



## REFEREE FUNDAMENTALS

### 1. Pre-match duties of Referee

- A. Have ball, pencil, scorecard, towel, and watch available
- B. Make sure all players warm up with wrist thong and eye guards on
- C. Make sure players are using approved lensed eye wear
- D. Go on court
- E. Make sure all players are introduced to each other and to the referee
- F. It is not necessary to inform players of game format and timeouts unless they are Novices
- G. Point out linesman – if any - let players know all appeals must be directed to you
- H. Point out any designated court hindlers – explain to players how to handle hold ups for court hindlers
- I. Explain about continuing to play unless safety becomes an issue and holding up non-racquet hand to call referee's attention to a players perceived infraction
- J. Explain how you will call screen serves
- K. Explain how you will call a penalty hinder and a replay hinder
- L. Explain any new rules or rule interpretations
- M. Ask if players have any questions
- N. Coin flip – winner has choice of serve or receive – mark down on scorecard
- O. If necessary write down description of person next to name – not clothing items

2. Make calls loud and fast – Score should be called by saying “4 serving/serve 2” not 4-2. Do not use terms like “Game point” or Match point” Call the score only.

3. Don't call what you can't see

4. Give a small explanation of call if necessary

5. After small explanation – discussion is over

6. Referee has jurisdiction over spectators

### SUMMARY

1. Safety first
2. Good sportsmanship – No taunting
3. Referee is a facilitator – but everyone makes mistakes – don't be afraid to admit them and take appropriate action to correct them

## EXAMPLE OF A PRE-GAME EXPLANATION TO PLAYERS

Hi, my name is Joe Smith and I'll be your referee. Does everyone here know each other? *[At this point the players should introduce themselves to their opponent(s).] [You should be noting on your scorecard any descriptions of players you will need] [If you have linesman, now is the time to point them out and explain to the players that they must make all appeals directly to you or they will forfeit the right to that appeal.]* I'd like to go over a few things before we start. If the ball hits the wood trim on the top of the wall it will be considered out. Also if the ball hits the door handle we will replay it even if it takes a good bounce. *[This is setting designated court limits and hinders]* There are some other irregular surfaces in this court so if the ball takes a funny bounce off of one, please hold up or check your swing and we may replay the rally. During the course of play, if you feel an infraction has occurred then you must raise your non-racquet hand to bring it to my attention. If I agree then I will stop play immediately and make the proper call. Do not stop playing unless you think you are going to hit your opponent with the ball or racquet. If you hold up for safety, then we will either replay the point or I will call a penalty hinder if it is justified. Same thing for screen serves. You must hold up your hand to indicate you felt you were screened, but continue to play. I will stop play if I agree. If you move or fail to move and take away your opponent's offensive down the line or crosscourt shot, then it will be a penalty hinder. All other hinders will be replayed. A backswing hinder can result in either a replay hinder or a penalty hinder depending on the situation, so make sure to give each other plenty of room. Contact on the follow through is not a penalty and you will need to continue to play. Please be aware that the server must only check the receiver once for readiness after the score is called. So if you wish to signal "not ready", you must do it as soon as the score is called.

Are there any questions? *[Answer any questions raised]*

*[Designate a player to call the coin toss.]*

OK, Mr. Jones, you have won the coin toss. Would you like to serve or receive in the first game?

Good luck players, and have fun.

(In long rallies in doubles, it's sometimes hard to remember which player of a team served. A good suggestion to help you remember who served is to have a coin or some other small object that you can flip back and forth to keep up with the server. So the first server would be "heads" and then when you have a handout you flip the coin to "tails". Then after a side out you flip the coin back to "heads" for the opposing team to start serve.)