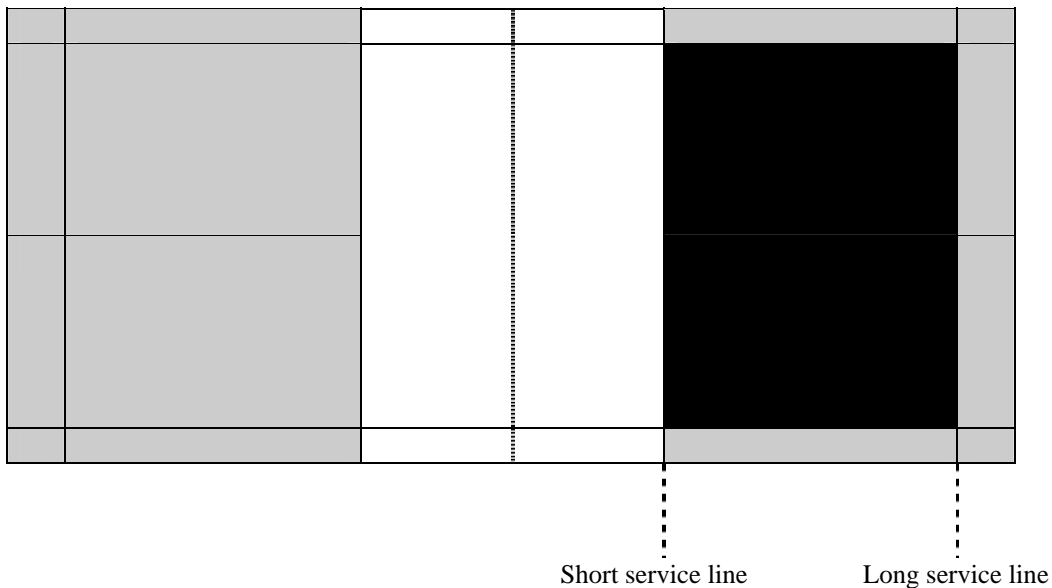
Court and service court for singles badminton wheelchair classes 1 & 2 – BMW 1 & 2

DIAGRAM H



Court and service court for doubles badminton wheelchair class 3 – BMW3

DIAGRAM I



Court and service court for doubles badminton wheelchair classes 1 & 2 – BMW 1 & 2

APPENDIX 6**IMPERIAL MEASUREMENTS**

The Laws express all measurements in metres or millimetres. Imperial measurements are acceptable and for the purposes of the Laws the following table of equivalence should be used:

Millimetres	Inches
15	$\frac{5}{8}$
20	$\frac{3}{4}$
25	1
28	$1\frac{1}{8}$
40	$1\frac{1}{2}$
58	$2\frac{1}{4}$
64	$2\frac{1}{2}$
68	$2\frac{5}{8}$
70	$2\frac{3}{4}$
75	3
220	$8\frac{5}{8}$
230	9
280	11
290	$11\frac{3}{8}$

Millimetres	Feet	Inches
380	1	3
420	1	$4\frac{1}{2}$
490	1	$7\frac{1}{2}$
530	1	9
570	1	$10\frac{1}{2}$
680	2	$2\frac{3}{4}$
720	2	$4\frac{1}{2}$
760	2	6
950	3	$1\frac{1}{2}$
990	3	3
Metres	Feet	Inches
1.524	5	
1.550	5	1
2.530	8	$3\frac{3}{4}$
3.880	12	9
4.640	15	3
5.180	17	
6.100	20	
13.400	44	

APPENDIX 7

INDEX TO THE LAWS OF BADMINTON

This index is intended to assist with speedier reference to the Laws. It is not intended to be definitive and the full text of the Laws should always be consulted for certainty.

THE INDEX IS BEING COMPILED.