

In A Pickle

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IN A PICKLE
A Referee's Guide to Scenario Interpretation

In this first addition of *In A Pickle*, I have focused on scenarios based on situations most of us will encounter as referees: generally speaking, *single referee and no line judges*. Future editions of this book will be expanded to include *Dual Referees*. As this is an ever-expanding sport both in skill and technology, scenarios that cannot yet be imagined will occur in real life with real players. It is my hope that a new edition will be developed and printed on at least a bi-annual basis in an attempt to maintain pace with the growth of pickleball both here and abroad.

This book is separated into two main parts: *Scenarios* and *Rulings*. The Scenarios section sets the stage for the action upon which you are expected to rule. The Rulings section gives you the best-fit ruling based on the current rules. It is a good idea to have a latest edition of the USAP Rule Book and USAP Officiating Handbook on hand while you read through the scenarios. This author recommends you avoid looking in the Ruling section before you do your own research. This will help you begin to apply the rules without the aid of a rulebook as occurs, and expected, on court.

Throughout this book, all scenarios (unless otherwise specified) will assume the game being played is DOUBLES. Players will be labeled Team A (Players 1 and 2) and Team B (Players 3 and 4). To the best of my knowledge, all rulings are in accordance with currently (2022) approved rules (e.g., USAP, PPA, IFP, etc.). Rules are indicated by the Section and paragraph number (i.e., 3.C.2.). Words in gray are added for citing the specific rule(s) to aid in their application.

For all scores shown, the scoring sequence will be stated with the same convention as that prescribed in current pickleball rulebooks (i.e., serving team first, receiving team second, server number third). For brevity, the

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reader is to assume that the statement "Team A is leading with a score of 7-5-2" means Team A is serving, Team B is receiving, and the players should be aligned according to their team's score. This is a normal course of thought process expected of experienced referees and should not need to be restated in each scenario.

The reader is NOT to assume this work is to be used or applied in every given situation nor is it to be assumed the rulings in this book should be cited as a reference during a match. This is simply a compilation of real and/or imaginary (yet plausible) scenarios to help the learning pickleball referee become familiar with various situation to which they may be exposed during their career.

SCENARIOS

SECTION 2 – COURT AND EQUIPMENT

2.C. Net Specifications

1. Player 1 strikes a ball that clears the net and falls, with backspin, into the NVZ of Team B. Players 3 and 4 are both far from the NVZ on their end of the court. After landing, the ball is propelled due to the spin into the net and falls downward, stopping on a part of the net that has draped onto the court before either Player 3 or Player 4 can make a play.
2. Player 3 strikes a ball that clears the net and falls toward the NVZ of Team A. Before landing, the ball is propelled due to the backspin and wind onto a part of the net that has draped onto the court on Team A's NVZ where it comes to rest before either Player 1 or 2 can make a play. Both Player 1 and Player 2 were at the NVZ line when the shot from Team B passed over the net.

2.E. Paddle Specifications

1. During paddle inspections before a match begins, the referee discovers a paddle that is not on the approved paddle list as provided by USAP.
2. During paddle inspections before a match begins, the referee discovers a decal with the player's name on the paddle face just above the grip.
3. During paddle inspections before a match begins, the referee discovers a name decal within one inch of the top of the grip with a highly reflective (mirrored) background.
4. After calling the score to begin game 2 of a three-game match during a sanctioned tournament, the referee notices that Player 2 is using a paddle

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different than the one inspected during the pre-match brief. After the first rally, the referee stops play and requests to inspect the paddle. Upon inspection the referee determines the paddle is not on the approved paddle list.

5. Team B has just won the match (11-2, 11-5) and all players are still on the court with their paddles in hand. While the referee is completing the scoresheet, Team A Player 1 informs the referee that Team B Player 3 is using a paddle different than the one inspected during the pre-match brief. The referee requests to inspect the paddle and determines the paddle is not on the approved paddle list.
6. Team B has just won the match (11-2, 11-5). The referee completes the scoresheet and turns it over to the tournament operations desk. Just after this, Team A Player 1 informs the referee that Team B Player 3 was using a paddle different than the one inspected during the pre-match brief.
7. After calling the score to begin game 2 of a three-game match, the referee notices that Team A Player 2 has a ball retriever added to the end of the grip. After the first rally, the referee stops play and requests to inspect the paddle.
8. During paddle inspections before a match begins, the referee discovers a paddle that is on the approved paddle list as provided by USAP but has a broad stroke autograph written in bright red permanent ink across one face of the paddle.
9. During paddle inspections before a match begins, the referee discovers a decal with the players name on the paddle face approximately one inch from one of the edge guards.

10. With the score 6-4-2, the referee notices Player 3 is using a paddle that was not the paddle she started the match with. Upon inspection, the referee finds several expletives written in permanent ink across one face of the paddle.

2.G Apparel

1. During the pre-match brief for a match on center court, the referee notices Player 4 is wearing a shirt depicting a graphic display of violent humor. After a short discussion, the referee requests that Player 4 change shirts. Player 4 refuses, stating that the humor depicted is simply his statement of constitutionally protected free speech. The referee then insists Player 4 change shirts. Player 4 again refuses.

SECTION 4 – The Serve, Service Sequence, and Scoring Rules

4.A. Serving

1. Just before the referee calls the score, Player 1 serves the ball.
2. The score is 3-2-2. Just as the referee calls the first number of the score to begin the rally, Player 2 serves the ball.
3. The score is 5-7-1. Immediately after the referee begins to call the score, Player 3 starts their service motion with a high toss of the ball. Player 3 makes contact with the ball just after the referee says "1". The referee notes that all components of the volley serve are in place.
4. As the referee is calling the score, the server (Player 4) is standing with both feet well outside the imaginary extension of the sideline. Player 4 then begins their service motion and just before the ball is struck, the server's left foot is inside the imaginary sideline extension and behind the baseline while their right foot is still outside the extension, though it is off the playing surface.
5. The referee calls the score. Player 3 (correct server) legally serves the ball that from the referee's perspective, clears the NVZ line and lands on the centerline. Player 1 (correct receiver) believes the serve is "out" and does not make a play for the ball. It contacts the barrier behind Team A.
6. The referee calls the score during which Player 1 (correct server) begins her service motion. The referee notices the left foot of Player 1 is clearly over the baseline and touching the court when she begins her motion. Her right foot is behind the baseline and within the imaginary extensions of the centerline and sideline. Player 1 uses the bounce serve and just before

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striking the ball she lifts her left foot, contacts the ball, then replants her left foot onto the court.

7. Before the score is called, Player 3 (correct server) is standing outside the imaginary extension of the sideline. The referee begins calling the score and Player 3 begins his service motion by taking a large step such that his left foot is on the playing surface well inside the imaginary sideline extension and behind the baseline. At the moment of contact the referee notices the right foot of Player 3 is off the playing surface but still outside the sideline imaginary extension.
8. The referee calls the score and Player 4 (correct server), who has been using a backhand Drop Serve, turns his back toward the referee before dropping the ball to begin his service motion. Because Player 4 has turned, the referee cannot see the ball released from the server's hand. All other aspects of the Drop Serve are visible and legal.
9. While the score is being called, Player 1 (correct server) makes a high spinning toss of the ball to begin his service motion. Player 1 is right-handed. All aspects of the Volley Serve (per 4.A.5.) are in place when the ball is struck. The ball strike is after the referee completes calling the serve. However, Player 3 (correct receiver) does not make a play on the ball. Instead, Player 3 appeals to the referee that Player 1 has a bandage (band-aid) on his left hand.
10. While the score is being called, Player 1 (correct server) makes a high spinning toss of the ball to begin his service motion. Player 1 is right-handed. All aspects of the Volley Serve (per 4.A.5.) are in place when the ball is struck. The ball strike is after the referee completes calling the serve.

Player 3 (correct receiver) returns the serve but the ball does not clear the net and lands on the court on the side of Team B. Player 3 appeals to the referee that Player 1 has a bandage (band-aid) on his left hand.

11. After the score has been called, Player 2 (correct server) employing the Drop Serve, holds the ball well above her head, drops the ball with no spin where it bounces three times on the service court well inside baseline before she strikes it. Both her feet are stationary, behind the baseline, and well within the imaginary extensions of the centerline and sideline. The ball travels over the net and into the proper service court on her opponents' end of the court.
12. After the score has been called, Player 4 (correct server) employing the Drop Serve, holds the ball above his head, drops the ball onto the playing surface outside the sideline with no spin, where it bounces before he strikes the ball with a severe downward chopping motion, giving the ball a strong backspin as it travels over the net and into the correct service court on his opponents' end.

4.B. Player Positions

For the remainder of this guidebook, SSB stands for Starting Server Band. Team A consists of Player 1 (SSB) and Player 2, Team B consists of Player 3 (SSB) and Player 4.

1. After a side out, Team A is leading with a score of 4-3-1. Player 1(SSB) is holding the ball and positioned behind the right service court baseline. Player 2 is standing on the left service court baseline. Player 3(SSB) is positioned behind the right service court baseline, Player 4 is near the NVZ in the left service court. The referee calls the score and just before Player 1

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- serves the ball, Player 4 yells "No, wait." Player 1 performs a legal serve and Player 2 returns the serve.
2. After a mid-game change of ends, Team A is leading with a score of 6-3-2. Player 2 was the server before the end change. After the 1-minute time out, the players line up as follows: Player 1 (SSB) behind the left-side baseline, Player 2 (the server) behind the right-side baseline, Player 3 behind the right-side baseline, Player 4 (SSB) behind Player 3. The referee calls "Time In," waits for the players to be ready, then calls the score. Player 2 serves the ball to begin the rally. The serve is a sharply angled shot that Player 3 cannot reach.
 3. After a long and hard-won rally, the serving teams calls a Time Out. Player 1 tosses the ball to the referee. The score at the time of the TO is 7-5-1 and Player 1 (SSB) was the server. When the players return to the court, the referee rolls the ball toward the serving team and notices that Player 2 retrieves the ball and stands behind the left-side baseline. Player 1 (SSB) is standing behind Player 2. At the appropriate time, the referee calls the score. Player 2 serves the ball and the referee immediately calls "Fault, wrong server. Second server." Team B returns the ball to Team A. Player 2 catches it. Players 1 and 2 discuss the situation quickly and Player 2 tosses the ball to Player 1. Player 1, who is still standing behind the left-side baseline, asks the referee if he is on the correct side. The referee says "Yes." Upon hearing the referee, Player 2 moves to behind the right-side baseline. When the referee sees that all players are ready, she calls the score, 7-5-2. Player 1 (SSB) serves the ball.
 4. After a contentious rally, all players take positions that the referee notices are correct, the score is 8-10-2. Just before the score is called, Player 2 (the

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correct server) asks the referee if she is on the correct side. The referee answers "Yes" and announces she will recall the score. Player 1 then asks the referee if her partner is the correct server. The referee answers "Yes" and is about to call the score when Player 2 asks what their team score is. The referee says "You have 8." Players 3 and 4 then complain to the referee that Team A is purposefully delaying the game and that the delay should be at least a Verbal Warning.

5. During the third game of a three-game match, Team B is serving and is leading with a score of 10-9-2. Player 4 is serving. The referee verifies that all players are ready and calls the score. Player 4 is in her service motion, which consists of a high toss of the ball for a volley serve. While the ball is in the air, Player 1 shouts "Ref, am I correct receiver?" Player 4 then immediately serves the ball. Team B does not return the serve.
6. After a Side Out, the score is 7-6-1 in favor of Team A. Team A is now serving. Team B, who has been stacking, calls for a Time Out. After returning from the TO, Player 4 takes position behind the right-side service court and Player 3(SSB) stands behind her. Player 2 has the ball is prepared to serve. The referee calls the score and Player 2 legally serves the ball and Player 4 returns the serve. Team B wins the rally. The referee calls "Second server" but while changing the numbered clip, realizes Player 4 was the incorrect receiver.
7. After a particularly long rally, the score is 8-6-2 in favor of Team B. Player 4 for Team B is serving. Team A calls for a Time Out and after returning, the players line up as follows. Player 2 is positioned to receive the serve behind the left-side service court. Player 1(SSB) standing at the right-side NVZ line but off the court. Player 3(SSB) is holding the ball and standing behind the

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left-side service court. Player 4 is behind Player 3. Player 3 serves the ball, Player 2 returns the serve and the rally is played out with Team B winning. The referee calls "Point" and all players position themselves. The referee marks the scoresheet, checks for readiness, and calls the score "9-6-2." During the service motion but before Player 3 serves, Player 1 shouts "Challenge. Player 3 was the wrong server for the last rally."

