In Force: Version 1.0



1. Wheelchair

- **1.1**. A player's body may be fixed to the wheelchair with a strap either around the waist or across the thighs, or both.
- 1.2. A player's feet must be fixed to the footrest of the wheelchair.

Correct

Correct

Not allowed



- **1.3**. When a player strikes the shuttle, a part of the trunk and the legs shall be in contact with the seat of the wheelchair.
- **1.4**. The seat of the wheelchair, including any padding can be horizontal or angled backwards. It cannot be angled forwards.



Horizontal = correct

Backwards = correct

Forwards = not allowed

- **1.5**. A wheelchair may be equipped with a rear supporting wheel, which may extend beyond the main wheels.
- **1.6**. The wheelchair must not have any electric or other devices to assist movement or steering of the chair.

2. Crutch

- 2.1. An upper or lower leg amputee may use a crutch.
- 2.2 The crutch must not exceed the players' natural measurement from the armpit to the ground.

3. Prosthetic limbs

- 3.1. An amputee player may use a prosthetic limb in categories SL3, SL4 and WH.
- 3.2. The use of prosthetic limbs is not allowed in category SU5.
- **3.3.** Any prosthetic limb shall have the same length as the players existing limb, and be in proportion with the players other limbs.