

## 1 RULES

- 1.1 Badminton events are governed by the General Rules and Regulations of the National Deaf Games.
- 1.2 The tournament shall be conducted according to the rules and regulations of the Badminton World Federation (BWF) with some modifications based on the International Committee of Sports for the Deaf (ICSD).

## 2 ELIGIBILITIES

- 2.1 For more information, please refer to the General Rules & Regulations.

## 3 COMPETITION FORMAT

### 3.1 Categories

- Men's Singles
- Women's Singles
- Mixed Doubles
- Men's Doubles
- Women's Doubles
- Boys Under 18
- Girls Under 18

### 3.2 Events

#### 3.2.1 Doubles

- a) There must be two people of the same gender (i.e. two males or two females).
- b) The pair shall be either two Deaf persons or a Deaf person with a family member.

#### 3.2.2 Mixed Doubles

- a) The pair shall be one male and one female.
- b) The pair shall be either two Deaf persons or a Deaf person with a family member.

### 3.3 Type of flooring

The type of floor is either a rubber mat or hardwood.

### 3.4 Entries

Any event with fewer than 8 entries may be cancelled..

### 3.5 Matches

#### 3.5.1 Singles & Boys and Girls Under 18

- a) The knockout system will be used in these events. Each round winner will advance to the final match to determine the winner.
- b) The game will be played round-robin if the number of entries received is less than eight. The two winners from each group advance to the elimination rounds to determine the medal winners.

#### 3.5.2 Mixed Doubles

- a) This event will be played on a round robin system. The top two finishers from each group will progress into elimination stages to decide the medal winners.
- b) If the number of entries received is higher, the game will be played on knockout format. The winner of each round will advance into final match to decide the winner.

3.5.3 The number of entries to be grouped shall be decided by the draw lot after the total number of entries are finalised.

3.5.4 All qualification matches shall be based 'best of 3 games' based on the 11 rally point system. However, if the number of entries received is higher, the case will most likely be a case whereby all qualification matches shall be 1 game of 30 points.

3.5.5 A win will be awarded 2 points. A lose will be awarded zero point.

3.5.6 The group ranking (ladder standing position) shall be determined by the number of matches/ties won. However, in the event of a tie, the following shall apply (in sequence) to determine the winner:

- head to head winner
- a simple draw (toss of coin)
- match replay - one game of 21 points (only if time permits)

## 4 **WALKOVERS**

4.1 The match will be declared a walkover if any player/pair who fails to report to the umpire at the specified court after a 3-minute grace period (time start once umpire is on court) and all points will be awarded to the opponent.

## 5 **RETIREMENTS**

5.1 Any player/pair who decides to retire due injury will have retained their points at point of retirement and concede all remaining points of the match to their opponents.

For example, should a match be retired at 7-9 (5 being the score of the retiring entry), that would mean final score 7-21 (in a single 21-point game) or 7-21, 0-21 (in a best of 3 games if it is in the first game)

## **6 WITHDRAWALS**

- 6.1 If a player/pair withdraws from the competition at any point, they will be removed from the competition and all scores will be nullified.

## **7 DISQUALIFICATIONS**

- 7.1 A player who engages in unruly conduct or cheats will be disqualified.
- 7.2 Disqualification at the start of a tie will result in a walkover, and a walkover means conceding 0-21 points (in a 21-point game) or 0-21, 0-21 (in a best-of-3 game).
- 7.3 Organisers reserve the right to disqualify a player or players at their discretion and implement further disciplinary actions, including a term ban in National Deaf Games.

## **8 HEARING AIDS AND COCHLEAR IMPLANT**

- 8.1 Hearing aids, amplification devices, and external cochlear implant parts are not permitted within the restricted zone area.
- 8.2 A restricted zone area is in effect from the moment the athletes enter the badminton court during the warm-up and competition period.

## **9 EQUIPMENT & ATTIRE**

- 9.1 The Organiser shall decide the competition grade shuttlecocks to be used for this competition.
- 9.2 Each player must be properly attired for the matches. Players must wear non-marking shoes during the matches.
- 9.3 Players on the same doubles team are encouraged to wear uniforms.

## **10 PROTESTS**

- 10.1 The Organising Committee must be notified in writing of any protests with regard to the rule of play by the end of the match together with the protest fee of SGD50.00. If the protest is dismissed, the fee is forfeited.

## **11 TECHNICAL RULES AND REGULATIONS**

- 11.1 Participants/Teams are advised to register their attendance at least 30 minutes prior to their scheduled match time. Scheduled matches can be called into play up to 10 minutes earlier if the preceding matches finish well ahead of schedule.

11.2 For Team events, the team line up must be submitted no later than 30 minutes prior the scheduled match.

11.3 Before reporting for games, all players must bring along and produce his/her identification documents.

A valid Employment Pass or Work Permit is required for identification by non-Singapore citizens residing in Singapore.

Failing which, he/she will not be allowed to compete in the match.

11.4 As of the date of printing, the Rules and Regulations shown above are current. The Organising Committee reserves the right to add, delete, and/or alter the Rules and Regulations at any time as it sees fit.

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