8. After a Time out, the score is 4-5-1 in favor of Team A. Before the TO, Player 1(SSB) for Team A is serving. Team B calls for a Time Out and after returning, the players line up as follows. Player 2 is holding the ball and positioned to serve behind the left-side service court. Player 1(SSB) is standing behind Player 2 since Team A is stacking. Player 3(SSB), seeing where the server is serving from, stands behind the left-side service court. Player 4 is standing near the right-side NVZ but outside the court. Player 2 serves the ball, Player 3 returns the serve and the rally is played out with Team A winning the rally. This continues for three more rallies with Team A winning each one and switching sides accordingly. The referee marks the scoresheet after each rally so that the score is recorded as 7-5-1. Just before the next serve, Player 3 challenges that Player 2 has been the wrong server for the past three rallies.
9. During the third game of a three-game match, with the score 11-10-2 and Team A leading, Team B takes both of their Time Outs (2 minutes). Player 1(SSB) was serving before the TO and Team A is stacking. When the players return from the TO, Player 2 is holding the ball and is prepared to serve from the right-hand service court. Player 3 (SSB) sees where Player 2 is standing and takes position behind the right-hand service court. Player 4 is off the court near the left-side NVZ line. The referee announces "Time In"

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and calls the score. Player 2 serves the ball, Player 3 returns the serve, and the rally is played out with Team A winning the point. The referee announces, "Point, Game and Match, winners 1 and 2." The scoresheet is completed and reviewed by all the players. However, before the players leave the court, Player 3 asks the referee to review the scoresheet as she believes Player 2 was the incorrect server for the last rally.

10. The score in a Gold Medal match is 10-8-1 with Team B leading. Player 4 is the correct server. Before the next serve Player 1 (SSB) screams and falls the ground, requesting a Medical Time Out due to cramps. The referee contacts the Tournament Desk and Medical personnel. The medical personnel arrive and determine that cramping is the cause and attend to Player 1. Before the MTO time limit is up, Player 1 announces he can continue which is seconded by the Medical personnel. The referee announce "Time in" and the players make their way to the following positions: Player 3 (SSB) is holding the ball and standing behind the right-hand service court. Player 4 is standing behind her. Player 1(SSB) is standing behind the right-hand service court and Player 2 is near the NVZ in the left-hand service court. The referee does not notice that the wrong player is about to serve. The score is called, Player 3 serves and Team B wins the rally. The referee calls "Point, Game, Match. Winners 3 and 4." The scoresheet is correctly completed, reviewed by all players, and the referee leaves the court. Just as he approaches the Tournament desk, Players 1 and 2 stop the referee and challenge that Player 3 was not the correct server during the last rally.
11. The score in a Gold Medal match is 10-9-2 with Team A leading. Player 1(SSB) is the correct server. Before the next Team B requests their final

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Time Out. After the TO, the referee announce "Time in" and the players make their way to the following positions: Player 2 is holding the ball and standing behind the right-hand service court. Player 1(SSB) is standing behind her. Player 4 is standing behind the right-hand service court and Player 3(SSB) is near the NVZ in the left-hand service court. The referee does not notice that the wrong player is about to serve. The score is called, Player 2 serves and Team A wins the rally. The referee calls "Point, Game, Match. Winners 1 and 2." The scoresheet is correctly completed, reviewed by all players, and the referee leaves the court. Just after she hands the scoresheet to the Tournament desk personnel, Players 3 and 4 approach the referee and challenge the Player 2 was not the correct server during the last rally.

12. Before a rally with the score 3-5-2, the players are positioned as follows: Player 1(SSB) is correct server serving from the left-hand service court, Player 2 is off the court and well to the left of Player 1 , Player 3(SSB) is on the baseline of the left-hand service court and Player 4 is near the right-hand service court NVZ. After third shot, Player 1 quickly moves to the NVZ straddling the center service line while Player 2 stays well to the left of the NVZ outside the left sideline. All of the volleys and ground strokes during the rally are performed Player 1. Player 2 never steps onto the court. Team A wins the rally. Team B asks that the referee fault Team A because Player 2 never entered the court during the rally.

4.C. Readiness

1. Before the next rally, the referee verifies that players are ready. The player positions are as follows: Player 1(SSB) is the receiver, Player 2 is near the NVZ, Player 3(SSB) is the server and Player 4 is near baseline. Just as the referee is about to call the score, Player 2 raises her paddle above her head. The referee sees the motion but, in a fit of ingrained habit, continues to call the score and Player 3(SSB) serves to Player 1, who does not make a play on the ball.
2. Before a rally, the referee verifies that players are ready. The player positions are as follows: Player 1(SSB) is the receiver, Player 2 is near the NVZ, Player 3(SSB) is the server and Player 4 is near baseline. Just after the referee begins calling the score, Player 2 raises his paddle above his head. The referee sees the motion, continues to call the score and Player 3(SSB) serves to Player 1. The rally is played out with Team B winning the point. Player 2 complains to the referee that he was legally showing that he was not ready and that the rally should not count.

4.E. The 10-Second Rule

1. During a match, the referee notices that Player 3(SSB) has begun taking an unusually long time before serving after the score is called. On the next rally the score is 8-7-2. After verifying that all players are ready, the referee calls the score and begins silently counting and reaches '12' before Player 3 serves.
2. Before a rally the score is 4-6-2. Team A Player 1(SSB) is the correct server and should be serving from the right-side service court but the referee notices Player 2 is holding the ball behind the left-side service court. Team B Player 3(SSB) is the correct receiver and is positioned behind the right-

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side service court and Player 4 is near the NVZ on the left-side service court. Because Player 2 is holding the ball, Team B players seem to believe they are in the wrong position and move to what they now believe are the correct positions. The referee waits for them to reposition, then calls the score and begins silently counting seconds. Half-way through the 10-second count, Player 2 tosses the ball to player 1 who begins her service motion.

3. After a particularly long rally, the score is 8-9-2 with Team B leading. Player 4 is the correct server. Team A requests a Time Out and afterwards, the teams position themselves as follows: Player 4 is behind the left-hand service court with the ball, Player 3(SSB) is behind the right-side service court, Player 2 is behind the left-hand service court, and Player 1(SSB) is near the NVZ of the right-hand service court. After verifying that all players are ready, the referee calls the score. Player 4 begins her service motion and almost immediately Player 2 asks "What's our score?"

4.K. Wrong Score Called

1. After a contentiously hard rally, the score is 8-6-2 with Team B leading. Player 3(SSB) is the correct server. Team A calls a Time Out. After the TO, the players position themselves as follows: Player 3(SSB) has the ball and is behind the left-hand service court, Player 4 is behind Player 3, Player 2 is behind the left-hand service court and Player 1(SSB) is near the NVZ on the right-hand service court side. When the players are ready, the referee believes the players are in the correct position and that he missed adding a point to the scorecard but does not change the scoresheet accordingly. The referee then calls the score as 9-6-2. Player 3(SSB) serves and Team B wins the rally. After the rally realizes he called the wrong score.
2. After a rally where Player 1(SSB) is the server, the score is 4-5-1 with Team A leading. Players then position themselves as follows: Player 1(SSB) is holding the ball and positioned behind the right-side service court, Player 2 is standing behind Player 1, Player 4 is standing behind the right-side service court and Player 3(SSB) is near the left-side NVZ line. The referee verifies the players are ready and are in the correct position according to the score. The referee then calls "4-5-2," Player 1 serves the ball and the rally plays out with Team A winning the point. After the rally the referee realizes she called the wrong score.
3. Before a rally, Player 3(SSB) is the correct server and Player 1(SSB) is the correct receiver. The score is 9-6-2. Shortly after the rally begins, Player 1 falls into his partner, causing Team A to miss the ball and a point is awarded to Team B. Player 1 announces he is cramping and requests a Medical Time Out (MTO). Even though Team B won the point, the referee fails to properly mark the scoresheet because of the confusion caused by

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the player who fell and the ensuing MTO. Within the 15-minute time limit, Player 1 recovers and ensures his partner and the referee that he can continue. The referee calls time in and when the players are ready, they are positioned as follows: Player 3(SSB) is behind the right-side service court, Player 4 is behind Player 3. Player 1(SSB) is at the right-side service court baseline and Player 2 is near the left-side NVZ line. The referee realizes he has not marked the scoresheet and adds a point to the score in his head. He calls out "10-7-2" instead of "10-6-2." In lieu of asking for clarification, Players 1 and 2 quickly switch sides so that Player 2 is now receiving on the right side. Player 3 serves the ball and the rally is played out. Team A wins the rally, the referee announces "Side Out" and while he is manipulating the scoresheet, realizes his mistake.

4. During a hard-played match, Team A is leading in the third of three games 10-5-1. Player 1(SSB) is the correct server and is about to serve to Player 4 from the right-hand service court. Team B calls for a Time Out. Upon returning from the TO, the referee verifies all players are ready and that the players positions are correct for the score (Player 1 serving from right-hand side, Player 4 receiving from right-hand side). The referee begins calling the score and Player 1 begins her service motion. However, the score called is "10-5-2." Player 1 serves the ball and Player 4 catches the ball on his paddle, announcing to the referee that the score was called incorrectly.
5. During a match, Team B is serving in the third of three games 6-6-1. Player 3(SSB) is the correct server and is about to serve to Player 1 from the right-hand service court. Team A calls for a Time Out. Upon returning from the TO, the referee verifies all players are ready and that the players positions

are correct for the score (Player 3(SSB) serving from right-hand side, Player 1 receiving from right-hand side). The referee begins calling the score and Player 1 begins her service motion. However, the score called is "6-6-2." Player 3 serves the ball and Player 1 catches the ball on his paddle, announcing to the referee that according to the called score, Player 4 should have been the correct server.

6. The score in a gold-medal match 10-6-2 with Team B leading. Player 3(SSB) is the correct server. Team A calls a Time Out. Immediately after, Team B calls for a TO. After both TO's the players position themselves as follows: Player 3(SSB) has the ball and is behind the left-hand service court. Player 4 is behind Player 3. Seeing where Team B have positioned themselves, Player 2 moves to behind the left-hand service court and Player 1(SSB) is near the NVZ on the right-hand service court side. When the players are ready, the referee believes the players are in the correct position and calls out "9-6-2." Player 3(SSB) serves but before the second shot, Player 4, realizing what the *correct* score is, catches the ball and challenges the position of Player 3 claiming that the server should have served from the right-side according to the correct score (10-6-2).

4.L. Service Foot Faults

1. Upon watching closely, the referee notices that the server is dragging her rear foot while frequently serving from very near the imaginary extension of the sideline. On the next serve, the player starts her service motion well outside the imaginary extension and at the point of contact, her rear foot is clearly on that extension.
2. A player starts his service motion with one foot clearly touching the baseline and the other foot on the playing surface but well behind the

baseline. The player tosses the ball into the air higher than his head, and just before contacting the ball, raises his forward foot off the playing surface. After contacting the ball, his forward foot lands back on the baseline.

3. The score in a singles gold-medal match is 6-7. The server player starts their service motion by standing behind the left-hand service court. She tosses the ball into the air, steps over the imaginary centerline extension with one foot on the playing surface behind the right-side and the other in the air but still over the side when she makes contact with the ball.
4. The server starts his service motion by standing, straddling the corner, with his right foot on the playing surface outside and parallel to the right sideline. His left foot is behind the baseline and inside the imaginary extension of the right sideline. Without taking a step, he drops the ball onto the court and serves into the opponent's right-side service court.

4.M. Service Faults/4.N Receiver Faults

1. During a match in which portable nets are used, Team A is leading with a score of 6-5-2. Player 1(SSB) is serving from the right-side service court. He hits a particularly angled serve travels well left of his intended target, hits the top tape of the net very near the left net post, rolls along the net, caroms off left net post and lands in the opponents' right-side service court, clearing the NVZ line by a very small margin. Player 4 is the correct receiver, but the serve lands too softly for her to reach it before it bounces twice.

