

MARKING
and
REFEREEING
GUIDE SHEETS

PLEASE
CHANGE YOUR
BAD MARKING
HABITS



DUTIES OF A MARKER

To call ~	<i>Comments</i>
FAULT	~ wrong to say “cut ball”
FOOT-FAULT	~ no warning is given.
DOWN	~ when the ball is hit directly into the tin, onto the floor (one word, one action).
NOT UP	~ double bounce floor or double hit on wall / racket (two words, double action).
FAULT	~ wrong to say “out of court”.
HAND OUT	~ change of server (not “hand in”).

THE SCORE

Server's score is always called first

If the score is equal the correct wording is "**ALL**" (e.g. "love-all" or "2-all").

DO NOT call "together" or "each" - these two calls have never been in the rules

SET ONE Indicates play to nine points

SET TWO Indicates play to ten points

After the receiver has indicated their choice, the marker repeats that choice and then the score.

e.g. "Set One, 8-All, Game Ball"
"Set Two, 8-All".

GAME BALL Indicates the server requires one point to win the game.

MATCH BALL Indicates the server requires one point to win the match.

DO NOT split score when the server has game or match ball

Right ~ "8-6 game ball" or "8-6 match ball"

Wrong ~ "8 game ball 6" or "8 match ball 6"



CONTROL OF A MATCH

YES LET

~ Rally is to be replayed
wrong to say "Play a let".

NO LET

~ Disallowed appeal for a let.

STROKE TO

~ Awarding of a stroke to a player
(name the player).

Remember ~ always call the score following the repeating of the Referee's decision.

e.g. "Yes Let, 6-All" or "Stroke to Jones, Hand out, 6-All"

**Once a player has made an appeal
the game stops at that time.**



REFEREE'S CALLS

- HALF TIME** ~ to advise players of the mid-point of the warm-up period.
- TIME** ~ to indicate that a period of time prescribed has elapsed.
- 15 SECONDS** ~ to advise the players that 15 seconds of a permitted 90 second interval remain.
- YES LET** ~ when allowing a let, following a player's appeal for a let.
- NO LET** ~ when disallowing player's appeal for a let.
- STROKE TO
(players name)** ~ to advise that the player named is to be awarded a stroke.
- LET** ~ to advise that a rally is to be replayed in circumstances where the wording "Yes Let" is not applicable.
(May be accompanied by an explanation).
- STOP** ~ to stop play.



INTERFERENCE (Rule 12)

This is the major area of concern to players, coaches and referees. It causes more debate, both on and off court than any other area of the Rules. With the alteration of the Rules in May 2001 the players are now required to make every effort to get to and play the ball (Rule 12.7.2 & G6)

Previously this was not a requirement. Players now have to adjust their style of play to take this into consideration whilst on court and coaches have to train their pupils accordingly. Failure to “play the ball” can lead to a “no let” call by the referee. Obviously there will be times where it is impossible to “play the ball” and in those circumstances the referee will apply the appropriate rules.

REFEREE’S LINE OF THINKING – BEFORE MAKING A DECISION UNDER RULE 12

Did interference occur ?	No –	No Let
Yes		
Was the interference minimal?	Yes –	No Let
No		
Could the obstructed player have got to the ball and made a good return and was that player making every effort to do so?	No –	No Let
Yes ▶		
Did the obstructed player move past the point of interference and play on?	Yes –	No Let
No ▶		
Did the obstructed player create the interference in moving to the ball?	Yes –	No Let
No		
The player would have made a good return. Did the opponent make every effort to avoid interference?	No –	Stroke to player
Yes		
The player would have made a good return. Did the interference prevent the player’s reasonable swing?	Yes –	Stroke to player
No		
Could the obstructed player have made a winning return?	Yes –	Stroke to player
No		
Would the obstructed player have struck the opponent with the ball going directly to the front wall or if going to a side wall, would have been a winning return?	Yes –	Stroke to player
No		
Was there interference which the opponent made every effort to avoid (unless the player’s reasonable swing was prevented) and the player would have made a good return?	Yes –	Yes Let



CONDUCT ON COURT

(Guidelines to Rule 17)

Referee's calls when a player has committed an offence

The REFEREE must control the match how he/she sees fit an unacceptable behaviour must not be tolerated.

(when issuing penalties, name the penalty, player's name and offence).

CONDUCT WARNING

Referee's Call ~ "Conduct warning player A for (offence)

~ includes behaviour problems, unfair warm-up, time wasting, tying shoelaces etc.

CONDUCT STROKE

Referee's Call ~ "Conduct Stroke player A for (offence), stroke to player B"

Examples ~ time wasting during a match or taking excessive breaks during games or replacement of racket. Player continually dives around court and delays play (wet floor), Bad language or offensive behaviour.

CONDUCT GAME

Referee's Call ~ "Conduct game player A for (offence), game to player B"

Example ~ you have warned a player for offensive behaviour. He has just made a bad error and now smashes his racket against the wall breaking the racket. He waves his broken racket at you on his way to the door of the court. May also be continuous offences following a warning.

CONDUCT GAME

Referee's Call ~ "Conduct game player A for (offence), game to player B"

Example ~ you have warned a player for offensive language and also awarded a conduct stroke for racket abuse. You have just awarded a stroke against him after a rally, which ended in an appeal for a let by his opponent, and he now launches into a torrent of abuse against you, your marker and also the spectators

NB These guidelines are not "set in concrete". A referee may award an initial conduct penalty at any level but any subsequent penalty for a similar offence cannot be to a lesser degree.



BLEEDING ~ ILLNESS DISABILITY or INJURY

INCIDENT	Referee action	Recovery Time	Decision	Rule
Bleeding	Stop Play. Allow time to staunch bleeding, cover wound and/or change clothing. Allow play to continue once bleeding stopped.	Referee discretion	Allot time	16.1
Bleeding recurrence	Stop Play. Award game and allow 90 seconds interval between games	None	Award game to opponent	16.1.1
Bleeding unstoppable	If after 90 seconds interval between games bleeding continues, Referee awards match.	None	Award match to opponent	16.1.1
Illness or Disability	Require player to play on, concede the game,, take 90 seconds between games, or concede the match.	None directly	Player decides	16.2
Injury	Confirm injury is genuine. Decide category of injury, announcing this to the players.		Decide	16.3
Either: Self-inflicted	Allow initial recovery time	3 minutes	Allow time	16.3.3.1
	If additional recovery time is required, award game to the opponent and allow 90 second interval.	3 minutes	Award game	16.3.3.1
Or: Contributed	Allow recovery time	1 hour	Allot time	16.3.3.2
	If additional time is required, consider Tournament schedule	Referee decision	Allot time	16.3.3.2
Or: Opponent Inflicted	Apply Rule 17 (Conduct). If player unable to continue, award match to the injured player.	None	Rule 17 penalty, award match	16.3.3.3