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2. Player 2 is serving with Team A leading 5-6-1. She is serving from the right-side service court. The served ball strikes the top of the net and lands squarely on the centerline well beyond the NVZ line. Seeing the ball strike the centerline, Player 3 believes the ball is 'out' and does not make a play, allowing the ball to travel to the fence behind him.
3. In Game 3 of a Gold Medal match, Player 3(SSB) is serving from the right-side service court with Team B leading 10-5-1. She is serving to Player 2. The referee checks to see if the players are ready and in the correct positions but notices Players 1(SSB) and Player 2 are having heated a conversation. The referee waits for what she feels is an adequate amount of time then calls the score. Even though Player 2 is not yet in a normal receiver's position, Player 3 begins her service motion. Player 2 sees Player 3 moving to serve and calls for a time out immediately after Player 3 strikes the ball.
4. In a contentious match between players that clearly do not like each other, Team A is leading Team B 8-4-2. Team A is preparing to serve from the left-side service court with Player 2 as the server. Player 4 is the correct receiver and Player 3(SSB) has positioned himself at the right-side NVZ line and very near the centerline. Player 2 serves a very hard shot directly at Player 3 such that he has not chance to avoid the ball. The ball strikes his left shoulder and lands in the NVZ.
5. During a 3.5 Mixed Doubles Gold Medal match, with Team A leading 8-3-1, Player 2 is serving from the left-side service court. The referee checks that the players are in their correct positions and begins calling the score, but only reaches "8-3" when Player 2 serves the ball.

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6. During a 3.5 Mixed Doubles Gold Medal match, with Team A leading 8-3-1, Player 2 is serving from the left-side service court. The referee checks that the players are in their correct positions and decides to call the score, but before he can announce the first number, Player 2 serves the ball.

SECTION 6 – Line Call Rules

1. Player 1 serves a ball that strikes the perpendicular point at which centerline and NVZ line connect.
2. The score in a rally is 6-4-1. A very attentive referee sees that a ball served by Player 2 strikes the perpendicular point at which centerline and opponent's baseline connect. Player 3 (the correct receiver) allows the ball to pass him, points a finger up and shouts "Out." Player 4 does not turn to see where the ball lands. Team A does not appeal the call.
3. The score in a rally is 3-6-2. A very attentive referee sees that a ball served by Player 2 strikes the perpendicular point at which centerline and opponent's baseline connect. Player 3 (the correct receiver) strikes the ball to return it to Team A but immediately points a finger up and shouts "Out." The referee announces "Side out." The referee verifies that all players are ready and in the correct positions, and calls the score as "6-3-1." Player 3(SSB) begins his service motion, but immediately before the ball is struck by the server, one of the players on Team A shouts "Appeal!" The served ball strikes the net and falls to the court. Player 3, convinced he has just been distracted, energetically voices his opinion to the referee.
4. Team A is leading in a game 5-3-1. A player on Team B standing very near the NVZ line, hits a hard volley and begins 'wind milling' to regain his balance. The volley drives the ball very near the sideline on Team A's end of the court on the side nearest the referee. The Referee, while watching for a NVZ foot fault, hears the ball strike the playing surface. Then one Players on Team A say "Out" and the other player say "I think that was in," on the line call. After the referee is reasonably sure the Player on Team B has regained control of their momentum, he looks toward the direction the

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ball travelled, he sees that the ball is at rest against the fence. Neither player from Team A make an appeal to the referee.

5. Team A is leading 9-2-2. Player 3 plays a delicate shot from the NVZ line that travels very near Team A's sideline on the opposite side from the referee. Player 1, who is standing very near the NVZ on the same side as Player 3, reaches low and very near the playing surface, striking the ball immediately after it bounces. The referee does not see the ball bounce. Player 1's shot does not travel high enough to clear the net. It strikes the top tape and begins falling back toward the playing surface on the side of Team A. Before the ball hits the playing surface after rebounding off the net, Player 1 shouts "Out." After the ball hits the playing surface, Player 3 appeals the call to the referee arguing that the ball was dead once it hit the net and therefore could not be called out by Player 1.

6. Team B is leading in a game by a score of 8-6-1. Player 3(SSB) serves the ball to Player 1(SSB). The referee located on the far side from Player 1 and does not have a clear view of where the ball landed. Team A Player 1 makes a particularly lack-luster effort at returning a wide serve she believes is just OUT but does not make a prompt line call. The ball floats above the playing surface on the side of Team A toward Player 2 who is standing near the NVZ line. Player 2 was not initially paying attention to the flight of the ball until after her partner returned the serve. She turns and sees the ball falling toward her. She reaches out and taps the ball over the net for the second server. Just after Player 2 taps the ball over the net, Player 1 remembers the line call instructions during the pre-match brief and announces "That serve was out."

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7. Team B is leading in a game 4-2-2. Player 3 makes a very hard sideline drive that is missed by Team A. The referee clearly sees the ball bounce OUT but the players on Team A make no line call and after bouncing on the playing surface, the ball strikes fence. The referee announces "Point," adds a point to Team B's score, and indicates that the ball should be passed back to Team B. The referee verifies all players in their correct positions and calls the score as "5-2-2." But before Team B serves the ball, a player on Team A announces "Appeal" and requests the referee to rule on the previous sideline shot.
8. During a game where Team A is leading 5-2-2, a player from Team B hits a short shot beyond the sideline and NVZ of Team A. Seeing that the ball is going to bounce clearly out Player 2 shouts "That's out!" immediately before the ball hits the playing surface outside the sideline. Player 1 hits the ball high, which travels back over the net to Team B, and turns to make his way back to the baseline believing the rally is over. Player 3 spikes the ball onto the court of Team A out of reach for either of Team A's players. The ball travels to the fence behind Team A.
9. In a match with Team B leading 8-7-2, Player 3 strikes a ball that, to the referee, clearly lands IN on the Team A end of the court. Player 2 calls the ball OUT after the ball strikes playing surface and performs a groundstroke, returning the ball to the Team B end of the court. Team B does not appeal.

SECTION 7 – Fault Rules

1. In a game with Team B leading 10-3-1, Player 2 strikes a hard groundstroke on a wide shot from Team B. The net system consists of permanent net posts, a standard net, and corded webbing support the net vertically to the net post. The referee sees the ball travel between the net post and the net, then land in the court on Team B's end.

2. During game 3 of a match with Team A leading 10-3-1, a high energy rally ensues. All four players are at their respective NVZ lines. Player 3 is right-handed and Player 4 is left-handed. Both are positioned to have forehands in the middle. During the rally, Player 3 is so focused to return a groundstroke, she bumps into Player 4 hard enough to cause her to drop her paddle. Player 3's shot is a well-placed lob that forces Team A back from the NVZ line. Player 4's paddle bounces and comes to rest under the net with the handle contacting the court beyond the plane of the net. Being attentive on the NVZ activity, the referee sees that Player 3's shot was not a volley, Player 4's paddle never touched the net, and that Player 4 was not the player that hit the lob. This all occurs before Team A can return the lob but after the ball bounces twice on Team A's end of the playing surface.

3. A pro-level match is being played in a tournament with temporary nets. Team A is leading 6-5-2. During an energetic exchange at the NVZ, Player 3 and Player 4 become entangled. Player 3's motion to hit a ground stroke dink contacts Player 4's hat. The hat leaves Player 4's head and comes to rest in the NVZ while the rally continues. While reaching for another low ground stroke, Player 4 kicks Player 2's hat. It slides toward the net and comes to rest against the center base. Player 1 is not able to return Player

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4's well-placed shot and Player 1's shot goes wide. Player 3 calls Player 1's shot OUT.

4. While performing an Erne, Player 3 strikes a well-placed shot that hits the paddle of Player 1. The ball travels high over the sideline fence and into the audience bleachers. After the shot, but after the ball has cleared the sideline fence, Player 3 loses her sunglasses that rebound off the playing surface and come to rest against the net post.
5. Team A is leading in a match 9-3-1. After an extremely wide, but well-played dink from Team A, Player 3 attempts to return the ball around the net post that travels back toward Team A's end of the court well below the height of the net. The referee sees the ball strike Player 1 on the forearm during her attempt at the ball. The ball goes back toward Player 3 who is now standing just at the net and outside the NVZ. Player 3 spikes the returned ball but in her follow through, hits the net post with her paddle.
6. During game 3 in a match, Team A is leading 6-5-2. Player 4 strikes a sideline shot from the right-side service court NVZ line to the left of Player 1 who is opposite Player 4. The referee is positioned on the far end of the net from where the play is occurring. Player 2 is a few feet behind the NVZ line and near the left sideline of her end. She sees the ball bounce on the playing surface just outside the sideline. To prevent the ball from flying into a crowd of spectators, she catches the ball with her left hand, then immediately shouts "OUT."
7. Team A is leading Team B 14-11-2 in a one-game match to 15. After a very wide and angled dink from Team A, the ball bounces on the sideline and travels well outside the court. This occurs on the side of the net where the

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referee is standing. Player 3 attempts an 'Around The Post' shot at Player 2 who has moved to protect the sideline on her end of the court. The referee sees that Player 2 has one foot on the NVZ sideline. When Player 3 makes his ATP shot, the ball lightly skims the leg of the referee just before Player 2 strikes the ball who has clearly made a NVZ violation.

8. During a game with Team B leading 11-10-2, an intense rally is in play with all four players at the NVZ. Player 4 sees a ball rolling along the fence behind Team A and calls for a hinder while Player 3 is making a play on the ball.
9. In game 2 of a 3-game match, Team A is leading 10-2-2. During an intense rally, Player 1(SSB) sees a ball enter the court of Team B several feet behind Players 3 and 4 and her attention is momentarily diverted. Player 1 strikes the ball in play for an attempted winner down the sideline then calls "Ball on!" Player 4 who is playing opposite Player 1 makes an attempt to return the sideline shot, but her shot is wide and lands out of bounds near the fence.

SECTION 9 – Non-Volley-Zone Rules

1. Player 4 is at the NVZ and reaching deep to return a well-placed dink. Her paddle audibly scrapes the court just before making contact with the ball. Player 4's shot travels sharply over the net and into the chest of Player 1, who cannot make a play on the ball.
2. Player 1 reaches will into the NVZ to catch a shallow dink. Her paddle, after striking the ball, touches the sideline of the NVZ as she continues to move to her right, but her feet do not enter the NVZ.
3. Player 3, who is straddling the corner of the NVZ, but not touching it, performs a long stretching dink. After the shot, he loses his balance and supports himself with his paddle touching the NVZ.
4. Players 1 and 2 are positioned very near the center service line and the NVZ line. A weak lob from Team B passes between Players 1 and 2. Both reach to make a return drive but only Player 1's paddle contacts the ball. Player 2's paddle strikes the back of Player 1's paddle the instant Player 1 strikes the ball. Player 2, because of her momentum, steps into the NVZ.
5. While going back for a short lob, Player 4 pushes off Player 3 and strikes a hard overhead smash for a winner. The ball bounces in Team 1's court, rebounds off the surface and hits the fence behind Team 1. After the ball hits the fence, Player 3, because she was pushed by Player 4, steps toward the NVZ. In an effort to stop herself, she windmills, causing her to lose her hat which lands in Team B's NVZ.
6. Player 1 has found herself well outside the left side of the court after returning an extremely angled dink. She dashes hard right to get back into position to catch the next returned shot which ultimately becomes a

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simple drive for her, down the middle between Players 3 and 4. The ball bounces once on Team B's court and hits the fence behind Team B. All the while, Player 2 has been well right of the center service line on the side of Team A. Player 1, well after the ball strikes the fence behind Team B, bumps into Player 2, causing Player 2 to step into the NVZ as Player 1 passes behind her.

7. Players 3 and 4 both reach for an overhead volley. Player 4 strikes the back side of Player 3's paddle, causing Player 3 to drop her paddle into the NVZ. The ball is returned by Team A and it travels back over net, hitting Player 3's paddle which is still lying in the NVZ.
8. Player 3 volleys a hard shot into Player 1, who is clearly standing on the NVZ. Player 3 then begins windmilling to regain his balance. The ball contacts Player 1's paddle and travels back across the net and onto Team B's court where it bounces twice before Team B can return the shot. After the second bounce, Player 3 loses his effort to regain his balance and steps into the NVZ.

SECTION 11 – Other Rules

11.A. DOUBLE HITS

1. Player 3 makes a difficult backhand shot in one continuous motion that rebounds off her thumb, hits the paddle face, then travels over the net and into Team A's NVZ. Player 1 does not make a play on the ball. It bounces more than once, after which Player 1 appeals to the referee that the Player 3's double hit is a fault.

11.E. BROKEN OR CRACKED BALL

1. Team A (serving team) has just committed their first fault in a rally by not returning the ball after a long lob. The referee calls the score as 6-9-2 and Player 2 is about to serve as Second Server. Before he serves, Player 2 notices the ball is cracked. He appeals to the referee, explaining that the ball was cracked during the previous rally and the rally should be replayed since a cracked ball is a hinder.
2. During a rally, the score is 10-8-2 with Team B leading. Player 1, seeing that the ball is cracked when she hits a hard return to Team B, yells "The ball is cracked!" just as Player 3 is about to hit the ball. Player 3 strikes the now wobbling ball and returns it to Team A's side of the court. It is now obvious to everyone, including the referee, that the ball has a severe crack. Player 1 catches the ball and tosses it to the referee.

11.F. INJURY DURING RALLY

1. During an officiated match and in an effort to return a wide serve, Player 1 runs hard into the fence and falls. Her shot is well placed and Player 3 has to run back beyond the baseline on Team B's end of the court. She sees

that Player 1 is not getting up, calls for a hinder, and catches the ball to begin giving aid to Player 1.

11.G. PLAYER EQUIPMENT PROBLEM

1. During an energetic rally at the NVZ, Player's 1 and 2 collide during a groundstroke dink. Player 2's glasses fall off and into the NVZ. He immediately begins appealing to the referee that he cannot see and calls for a hinder. The other three players continue playing and the rally ends due to Player 1 hitting the ball into Team A's side of the net.

11.H. ITEMS ON THE COURT

1. Player 4 hits a high lob to Team A's end of the court, but drops her paddle after colliding with her Player 3. The paddle lands mid court and well outside the NVZ. Player 1 returns the lob before Player 4 has retrieved her paddle. The ball strikes Player 4's paddle, bounces high and Player 3 spikes the ball for a rally-ending shot. Team A immediately appeals for a fault on Team B for using two paddles.

11.I. PLANE OF THE NET

1. Player 3 runs hard for a wide shot before crossing the plane of the net but his momentum carries him to Team A's end of the playing surface. Player 1 returns his shot with a well-placed dink to Team B's NVZ on the side nearest Player 3. Player 3, having very long arms, while still standing on Team A's side of net, reaches back over to 'dink' a shot over into opponent's NVZ for 'winner.'
2. Player 1 is running hard toward the net to dive for a wide dink. She makes the shot and the ball travels high over the heads of Team B and lands in

Team B's court. However, Player 1, due to her momentum, impacts the referee (who is backing out of the way to avoid contact), trips over the referee's foot and falls on Team B's side of the playing surface. Player 4 races back in an attempt to return Player 1's shot. Meanwhile, Player 3 (who was near the scene of the impact) reaches down to help Player 1 up. Player 1 grabs Player 3's hand, stands and returns to Team A's end of the court. Player 4 then returns the lob but it is short and hits Team B's side of the net.

11.J DISTRACTIONS

1. Player 3 makes loud sound while striking the ball just after it hits the baseline. The ball travels back Team A's end of the court. Player 1 returns Player 3's shot, but begins questioning the referee "Did you see that ref?" just as Player 1 is about to strike the ball again. Player 1's shot goes out.

11.K. THE NET POSTS

1. Player 1 performs an Erne, and the ball bounces high on Team B's court. While the ball is still in the air, Player 1's follow through causes her to strike the net post.

11.L THE NET

1. In a game 3 of a match with a portable net, Team A is leading 4-2-2. Well after the serve during a rally, Player 1(SSB), who was the second server, strikes a ball that hits the top tape of the net and rolls back toward the Team A end of the court. The ball falls straight down and bounces off the horizontal support bar.

2. In a game 3 of a match with a portable net, Team B is leading 11-10-2. A high lob from Team A passes just over the net and falls onto the court with backspin, travels back into the net and falls down onto the horizontal support bar.

11.N ONE PADDLE

1. Players 3 and 4 both reach for a hard shot between them. Player 3 strikes the ball for a high lob but Player 4 strikes Player 3's paddle. Player 3 drops the paddle but the ball travels over the net to Team A's end of the court. While Team A are making play on the ball, Player 4 picks up Player 3's paddle and hands it back to him. Team A's attempt at the ball is unsuccessful and it goes long past Team B's baseline. Team B call the ball OUT.

11.O PADDLE POSSESSION

1. Player 1 is approaching the NVZ but sees he will not reach a very short dink in time. He reaches his paddle out but it slips out of his hand. While the paddle is falling, it contacts the still falling ball, which travels back over the net into Team B's NVZ for an apparent winner.

RULINGS

This section of *In A Pickle* gives the best-fit rulings according to the latest version of the USA Pickleball Rule Book and the USAP Officiating Handbook. The applicable rules and handbook guidance are in gray.

SECTION 2 – COURT AND EQUIPMENT

2.C. Net Specifications

1. Ruling – This is a fault on Team B. If, in the opinion of the referee, either Player 3 or Player 4 had a play on the ball after it bounced once, this may be ruled a hinder. However, in this scenario, the draping net did not affect the ability of Team 2 to make a play on the ball since the ball had already bounced once before coming to rest on the net and the players were too far from the ball to make a play. This is a fault per rule 7.E.

(Per 2.C.6. – if the referee deems a ball is affected by the draping net, it shall result in a replay.)

7.E. Failure of a standing player to return the ball before it bounces twice on the receiving player's side of the net)

2. Ruling – The referee should call for a hinder and allow a replay.
(2.C.6. If the net drapes onto the court and such a configuration is not corrected by the tournament staff prior to the start of play, and if the referee deems a ball is affected by the draping net, it shall result in a replay.)

2.E. Paddle Specifications

1. Ruling - Allow the player to switch to an approved paddle.
(2.F.1.a. If the violation is identified prior to the match starting, the player may switch to a paddle listed as Pass on the USA PICKLEBALL/IFP Approved Paddle List without penalty.)
2. Ruling – If the decal does not extend more than 1 inch onto the paddle face as measured from the top of the grip, allow the player to use the paddle. (Rule 2.E.5.b.) Otherwise the player must switch to an approved paddle
(2.F.1.a.1. If the violation is identified prior to the match starting, the player may switch to a paddle listed as Pass on the USA PICKLEBALL/IFP Approved Paddle List without penalty.)
3. Ruling – Require the player to either remove the decal or switch to an approved paddle
(Rule 2.E.2.a. Reflection. The paddle's hitting surface shall not be adversely reflective, such that it has the potential to negatively affect the vision of opposing player(s).)
4. Ruling – Team A forfeits the match.
(2.F.1.a.2. - If the violation is identified after the match has started, the player or team forfeits only the match being played.)
5. Ruling – Team B forfeits the match. Team A wins 11-0, 11-0.
(2.F.1.a.2. - If the violation is identified after the match has started, the player or team forfeits only the match being played.)
6. Ruling – Results of the match stand.
(2.F.1.a.2. - If the violation is discovered after the scoresheet is

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returned to the tournament operations desk, the match results stand.)

7. Ruling – Team A forfeits the match.

(2.E.6.e. - No removable parts except for paddle grip adjustments and/or grip wraps and lead tape on the paddle edge.

2.F.1.a.2. - If the violation is identified after the match has started, the player or team forfeits only the match being played.)

8. Ruling - Allow the player to use the paddle.

(2.E.5.c. - Hand-drawn or handwritten markings are allowed on the paddle's playing surface as long as they do not impact the surface roughness and are in good taste. No aftermarket graphics are allowed on a commercially made paddle other than "hand-drawn" or "handwritten" pen markings. Any hand-drawn or handwritten depictions must be in good taste.)

9. Ruling – Require that the decal is removed or that the player choose another approved paddle.

(2.E.5.b. Decals and tape can extend no farther than 1.0 inch (2.54 cm) above the top of the grip nor more than 0.5 inch (1.27 cm) inside the outer edge of a paddle or, if an edge guard is in place, 0.5 inch inside the edge guard.)

10. Ruling - Team B forfeits the match. Team A wins 11-0, 11-0.

(Per 2.E.5.c. - Hand-drawn or handwritten markings are allowed on the paddle's playing surface as long as they do not impact the surface roughness and are in good taste. No aftermarket graphics are allowed on a commercially made paddle other than "hand-drawn" or

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"handwritten" pen markings. Any hand-drawn or handwritten depictions must be in good taste.

2.F.1.a.2. - If the violation is identified after the match has started, the player or team forfeits only the match being played.)

2.G Apparel

1. Ruling – Team 2 may forfeit the match.

(2.G.4. The Tournament Director has the authority to enforce apparel changes. If the player refuses to comply with the apparel rules, the Tournament Director may declare a forfeit of the match.)

SECTION 4 – The Serve, Service Sequence, and Scoring Rules

4.A. Serving

1. Ruling – Return the ball to Player 1. No service fault can have occurred since the ball is not live.

(3.A.19. Live Ball/In Play – The point in time when the referee or server (or server's partner per rule 4.D.2) starts to call the score. 8.E. Other than non-volley zone violations, faults may only be committed when the ball is live.)

2. Ruling – The referee shall announce "Fault. Side out," and explain the situation to all players.

(4.A.1. The entire score must be called before the ball is served.

4.M.11. A fault occurs when the server hits the ball to make the serve while the score is being called.

7.F. Violation of Section 4, Section 9 and Section 11 rules.)

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3. Ruling – No service fault.

(3.A.34. Serve – The initial strike of the ball to start the rally.

4.A.1. The entire score must be called before the ball is served.)

4. Ruling – No service fault.

(4.A.1. The entire score must be called before the ball is served.

4.A.4. The moment the ball is served:

*4.A.4.a. At least one foot must be on the playing
surface behind the baseline.*

*4.A.4.b. Neither of the server's feet may touch the court
on or inside the baseline.*

*4.A.4.c. Neither of the server's feet may touch outside
the imaginary extensions of the sideline or
centerline.)*

5. Ruling – Team B Point

*(3.A.36. Service Court – The area on either side of the centerline,
including the centerline, sideline, and baseline, excluding the NVZ.*

*4.A.2. Placement. The server must serve to the correct service court
(the court diagonally opposite the server). The serve may clear or
touch the net and must clear the NVZ and the NVZ lines. The serve
may land on any other service court line*

*8.D. A ball in play that contacts a permanent object after it has
bounced on the opponent's court will result in a dead ball. The player
who hit the ball shall win the rally.)*

6. Ruling – Legal serve.

(3.A.34. Serve – The initial strike of the ball to start the rally.

4.A.4. The moment the ball is served:

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4.A.4.a. At least one foot must be on the playing surface behind the baseline.

4.A.4.b. Neither of the server's feet may touch the court on or inside the baseline.

4.A.4.c. Neither of the server's feet may touch outside the imaginary extensions of the sideline or centerline.)

7. Ruling – Legal serve.

(3.A.34. Serve – The initial strike of the ball to start the rally.

4.A.4. The moment the ball is served:

4.A.4.a. At least one foot must be on the playing surface behind the baseline.

4.A.4.b. Neither of the server's feet may touch the court on or inside the baseline.

4.A.4.c. Neither of the server's feet may touch outside the imaginary extensions of the sideline or centerline.)

8. Ruling – The referee shall stop the rally before the return of the serve and call a replay.

(4.A.5. The Volley Serve. The server shall use only one hand to release the ball to perform the serve. [...] The server's release of the ball must be visible to the referee and the receiver. [...] A replay shall be called before the return of serve if the release of the ball is not visible

9. Ruling – The referee shall call a replay.

(4.A.5. The Volley Serve. The server shall use only one hand to release the ball to perform the serve. If the ball is visibly spun by the server, during the release, the part(s) of the hand contacting the ball must be bare. [...] A replay shall be called before the return of serve [...] if the

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referee cannot discern whether an item on the hand contacted a visibly spun ball.

10. Ruling – Point for Team A.

(4.A.5. The Volley Serve. The server shall use only one hand to release the ball to perform the serve. If the ball is visibly spun by the server, during the release, the part(s) of the hand contacting the ball must be bare. [...]A replay shall be called before the return of serve [...]if the referee cannot discern whether an item on the hand contacted a visibly spun ball.

A fault (and resulting dead ball) will be declared for the following:

7.B. Hitting the ball into the player's side of the net without the ball crossing over to the opponent's side.)

11. Ruling – Legal serve.

(4.A.6.a. Servers must release the ball from one of the server's hands or dropped off the server's paddle face from any natural (un-aided) height and hit the ball after the ball bounces. There is no restriction how many times the ball can bounce nor where the ball can bounce on the playing surface.)

12. Ruling – Legal serve.

(4.A.6.a. Servers must release the ball from one of the server's hands or dropped off the server's paddle face from any natural (un-aided) height and hit the ball after the ball bounces. There is no restriction how many times the ball can bounce nor where the ball can bounce on the playing surface.

4.A.6.c. If the drop serve is used, the ball may be struck with either a forehand or backhand motion without any other restriction i.e., the

location restrictions of the ball and paddle in Rules 4.A.5.a, 4.A.5.b and 4.A.5.c do not apply.)

4.B. Player Positions

For the remainder of this guidebook, SSB stands for Starting Server Band. Team A consists of Player 1 (SSB) and Player 2, Team B consists of Player 3 (SSB) and Player 4.

1. Ruling – Fault on Team B. Player 3(SSB) is the wrong receiver. Point for Team 1

(4.B.1. Server and Receiver. The correct server and receiver and their positions are determined by the score and the players' starting positions in the game.

4.B.6.b. When the team's score is even (0, 2, 4 ...), the team's starting server's correct position is at the right/even serving area. When the team's score is odd (1, 3, 5...), the starting server's correct position is at the left/odd court.

4.B.9. When an incorrect player serves or receives, or a player serves from an incorrect position, the referee will immediately stop play and identify the fault(s).

4.N.1. The incorrect player returns the serve.)

2. Ruling – The referee should immediately call a fault on Team A. Player 2 served from the wrong side.

(4.B.1. Server and Receiver. The correct server and receiver and their positions are determined by the score and the players' starting positions in the game.

4.B.6.b. When the team's score is even (0, 2, 4 ...), the team's starting server's correct position is at the right/even serving area. When the team's score is odd (1, 3, 5...), the starting server's

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correct position is at the left/odd court.

4.B.9. When an incorrect player serves or receives, or a player serves from an incorrect position, the referee will immediately stop play and identify the fault(s).

4.M.1. The server serves from the incorrect serving area.)

3. Ruling – The referee should immediately call a fault on Team A. After the TO, Player 1 (SSB was the correct server and should have served from the left-hand service court since Team A's score was 7. Since Player 2 served the ball after the TO, the fault is WRONG SERVER regardless of which side she served from. As soon as Team A faulted, Player 2 became the Correct Server. Since their score is 7, Player 2 should have served from right-hand service court.
(4.B.1. Server and Receiver. The correct server and receiver and their positions are determined by the score and the players' starting positions in the game.
4.B.6.b. When the team's score is even (0, 2, 4 ...), the team's starting server's correct position is at the right/even serving area. When the team's score is odd (1, 3, 5...), the starting server's correct position is at the left/odd court.
4.B.9. When an incorrect player serves or receives, or a player serves from an incorrect position, the referee will immediately stop play and identify the fault(s).
4.M.1. The server serves from the incorrect serving area.)
4. Ruling – This is not a verbal warning situation. The referee shall answer the questions, state that the score will be recalled and call the score.

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(4.B.8. Before the serve occurs, any player may ask the referee for the score, correct server or receiver, correct player position, and may challenge/confirm the called score. Any player may ask any one or more of these questions.)

5. Ruling – As long as the ball has not been served, the referee shall immediately stop play, answer the player's question(s), announce that he will recall the score, then recall the score.

(4.B.8. Before the serve occurs, any player may ask the referee for the score, correct server or receiver, correct player position, and may challenge/confirm the called score. Any player may ask any one or more of these questions.)

6. Ruling – At the beginning of the rally, Team B's score was 6, Player 3 (SSB) was the correct receiver. Since Player 4 returned the serve, the fault occurred when Player 4 struck the ball and nothing else during that rally has relevance. Rule 4.B.10. allows for correcting this situation. The referee should announce "Correction. Fault on receiving team. Wrong receiver. Point" and then explain the situation.

(3.A.11. Fault – A rules violation that results in a dead ball and the end of the rally.)

4.B.10. Incorrect Player or Position. When an incorrect server or player position is discovered after a rally, game, or match has ended, the offending team can be faulted until the next serve occurs or prior to the scoresheet being returned to the tournament operation's desk. A point scored during the rally by the offending team will not count. Any previous points scored by the incorrect

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server or with players in the incorrect positions will stand. After a match is completed, an incorrect player or position error may not be corrected after the scoresheet has been returned to tournament operations personnel.

It is a fault against the receiving team resulting in a point for the server if:

4.N.1. The incorrect player returns the serve.)

7. Ruling – Before the TO, Player 4 was the Correct Server and should have served from the left-hand service court. Since Player 3 served, the fault occurred immediately after the serve and nothing else during the rally has relevance. Rule 4.B.10 allows for correcting the situation. The referee should correct the scoresheet by erasing the point given to Team B and announce “Correction. Fault, wrong server. Side out.” The correct score is now 6-8-1 and Team A is serving.

(3.A.11. Fault – A rules violation that results in a dead ball and the end of the rally.

4.B.10. Incorrect Player or Position. When an incorrect server or player position is discovered after a rally, game, or match has ended, the offending team can be faulted until the next serve occurs or prior to the scoresheet being returned to the tournament operation's desk. A point scored during the rally by the offending team will not count. Any previous points scored by the incorrect server or with players in the incorrect positions will stand. After a match is completed, an incorrect player or position error may not be corrected after the scoresheet has been returned to tournament

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operations personnel.

During the service, it is a fault against the serving team resulting in resulting in loss of serve if:

4.M.2. The incorrect player serves the ball.)

8. Ruling – Before the TO, Player 1(SSB) was the Correct Server and should have served from the right-hand service court since their score was 4 (even). Since Player 2 served, the fault occurred immediately after the serve and nothing else during the rally has relevance. A point scored during a rally with the wrong server does not count. However, that is only true for the *most recent rally*. After a serve occurs, any points scored during the previous two rallies count. Rule 4.B.10. allows for correcting the situation. The referee should correct the scoresheet by erasing only the point given to Team A on the most recent rally, announce “Correction. Fault, wrong server. Second server” and explain the situation to all the players. The correct score is now 6-5-2 and with Player 2 as the correct server serving from the left-hand service court.

(3.A.11. Fault – A rules violation that results in a dead ball and the end of the rally.

4.B.10. Incorrect Player or Position. When an incorrect server or player position is discovered after a rally, game, or match has ended, the offending team can be faulted until the next serve occurs or prior to the scoresheet being returned to the tournament operation's desk. A point scored during the rally by the offending team will not count. Any previous points scored by the incorrect server or with players in the incorrect positions will stand. After a

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match is completed, an incorrect player or position error may not be corrected after the scoresheet has been returned to tournament operations personnel.

During the service, it is a fault against the serving team resulting in resulting in loss of serve if:

4.M.2. The incorrect player serves the ball.)

9. Ruling – Before the TO, Player 1(SSB) was the Correct Server and should have served from the left-hand service court since their score was 11 (odd). Because Player 2 served, the fault occurred immediately after the serve and nothing else during the rally has relevance. A point scored during a rally with the wrong server does not count, even though all players reviewed the scoresheet and the referee announced Team A the winners. Rule 4.B.10. allows for correcting the situation. The referee should correct the scoresheet by erasing the point given to Team A on the last rally, announce “Correction. Fault, wrong server. Side out” and explain the situation to all the players. The correct score is now 10-11-1 and with Team B Player 3(SSB) as the correct server.

(3.A.11. Fault – A rules violation that results in a dead ball and the end of the rally.

4.B.10. Incorrect Player or Position. When an incorrect server or player position is discovered after a rally, game, or match has ended, the offending team can be faulted until the next serve occurs or prior to the scoresheet being returned to the tournament operation's desk. A point scored during the rally by the offending team will not count. Any previous points scored by the incorrect

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server or with players in the incorrect positions will stand. After a match is completed, an incorrect player or position error may not be corrected after the scoresheet has been returned to tournament operations personnel.

During the service, it is a fault against the serving team resulting in resulting in loss of serve if:

4.M.2. The incorrect player serves the ball.)

10. Ruling – Before the MTO, Player 4 was the Correct Server and should have served from the left-hand service court since their score was 10 (even). Because Player 3 served, the fault occurred immediately after the serve and nothing else during the rally has relevance. A point scored during a rally with the wrong server does not count, even though all players reviewed the scoresheet and the referee announced Team A the winners. Rule 4.B.10. allows for correcting the situation. The referee should return to the court with all players, correct the scoresheet by erasing the point given to Team B on the last rally, announce “Correction. Fault, wrong server. Second server” and explain the situation to all the players. The correct score is now 10-8-2 with Team B Player 4 as the correct server.

(3.A.11. Fault – A rules violation that results in a dead ball and the end of the rally.

4.B.10. Incorrect Player or Position. When an incorrect server or player position is discovered after a rally, game, or match has ended, the offending team can be faulted until the next serve occurs or prior to the scoresheet being returned to the tournament

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operation's desk. A point scored during the rally by the offending team will not count. Any previous points scored by the incorrect server or with players in the incorrect positions will stand. After a match is completed, an incorrect player or position error may not be corrected after the scoresheet has been returned to tournament operations personnel.

During the service, it is a fault against the serving team resulting in resulting in loss of serve if:

4.M.2. The incorrect player serves the ball.)

11. Ruling – Before the TO, Player 1(SSB) was the Correct Server and should have served from the right-hand service court since their score was 10 (even). Because Player 2 served, the fault occurred immediately after the serve and nothing else during the rally has relevance. A point scored during a rally with the wrong server does not count, even though all players reviewed the scoresheet and the referee announced Team A the winners. Rule 4.B.10. allows for correcting the situation. However, the scoresheet had already been turned in to the Tournament Desk, which for sake of implementing Rule 4.B.10. has the same effect as a subsequent serve during a game. The results of the match stand and Team A wins.

(3.A.11. Fault – A rules violation that results in a dead ball and the end of the rally.

4.B.10. Incorrect Player or Position. When an incorrect server or player position is discovered after a rally, game, or match has ended, the offending team can be faulted until the next serve

occurs or prior to the scoresheet being returned to the tournament operation's desk. A point scored during the rally by the offending team will not count. Any previous points scored by the incorrect server or with players in the incorrect positions will stand. After a match is completed, an incorrect player or position error may not be corrected after the scoresheet has been returned to tournament operations personnel.)

12. Ruling – This is not a fault. Rule 4.B.7. allows that there is no restriction on any player position (excepting the server during the serve) during a rally.

(4.B.7. Partner Positions. In doubles, with the exception of the server (see 4.A.4) there is no restriction on the position of any player, as long as all players are on their respective team's side of the net. They can be positioned on or off the court. The correct server must serve from the correct service court, and the correct receiver must receive the serve.)

4.C. Readiness

1. Ruling – The referee should stop play and announce that the rally will be replayed since Player 2 indicated “not ready” before the score was called.

(4.C. Readiness. Any player may indicate “not ready” prior to the start of the score being called.

4.C.1. One of the following signals must be used to indicate “not ready”: 1) raising the paddle above the head, 2) raising the non-paddle hand above the head, 3) completely turning their back to the net.)

2. Ruling – Once calling the score has begun, a “not ready” signal should be ignored by the referee. Fault on Team A for not returning the serve. However, the referee should scan the court and playing surface for a legal hinder.

(4.C. Readiness. Any player may indicate “not ready” prior to the start of the score being called.

4.C.2. After the start of the score being called, “not ready” signals will be ignored, unless there is a hinder. A player or team out of position is not considered a hinder.)

4.E. The 10-Second Rule

1. Ruling – The referee should announce “Fault, 10-seconds exceeded, side out.”

(4.E. The 10-Second Rule. Once the score has been called, the server is allowed 10 seconds to serve the ball.

4.E.1. If the server exceeds 10 seconds to serve, a fault will be declared.)

2. Ruling – The referee should immediately stop play and allow Team B to reposition to the correct position. The referee shall then announce “I’m recalling the score,” call the score and begin the 10-second silent count again.

(4.E. The 10-Second Rule. Once the score has been called, the server is allowed 10 seconds to serve the ball.

4.E.2. After the score has been called, if the serving team changes serving courts, the referee shall stop play, allow all players to reposition, and then recall the score to re-start the 10-second count.)

3. Ruling – The referee should immediately stop play and answer the question by saying something like “Your score is 9.” Then the referee should recall the score and restart the 10-second count
(4.E. The 10-Second Rule. Once the score has been called, the server is allowed 10 seconds to serve the ball.
4.B.8. Before the serve occurs, any player may ask the referee for the score, correct server or receiver, correct player position, and may challenge/confirm the called score. Any player may ask any one or more of these questions.)

4.K. Wrong Score Called

1. Ruling – According to Rule 4.K., this situation would normally be resolved by correcting the score after the rally and continuing. However, even though the players were positioned correctly according to the *called* score, they were out of position according to the *correct* score. Since it is the referee's responsibility to call the correct score in an officiated match, this is a referee error situation and the rally should be replayed.

(4.K. Wrong Score Called. If the server or referee calls the wrong score, once the serve is made, play shall continue to the end of the rally and the correction made before the next serve. After the serve is made, a player who stops play based solely on an incorrect score call, will have committed a fault and shall lose the rally.

From the OHB, Section 5 – Key Situations and Rules Violations

A.6.b.3.b – At the completion of the rally:

Replay the rally if the players played the rally incorrectly according to the correct score. This may be the result of you realizing the error or a

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player challenging the error in correct server, receiver, or player position.

H.2 – Referee Errors

The most common errors are calling the wrong score and calling a NVZ foot fault on a bounced ball. If you make a mistake, stop play immediately, announce "Correction," and replay the rally. This includes if you incorrectly identify the correct server when asked by a player.)

2. Ruling – Even though this is a referee error (calling "4-5-2" instead of "4-5-1"), the players were positioned correctly according to the correct score. Therefore rule 4.K. applies. Since no player stopped play, there was no fault related to the wrong score. The referee should announce "Correction. The score before this rally was 4-5-1. The score is now 5-5-1."

(4.K. Wrong Score Called. If the server or referee calls the wrong score, once the serve is made, play shall continue to the end of the rally and the correction made before the next serve. After the serve is made, a player who stops play based solely on an incorrect score call, will have committed a fault and shall lose the rally.)

3. Ruling – According to Rule 4.K., this situation would normally be resolved by correcting the score after the rally and continuing. However, even though Team B were positioned correctly according to the *correct* score, Team A were out of position according to the *correct* score but changed positions due to the *called* score. Since it is the referee's responsibility to call the correct score in an officiated match, this is a referee error situation and the rally should be

replayed.

(4.K. Wrong Score Called. If the server or referee calls the wrong score, once the serve is made, play shall continue to the end of the rally and the correction made before the next serve. After the serve is made, a player who stops play based solely on an incorrect score call, will have committed a fault and shall lose the rally.)

From the OHB, Section 5 – Key Situations and Rules Violations

A.6.b.3)b) – At the completion of the rally:

Replay the rally if the players played the rally incorrectly according to the correct score. This may be the result of you realizing the error or a player challenging the error in correct server, receiver, or player position.

H.2 – Referee Errors

The most common errors are calling the wrong score and calling a NVZ foot fault on a bounced ball. If you make a mistake, stop play immediately, announce “Correction,” and replay the rally. This includes if you incorrectly identify the correct server when asked by a player.)

4. Ruling – Fault on Team B. Point, game and match go to Team A
(4.K. Wrong Score Called. If the server or referee calls the wrong score, once the serve is made, play shall continue to the end of the rally and the correction made before the next serve. After the serve is made, a player who stops play based solely on an incorrect score call, will have committed a fault and shall lose the rally.)
5. Ruling – Fault on Team A. Since all players for both teams were in their correct positions according the *correct* score and Player 3(SSB)

was the correct server according to the *correct* score, Player 1 has committed a fault for stopping play. A point is awarded to Team B.
(4.K. Wrong Score Called. If the server or referee calls the wrong score, once the serve is made, play shall continue to the end of the rally and the correction made before the next serve. After the serve is made, a player who stops play based solely on an incorrect score call, will have committed a fault and shall lose the rally.

7.I. A live ball that is stopped by a player before it becomes dead. (e.g., catching or stopping a ball in flight before it makes contact with the playing surface.)

From the OHB, Section 5 – Key Situations and Rules Violations

A.6.b.– After the serve is hit:

2)a) Call a fault against a player who challenges only the incorrect score call. Since a fault is issued, the rally is not to be replayed.

Correct the score for the next rally.

2)b) Replay the rally if the player correctly challenges a server, receiver or position that is incorrect according to the correct score.

6. Ruling – According to Rule 4.K., if a player stopping play due to a wrong called score would result in a fault on that player. However, in this situation, Player 4 stopped play and challenged player *position* according to the *correct* score. Since the wrong score was called, Player 3 could be considered “out of position” regardless of which side he served from (i.e. left-side is wrong according to *correct* score, right-side is wrong according to *called* score). This referee error is akin to a ‘double jeopardy’ situation – wrong not matter what – so is cause for a replay.

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(4.K. Wrong Score Called. If the server or referee calls the wrong score, once the serve is made, play shall continue to the end of the rally and the correction made before the next serve. After the serve is made, a player who stops play based solely on an incorrect score call, will have committed a fault and shall lose the rally.

From the OHB, Section 5 – Key Situations and Rules Violations

A.6.b. After the serve is hit:

2)b) If a player stops the rally:

Replay the rally if the players correctly challenges a server, receiver, or position that is incorrect according to the correct score. NOTE: A replay is appropriate since a player will be the incorrect server, incorrect receiver or out of position based on either the incorrectly called score or the correct score. Both conditions are the result of a referee error.

H.2 – Referee Errors

The most common errors are calling the wrong score and calling a NVZ foot fault on a bounced ball. If you make a mistake, stop play immediately, announce "Correction," and replay the rally. This includes if you incorrectly identify the correct server when asked by a player.)

4.L. Service Foot Faults

1. Ruling – Legal serve since the players rear foot was not contacting the playing surface *outside* the imaginary extension.

(4.L. Service Foot Faults. During the serve, when the ball is struck, the server's feet shall:

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4.L.1. Not touch the area outside the imaginary extension of the sideline.)

2. Ruling – Legal serve. There is no restriction to where a player's feet are before or after a serve.

(4.L. Service Foot Faults. During the serve, when the ball is struck, the server's feet shall:

4.L.3. Not touch the court, including the baseline.)

3. Ruling – Legal serve. There is no restriction to where a player's feet are before or after a serve.

(4.L. Service Foot Faults. During the serve, when the ball is struck, the server's feet shall:

4.L.2. Not touch the area on the wrong side of the imaginary extension of the centerline.

4. Ruling – Fault on the server. Neither feet can be touching the playing surface beyond the outer edge of the imaginary extension of the sideline when making contact during a serve.

(4.L. Service Foot Faults. During the serve, when the ball is struck, the server's feet shall:

4.L.1. Not touch the area outside the imaginary extension of the sideline.) (Text.)

4.M. Service Faults/4.N Receiver Faults

1. Ruling – This is a service fault on Player 1 since the ball hit the net post which is considered a permanent object per Rule 3.A.24. The referee should announce “Side out” and explain the situation if questioned by the players.

*(3.A.24. Permanent Object – Any object on or near the court, including hanging over the court, that can interfere with play. Permanent objects include the ceiling, walls, fencing, lighting fixtures, **net posts**, net post legs, the stands and seats for spectators, the referee, line judges, spectators when in their recognized positions, and all other objects around and above the court.*

4.M. Service Faults. During the service, it is a fault against the server resulting in loss of serve if:

4.M.3. The served ball touches any permanent object before it hits the ground.)

2. Ruling – This is a fault on Player 3 for not returning the serve. A served ball landing on the centerline is considered ‘in’ for either service court. The referee should announce “point,” and add a point to the scoresheet for Team A.

(2.B.4. Service Court. The area beyond the NVZ on either side of the centerline, including the centerline, sideline, and baseline.

4.M. Service Faults. During the service, it is a fault against the server resulting in loss of serve if:

4.M.6. The served ball lands outside the service court.

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7.E. Failure of a standing player to return the ball before it bounces twice on the receiving player's side of the net)

3. Ruling – This is a fault on Team A calling for a TO after the serve occurred. The referee should immediately announce “Fault. Point, Game and Match. Winner 3 and 4” then explain the situation to all the players.

(4.N. Receiver Faults. It is a fault against the receiving team resulting in a point for the server if:

4.N.3. The receiver or their partner calls a time-out after the serve has occurred.)

4. Ruling – This is a fault on Team B. The referee should announce “Point” and request the ball be passed back to Team A.

(4.N. Receiver Faults. It is a fault against the receiving team resulting in a point for the server if:

4.N.2. The receiver or their partner is touched by or interferes with the flight of the ball before it bounces.)

5. Ruling – This is a fault on Team A for serving before the entire score was called. The referee should immediately announce “Fault. Second Server,” then explain the situation to all the players if any of them question the ruling.

(4.M. Service Faults. During the service, it is a fault against the server resulting in loss of serve if:

4.M.11. A fault occurs when the server hits the ball to make the serve while the score is being called.)

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6. Ruling – Since calling the score had not yet begun, the ball is not yet considered “live” therefore there can be no play on the ball. The referee should request that the ball be returned to Player 2 and explain the situation.

(3.A.19. Live Ball/In Play – The point in time when the referee or server (or server's partner per rule 4.D.2) starts to call the score.)

SECTION 6 – Line Call Rules

1. Ruling – The referee should immediately call “Fault,” or “Service fault” and explain the situation. For example, “The ball did not clear the NVZ line.”

(4.M.5. The served ball lands in the non-volley zone which includes the NVZ lines.

6.A. A served ball that clears the non-volley zone and lands in the correct service court or on any correct service court line is in.)

2. Ruling – A ball that lands on any service line for the correct service court is ‘IN.’ In this situation the receiver incorrectly called the ball ‘OUT.’ Even though referee saw the ball hit the baseline AND the centerline simultaneously, Team A did not appeal the call. The referee should announce “Second serve,” and rotate the numbered clip.

(6.D.5. A player should not question an opponent's call, although any player may appeal a call to the referee before the next serve occurs.

6.D.12. An “out” call made after the ball bounces is a line call. The ball is dead and play shall stop. If, upon appeal, the referee overrules any type of “out” call, it is a fault against the player or team that made the “out” call.

13.C.2. If the players or line judges make the line calls and there is a disputed line call, the players may request that the referee determine the line call.

13.D.2. Officiated Play

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a. Players call baseline, sideline, and center service line on their side of the court.)

3. Ruling – Even though the ball was called 'OUT,' the referee saw that the ball was clearly 'IN.' However, this is not a fault on Team B until the line call is appealed. Since Team A appealed *before* the next serve, play shall be stopped upon the announcement of the appeal and the actions of Team A cannot be considered a distraction since stopping play results in a dead ball. The referee should immediately stop play by raising one hand, step into the court and announce "Stop play. I saw the ball IN. Point to Team A," then indicate that the ball should be passed back to Team A. The score sheet should be corrected by erasing the Side Out mark on Team A's side of the scoresheet and adding a point to Team A. Be ready to explain the situation to the players on Team B.

(6.D.5. A player should not question an opponent's call, although any player may appeal a call to the referee before the next serve occurs.

6.D.12. An "out" call made after the ball bounces is a line call. The ball is dead and play shall stop. If, upon appeal, the referee overrules any type of "out" call, it is a fault against the player or team that made the "out" call.

13.C.2. If the players or line judges make the line calls and there is a disputed line call, the players may request that the referee determine the line call.

13.D.2. Officiated Play

a. Players call baseline, sideline, and center service line on

*their side of
the court.)*

4. Ruling – The referee should announce “Second server”
(6.D.5. A player should not question an opponent's call, although any player may appeal a call to the referee before the next serve occurs.
6.D.9. In doubles play, if one player calls the ball “out” and the partner calls it “in,” then doubt exists and the team's call will be “in.” Any player may appeal a call to the referee. If the referee did not see the ball, the ball is considered in.
6.D.12. An “out” call made after the ball bounces is a line call. The ball is dead and play shall stop. If, upon appeal, the referee overrules any type of “out” call, it is a fault against the player or team that made the “out” call.)

5. Ruling – This is a unique situation of a player thinking very quickly and knowing the rules. In this situation, Player 1 is convinced the ball bounced out of bounds and, seeing that the ball is not going to clear the net, call “Out” before it strikes the ground. Since the ball is not yet dead simply due to striking the net, Player 1 can still legally make a line call. Upon appeal, if (as in this scenario) the referee cannot make a judgement, the call on the court stands.
(6.D.5. A player should not question an opponent's call, although any player may appeal a call to the referee before the next serve occurs.
6.D.6. [...] If the referee cannot make a clear call, the outcome of the opponent's ruling will stand.

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6.D.8. All "out" calls must be made "promptly"; otherwise, the ball is presumed to still be in play. "Promptly" is defined as calling "out" prior to the ball being hit by the opponent or before the ball becomes dead.

6.D.12. An "out" call made after the ball bounces is a line call. The ball is dead and play shall stop. If, upon appeal, the referee overrules any type of "out" call, it is a fault against the player or team that made the "out" call.

*7.B. Hitting the ball into the player's side of the net without the ball crossing over to the opponent's side. Note: The ball is dead and the fault occurs the **moment the ball hits the ground.***

6. Ruling – The referee should immediately announce "Fault. Double hit. Point," and then wait for a very interesting conversation. Since Player 1 did not make the line call until *after* her partner tapped the ball over the net, the ball was still live until she touched it with her paddle. Team B will in most cases appeal this call. This is a good example of enforcing the definition of "promptly." Since the referee did not see the ball land, the ball is presumed to be in and live. And since a live ball touched the paddles of both partners of Team A before it traveled over the net, a double hit occurred, which is a fault.

(6.D.5. A player should not question an opponent's call, although any player may appeal a call to the referee before the next serve occurs.

6.D.8. All "out" calls must be made "promptly"; otherwise, the ball is presumed to still be in play. "Promptly" is defined as calling "out"

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prior to the ball being hit by the opponent or before the ball becomes dead.

6.D.12. An "out" call made after the ball bounces is a line call. The ball is dead and play shall stop. If, upon appeal, the referee overrules any type of "out" call, it is a fault against the player or team that made the "out" call.

11.A. Double Hits. [...] If the stroke made [...] by a second player, it is a fault.

13.C.2. If the players or line judges make the line calls and there is a disputed line call, the players may request that the referee determine the line call.)

7. Ruling – Even though the referee sees the ball OUT, it is the responsibility of the players to make the line calls. In this scenario, since Team A did not make a play on the ball nor make a line call, the ball is considered IN until appealed. **After** the appeal, the referee should announce "I saw that ball OUT. Side out," and indicate that the ball should be returned to Team A. The scoresheet should be corrected by erasing the point previously added to Team B's score, making a Side Out mark, then adjusting the numbered clip to indicate that Player 1(SSB) is the correct server.

(6.D.1. Players are responsible for calling the lines on their end of the court (excluding short serves, service foot faults and all non-volley-zone faults, if being called by a referee).

6.D.3. [...] A player who does not make a call may appeal to the referee to make the call if they did not clearly see the ball land. [...]

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*6.D.5. A player should not question an opponent's call, although any player may appeal a call to the referee **before the next serve occurs.***

13.C.2. If the players or line judges make the line calls and there is a disputed line call, the players may request that the referee determine the line call.)

8. Ruling – The referee should announce “Side out,” mark side out on the scoresheet for Team A, and adjust the numbered clip to indicate Player 3(SSB) as the First Server.

(6.D.5. A player should not question an opponent's call, although any player may appeal a call to the referee before the next serve occurs.

6.D.11. While the ball is in the air, if a player yells “out,” “no,” “bounce it,” or any other words to communicate to their partner that the ball may be out, it shall be considered player communication only and not considered a line call.

*6.D.12. An “out” call made **after** the ball bounces is a line call. The ball is dead and play shall stop. If, upon appeal, the referee overrules any type of “out” call, it is a fault against the player or team that made the “out” call.*

13.C.2. If the players or line judges make the line calls and there is a disputed line call, the players may request that the referee determine the line call.

13.D.2. Officiated Play

a. Players call baseline, sideline, and center service line on their side of the court.)

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9. Ruling – Since the responsibility for line calls rests with the players, the referee should not comment on the 'clearly IN' line call, unless and according to 6.D.5 and 13.C.2. that line call is appealed. Because Team B has not appealed, the referee should announce "Side out," make a Side Out mark on Team B's scoresheet, and adjust the numbered clip to indicate that Player 4 is the First Server.

(6.D.5. A player should not question an opponent's call, although any player may appeal a call to the referee before the next serve occurs.

6.D.12. An "out" call made after the ball bounces is a line call. The ball is dead and play shall stop. If, upon appeal, the referee overrules any type of "out" call, it is a fault against the player or team that made the "out" call.

13.C.2. If the players or line judges make the line calls and there is a disputed line call, the players may request that the referee determine the line call.

13.D.2. Officiated Play

a. Players call baseline, sideline, and center service line on their side of the court.)

SECTION 7 – Fault Rules

1. Ruling – The ball is not allowed to travel between the net post and the net. The referee should announce “Fault, point and game. Winners 3 and 4” and explain the situation.

(A fault (and resulting dead ball) will be declared for the following:

7.C. Hitting the ball under the net or between the net and the net post.)

2. Ruling – This is a fault on Team B. The referee should announce “Point. Game. Match. Winners 1 and 3.” While the ball is live, nothing a player is wearing or holding may contact the opponent's court. Since the net is the dividing line between court ends, Player 4's paddle is contacting the opponent's court.

(A fault (and resulting dead ball) will be declared for the following:

7.G. A player, a player's apparel, or a player's paddle contacting the net system, the net posts, or the opponent's court, when the ball is in play.)

3. Ruling – The instant the hat touched the net the referee should announce “Fault. Point.” then explain the situation. This is a fault against Team B. Even though the hat landed in the NVZ due to player contact, the stroke made at the time of contact was a ground stroke and therefore not a fault. The moment the hat hit the court, it became *part* of the court for the purposes of contact with the ball on a subsequent bounce. However, when Player 3's hat contacted the center base, the ball was still live. Per rule 7.G. this is considered contacting the net system while the ball is live. The ball becomes dead immediately the shot made by Player 1 is

inconsequential.

(A fault (and resulting dead ball) will be declared for the following:

7.G. A player, a player's apparel, or a player's paddle contacting the net system, the net posts, or the opponent's court, when the ball is in play.)

4. Ruling – This can be somewhat of a judgement call on the part of the referee. Touching anything related to the net system, while the ball is live, is fault. Player 3's sunglasses touching the net post can be considered a fault if the ball is still live. The fact that the ball travelled over the fence is *not* a cause to call the ball dead. The ball must first contact something defined as a Permanent Object, *then* it becomes dead. Until that occurs, the ball must be considered live. To rule on this scenario, the referee must see *when* the ball becomes dead relative to *when* the sunglasses touched the net post. If the ball goes dead before the glasses touch the net post, Team A has committed a fault. If the glasses touch the net post before the ball goes dead, Team B has committed a fault.

(3.A.24. Permanent Object – Any object on or near the court, including hanging over the court, that can interfere with play. Permanent objects include the ceiling, walls, fencing, lighting fixtures, net posts, net post legs, the stands and seats for spectators, the referee, line judges, spectators when in their recognized positions, and all other objects around and above the court.

A fault (and resulting dead ball) will be declared for the following:

7.G. A player, a player's apparel, or a player's paddle contacting

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the net system, the net posts, or the opponent's court, when the ball is in play.

7.J. After the serve, a ball contacting any permanent object before bouncing on the court.)

5. Ruling – In this case, when the referee saw the ball strike the forearm of Player 1, he should immediately announce “Fault. Second server,” and explain the situation. The ball became dead as soon as it struck the forearm of Player 1. Any action subsequent to that is inconsequential and should be ignored outside of NVZ violations.

(A fault (and resulting dead ball) will be declared for the following:

7.H. After the serve, the ball contacts a player or anything the player is wearing or carrying, except the paddle or the player's hand(s) in contact with the paddle and below the wrist.)

6. Ruling – This is a fault on Player 1 for stopping play before the ball was dead. By definition, the ball is not ‘OUT’ until a line call is made. The act of catching the ball *before* making the line call means the ball was still live when she caught it. Also, Rule 6.D.8. requires that line calls be made promptly. And, again, by definition, this means before the ball becomes dead. The referee should announce “Fault. Player 2 stopped play before the ball was dead. Side out.” The referee should then add a Side Out mark to Team A's scoresheet, rotate the clipboard, and adjust the numbered clip to indicate Player 4 is the First Server.

(A fault (and resulting dead ball) will be declared for the following:

7.I. A live ball that is stopped by a player before it becomes dead.

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(e.g., catching or stopping a ball in flight before it makes contact with the playing surface.)

7. Ruling – This is an unfortunate situation where the referee becomes part of the playing surface as a permanent object. Rule 3.A.24. states that the referee is included in the list of named permanent objects and since the ball touched him, it immediately becomes dead and Player 2 cannot commit a NVZ violation. The referee should announce “Fault. The ball touched me. Point. Game. Match. Winners 1 and 2.”

*(3.A.24. Permanent Object – Any object on or near the court, including hanging over the court, that can interfere with play. Permanent objects include the ceiling, walls, fencing, lighting fixtures, net posts, net post legs, the stands and seats for spectators, **the referee**, line judges, spectators when in their recognized positions, and all other objects around and above the court.*

*A fault (and resulting dead ball) will be declared for the following:
7.J. After the serve, a ball contacting any permanent object before bouncing on the court.)*

8. Ruling – Since Player 4 called for a hinder, the ball is dead and play stops. This is a judgement call for the referee. According to Rule 3.A.15. the transient element must adversely impact play. A ball rolling 20 feet from where the play is being made cannot physically impact play. Nor can a transient object cause a distraction since distractions can only be caused by opponents (Rule 3.A.6.). In this case the referee should announce “Fault. Invalid Hinder. Side out,”

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then add a Side Out mark on Team B's scoresheet, rotate the clipboard, and adjust the numbered clip to indicate Player 1(SSB) is First Server.

(3.A.15. Hinder – Any transient element or occurrence not caused by a player that adversely impacts play, not including permanent objects. Examples include, but are not limited to, balls, flying insects, foreign material, players or officials on another court that, in the opinion of the referee, impacted a player's ability to make a play on the ball.

A fault (and resulting dead ball) will be declared for the following:

7.M. A hinder called by a player that is determined by the referee to be invalid.

8.C. A hinder called by the referee or player will result in a dead ball. The referee will determine if the hinder called by the player was valid. A valid hinder will result in a replay.)

9. Ruling – Since Player 1 called for a hinder, the ball is dead and play stops. However, she called for the hinder *after* she made her shot and the rolling ball was not on her side of the net. Therefore, this cannot be hinder for Player 1. Since the ball is dead when a hinder is called by a player or the referee, nothing that happens after the called hinder is important and can be ignored by the referee except potential NVZ violations. In this case the referee should announce "Fault. Invalid Hinder. Side out," then add a Side Out mark on Team A's scoresheet, rotate the clipboard, and adjust the numbered clip to indicate Player 3(SSB) is First Server.

(3.A.15. Hinder – Any transient element or occurrence not caused

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by a player that adversely impacts play, not including permanent objects. Examples include, but are not limited to, balls, flying insects, foreign material, players or officials on another court that, in the opinion of the referee, impacted a player's ability to make a play on the ball.

A fault (and resulting dead ball) will be declared for the following:

7.M. A hinder called by a player that is determined by the referee to be invalid.

8.C. A hinder called by the referee or player will result in a dead ball. The referee will determine if the hinder called by the player was valid. A valid hinder will result in a replay.)

SECTION 9 – Non-Volley-Zone Rules

1. Ruling – Fault on Player 4 for contacting the NVZ during the act of volleying.

(9.B. It is a fault if the volleying player or anything that has contact with the volleying player while in the act of volleying, touches the non-volley zone. For players using wheelchairs, the front (smaller) wheels may touch the non-volley zone.

9.B.1. The act of volleying the ball includes the swing, the follow-through, and the momentum from the action.

9.B.2. If the paddle touches the non-volley zone during the volley motion, before or after contacting the ball, it is a fault.

9.C. During the act of volleying, it is a fault if the volleying player's momentum causes the player to contact anything that is touching the non-volley zone, including the player's partner.)

2. Ruling – Fault on Player 1 for contacting the NVZ during the act of a volley (before or after).

(9.B. It is a fault if the volleying player or anything that has contact with the volleying player while in the act of volleying, touches the non-volley zone. For players using wheelchairs, the front (smaller) wheels may touch the non-volley zone.

9.B.1. The act of volleying the ball includes the swing, the follow-through, and the momentum from the action.

9.B.2. If the paddle touches the non-volley zone during the volley motion, before or after contacting the ball, it is a fault.

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9.C. During the act of volleying, it is a fault if the volleying player's momentum causes the player to contact anything that is touching the non-volley zone, including the player's partner.)

3. Ruling – NVZ fault on Player 3 for touching the NVZ after volleying the ball.

(9.B. It is a fault if the volleying player or anything that has contact with the volleying player while in the act of volleying, touches the non-volley zone. For players using wheelchairs, the front (smaller) wheels may touch the non-volley zone.

9.B.1. The act of volleying the ball includes the swing, the follow-through, and the momentum from the action.

9.B.2. If the paddle touches the non-volley zone during the volley motion,

before or after contacting the ball, it is a fault.

9.C. During the act of volleying, it is a fault if the volleying player's momentum causes the player to contact anything that is touching the non-volley zone, including the player's partner.)

4. Ruling – NVZ Fault on Team A. The instant Player 2 touched Player 1's paddle, she became "in contact" with Player 1 during the act of his volleying the ball.

(9.B. It is a fault if the volleying player or anything that has contact with the volleying player while in the act of volleying, touches the non-volley zone. For players using wheelchairs, the front (smaller) wheels may touch the non-volley zone.

9.B.1. The act of volleying the ball includes the swing, the follow-through, and the momentum from the action.

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9.B.2. If the paddle touches the non-volley zone during the volley motion,

before or after the ball, it is a fault.

9.C. During the act of volleying, it is a fault if the volleying player's momentum causes the player to contact anything that is touching the non-volley zone, including the player's partner.)

5. Ruling – NVZ Fault on Team B. The instant Player 4 pushed off Player 3, Player 3 became in “contact with the volleying player while in the act of volleying.” Therefore, anything in contact with Player 3 is also in contact with Player 4 and subject to the NVZ rules. When Player 3's hat fell off, it is ruled the same as anything else in contact with Player 4.

(9.B. It is a fault if the volleying player or anything that has contact with the volleying player while in the act of volleying, touches the non-volley zone. For players using wheelchairs, the front (smaller) wheels may touch the non-volley zone.

9.B.1. The act of volleying the ball includes the swing, the follow-through, and the momentum from the action.

9.B.2. If the paddle touches the non-volley zone during the volley motion,

before or after contacting the ball, it is a fault.

9.C. During the act of volleying, it is a fault if the volleying player's momentum causes the player to contact anything that is touching the non-volley zone, including the player's partner.)

6. Ruling – NVZ fault on Team A. NVZ faults are the only faults that can occur after the ball is dead. So, even though the ball was dead before

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Player 1 bumped into Player 2, Player 2 became something “in contact with the volleying player while in the act of volleying.”

(9.B. It is a fault if the volleying player or anything that has contact with the volleying player while in the act of volleying, touches the non-volley zone. For players using wheelchairs, the front (smaller) wheels may touch the non-volley zone.

9.B.1. The act of volleying the ball includes the swing, the follow-through, and the momentum from the action.

9.B.2. If the paddle touches the non-volley zone during the volley motion, before or after contacting the ball, it is a fault.

9.C. During the act of volleying, it is a fault if the volleying player's momentum causes the player to contact anything that is touching the non-volley zone, including the player's partner.

9.C.1. It is a fault even if the ball becomes dead before the player contacts the non- zone.)

7. Ruling – NVZ fault on Team B. Since Player 4 touched Player 3's paddle in the act of volleying, the paddle became something “that has contact with the volleying player while in the act of volleying.”
- (9.B. It is a fault if the volleying player or anything that has contact with the volleying player while in the act of volleying, touches the non-volley zone. For players using wheelchairs, the front (smaller) wheels may touch the non-volley zone.*

9.B.1. The act of volleying the ball includes the swing, the follow-through, and the momentum from the action.

9.B.2. If the paddle touches the non-volley zone during the volley motion,

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before or after the ball, it is a fault.

9.C. During the act of volleying, it is a fault if the volleying player's momentum causes the player to contact anything that is touching the non-volley zone, including the player's partner.

9.C.1. It is a fault even if the ball becomes dead before the player contacts the non- zone.

8. Ruling – NVZ Fault on Team B, Player 3. Even though Player 1 touched the NVZ in the act of volleying *before* Player 3, Player 3 began his volley, and therefore momentum, *before* Player 1. Since Player 1's momentum from the volley is what cause him to enter the NVZ, and that momentum began before Player 3's volley, Player 1's volley, and ensuing momentum, is where the referee should focus, until that player regains their balance.

(3.A.20. Momentum – Momentum is a property of a body in motion, such as a player executing a volley, that causes the player to continue in motion after contacting the ball. The act of volleying produces momentum that ends when the player regains balance and control of their motion or stops moving toward the non-volley zone.

9.C. During the act of volleying, it is a fault if the volleying player's momentum causes the player to contact anything that is touching the non-volley zone, including the player's partner.)

SECTION 11 – Other Rules

11.A. DOUBLE HITS

1. Ruling – Fault on Team A for not returning the ball to Team B. The double hit performed by Player 3 is legal. Since the ball struck her thumb and the paddle face, the stroke was one continuous motion and it was performed by one player with one paddle, her shot was legal.

(A fault (and resulting dead ball) will be declared for the following:

7.H. After the serve, the ball contacts a player or anything the player is wearing or carrying, except the paddle or the player's hand(s) in contact with the paddle and below the wrist.

11.A. Double Hits. Balls can be hit twice, but this must occur during an unintentional, continuous, single-direction stroke, by one player. If the stroke made while performing the serve or during a rally is deliberately not continuous, or not in a single direction, or the ball is struck by a second player, it is a fault.)

11.E. BROKEN OR CRACKED BALL

1. Ruling – This is a judgement call for the referee. If, in their opinion, the cracked ball had an impact on the outcome of the rally, a replay is appropriate. However, in this situation, the cracked ball, in and of itself, is not sufficient reason to call for a replay. The referee must be convinced the cracked ball was the reason Team A did not return the ball.

(11.E. Broken or Cracked Ball. If a referee is present, players may appeal to the referee before the serve occurs to determine if a ball is broken or cracked. If the appeal is before the serve occurs, the

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referee will stop play, inspect the ball, and either replace it or return it into play. The referee will recall the score. [...] If any player suspects the ball is or becomes cracked after the serve, play must continue until the end of the rally. If, in the judgment of the referee, a broken or cracked ball impacted the outcome of a rally, the referee will call for a replay with a replacement ball. [...].)

2. Ruling – Fault on Team A. A point is awarded to Team B, who wins the game. According to Rule 11.E, play must continue until the rally ends. Of course, the rally ended because Player 1 caught the ball, not because the ball was cracked. The fault occurred because Player 1 stopped play during a rally.

(7.I. A live ball that is stopped by a player before it becomes dead. [e.g., catching or stopping a ball in flight before it makes contact with the playing surface.]

11.E. Broken or Cracked Ball. If a referee is present, players may appeal to the referee before the serve occurs to determine if a ball is broken or cracked. If the appeal is before the serve occurs, the referee will stop play, inspect the ball, and either replace it or return it into play. The referee will recall the score. [...] If any player suspects the ball is or becomes cracked after the serve, play must continue until the end of the rally. If, in the judgment of the referee, a broken or cracked ball impacted the outcome of a rally, the referee will call for a replay with a replacement ball. [...].)

11.F. INJURY DURING RALLY

1. Ruling – Fault on Team B for not returning the live ball during the rally. Unfortunately, the rally should have continued until one team won.

(7.I. A live ball that is stopped by a player before it becomes dead. [e.g., catching or stopping a ball in flight before it makes contact with the playing surface.]

11.F. Injury During Rally. The rally continues to its conclusion despite an injury to any of the players.)

11.G. PLAYER EQUIPMENT PROBLEM

1. Ruling – Fault on Team A for not returning the ball during the rally. Since the rally did not stop, there is not fault on Player 2 as long as his actions do not distract his opponents.

(11.G. Player Equipment Problem. A rally will not be stopped if a player loses or breaks a paddle or loses an item, unless the action results in a fault.)

11.H. ITEMS ON THE COURT

1. Ruling – Team B wins the rally. When Player 4 dropped her paddle, it became part of the court for the purposes of where the ball is landing. Since it is part of the court, when the ball bounced off the paddle, it is as if it bounced off the playing surface.

(11.H. Items on the Court. If any item a player is/was wearing or carrying lands on their side of the court, unless the item lands in the non-volley zone as a result of a volley, the ball remains in play even if it hits the item.)

11.I. PLANE OF THE NET

1. Ruling – The referee should immediately call a fault on Player 3 for contacting the ball after crossing the plane of the net, even though he was there legally during the previous shot. The subsequent dink was *after* he crossed the plane, not before.

(11.I. Plane of the Net. Crossing the plane of the net prior to striking the ball is a fault. After striking the ball, a player or anything the player is/was wearing or carrying may cross the plane of the net.)

2. Ruling – Fault on Team A. Though Player 1 was on Team B's end of the playing surface legally, a player is not allowed to touch an opponent while the ball is live. Since the ball was live when she reached up to Player 3's hand, she committed a fault.

(7.I. A live ball that is stopped by a player before it becomes dead. [e.g., catching or stopping a ball in flight before it makes contact with the playing surface.]

11.J DISTRACTIONS

1. Ruling – Distraction on Player 1 for committing a “physical action that is not common to the game” that seemed to interfere with Player 1's ability or concentration to hit the ball.

(3.A.6. Distraction – Physical actions by a player that are 'not common to the game' that, in the judgment of the referee, may interfere with the opponent's ability or concentration to hit the ball.)

11.K. THE NET POSTS

1. Ruling – Fault on Team A. Touching the net system while the ball is live is a fault. Since the ball was still in the air when Player 1

touched the net post, it was still live.

(11.K. The net posts (including connected wheels, arms, or other support construction) are positioned out of bounds. It is a fault if a player contacts the net post while the ball is in play.)

11.L THE NET

1. Ruling – The referee should announce “Side out,” and indicate the ball to be sent to Team B. She should then add a Side Out mark to the scoresheet and adjust the clipboard and numbered clip to indicate that Player 3(SSB) is the first server.

(11.L.5. For net systems with a horizontal bar that includes a center base:

11.L.5.a. Before going over the net, if the ball hits the horizontal bar or the center base, it is a fault.)

2. Ruling – The referee should announce “Hinder, replay the point,” and indicate the ball to be sent to Team B.

(11.L.5. For net systems with a horizontal bar that includes a center base:

11.L.5.b. Except on the serve, if the ball goes over the net and hits the center base, or any part of the horizontal bar, or the ball gets caught between the net and the horizontal bar, a replay will be called. Other than on the serve, if the ball goes over the net and bounces on the court and then performs any of the 3 above listed actions, a replay shall occur.)

11.N ONE PADDLE

1. Ruling – As soon as Player 4 picked up Player 3's paddle, the referee should have called a fault on Player 4 for holding two

paddles.

(11.N. One Paddle. A player shall not use or carry more than one paddle during a rally. A violation of this rule is a fault.)

11.O PADDLE POSSESSION

1. Ruling – The referee should call a fault on Player 1 for not being in possession of his paddle when it struck the ball.

(11.O. Paddle Possession. A player must have possession of the paddle when it makes contact with the ball. A violation of this rule is a fault.)