

Officiating Pickleball 2022



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02/15/2022

COMMUNICATION

- Training duration - 2 Sessions of ~3 hrs
(Adjust as needed)
- Please turn MUTE & Video ON
- Please use the CHAT function to ask questions

2022 Referee Training

Hosted by

Add Name Here

Presented by

Add Name Here

USA Pickleball Registered Trainer



***USA Pickleball Referee Certification Is
NOT Required To Referee***

Becoming a USA Pickleball Certified Referee
validates **Proficiency**
at applying
USA Pickleball Rules
&
Officiating Handbook Best Practices!

Primary Purpose of the USA Pickleball Referee Training/Certification Program

- Improve Officiating **Competency** across the U.S through:
 - Standardization
 - Consistency
 - Professionalism

Standardization

Series of **standardized** resources including:

- 2022 USAP/IFP *Official Rulebook*
- 2022 Rule Changes Document
- 2022 USA Pickleball *Officiating Handbook*
- On-Demand Referee Training Videos
- USA Pickleball *Casebook for Referees*
- Online Testing Series
- Referee *Quick-Start Video*
- Referee Training PowerPoint
- Continuing Education Series – “In the Ref Tent”

Available online at usapickleball.org

Consistency

- **Players deserve *consistency***
 - *Referees doing the same thing, the same way, at the same time*
- **Practice is key**

Professionalism

- **Code of Conduct**
 - *Impartiality*
 - *Respect*
 - *Fairness*
 - *Transparency*

Code of Conduct

Professional With Pleasant Demeanor

- Be Respectful
- Avoid Overfriendliness
- Avoid Emotional Reactions
- Avoid Anger Or Confrontation
- Do Not Comment On Play

Code of Conduct

- **ALWAYS** Enforce Rules In Accordance With *USAP Rulebook & Officiating Handbook* - "*Best Practices*"
- Use Common Sense and Good Judgement when Addressing Situations Not expressly covered by the Rulebook or Officiating Handbook
- Use a Professional and Pleasant Demeanor at All Times
- Treat Players, Line Judges, Other Referees and Spectators with Respect
- Display Confidence in Your Actions and Rulings
- Avoid Being Dictatorial
- Avoid Being Distracted - Devote Your Full Attention to the Match Being Played.

Code of Conduct (cont'd)

- Excuse Yourself from Refereeing a Relative, Close Friend or Doubles Partner Where it may be perceived to be a conflict of interest.
- Keep an Upright Stance and be Attentive
- ***Be What You Would Like Your Referee To Be***

DO NOT:

- Use any Device that Would Interfere with Play – cell phone/umbrella, etc.
- Intervening in another Match in Progress During a Tournament Unless Asked to do so by the Referee or the Tournament Director
- Make Derogatory Comments about or Critique any On-Court Matters, Decisions or the Performance of Another Referee in Public, Including Social Media
- Make Comments on Any Player in Public, Including on Social Media (positive or negative) as it Can be Seen as Lacking in Impartiality.

Primary Responsibilities

- Interpret and Enforce the Rules
- Keep & Announce Score **Correctly**
- Track Correct Server
- Check Server & Receiver Positioning (for Faults)
- Call Service, No-Volley Zone & Short Service Faults – **Immediately**
- Maintain Control

Primary Responsibilities (cont'd)

- Keep Match Moving Efficiently
- Recognize Violations, Apply Rules & Resolve Disputes
- Rule On Line Calls **Only** *When Appealed By A Player (unless a line judge's view is blocked and the referee clearly saw the ball as "in" or "out")*
- Issue & Track Warnings/Fouls
- Ensure Court is Safe for Play

The Referee Is A Facilitator

Remember: *The match is about the players and the game and the overall success of the tournament*

2022

KEY

RULE CHANGES

EFFECTIVE - 01/01/22

2022 Rules Changes

Serve

- Traditional serve is now called the “Volley Serve”
- The “Drop Serve” is now permanent.
- For the “Volley Serve” the server must use their non-paddle hand to perform the toss/drop – “Chainsaw” serve is no longer legal
- The “sling”/”Covid” serve is not allowed for the Volley Serve.
- For all serves, the server’s release of the ball must be visible to the referee and the receiver (re-serve if not)

2022 Rules Changes (cont'd)

Timing

- *Before the serve occurs*, any players may ask the referee for the score, correct server/receiver, correct player position, and may challenge/confirm the called score. Referee will step forward with arm raised, answer question, announce score re-call, step back, lower arm, and re-call the score.
- *Once the serve is made*, if the server or referee calls the wrong score, play shall continue to the end of the rally and the correction make before the next serve.

2022 Rules Changes (cont'd)

Timing

- The timing of time-outs is no longer precise. The 15-second warning is a heads-up that play will resume in about 15 seconds.

Coaching

- Players cannot wear or use any form of headphones or earbuds during competition play as they may be used to transmit information that that players can act upon to gain an advantage or help them avoid a rules violation.
- Only exception is prescribed or necessary hearing aids.

2022 Rules Changes (cont'd)

New/Changed Terms

- A player/team that chooses **'Retirement'** from a match, a player/team retiring will retain all points scored.
- A “referee error” should now be called a “correction.”

It Is All About Increasing Competency

Standardization/Consistency/Professionalism

*The Match Is About The Players and The Game
NOT The Referee*

**The Most Successful Referee
Is The One
No One Remembers After The Match**

Key Definition of Terms

- 3.A.3 **Court** – The area inside the outer dimensions of the baselines and sidelines.
- 3.A.26 **Playing Surface** – The court and the area surrounding the court designated for playing.
- 3.A.19 **Live Ball/In Play** – The point in time when the referee or server (or server's partner) starts to call the score.
- 3.A.5 **Dead Ball** – A ball that is no longer in play.

Key Definition of Terms (cont'd)

- **End of court** – The Court & Playing Surface, on the other side of the net. Where your opponents play
- **Side of court** – The left or right side of each court, also known as the odd & even side of the court
- **3.A.39 Starting Server** – For each doubles team, the player designated to serve first at the start of the game. In doubles tournament play, the starting server shall wear a visible form of identification determined by the Tournament Director.
- **3.A.12 First Server** – In doubles, the player who shall serve from the right/even service court after a side out, according to the team's score.

Basic Officiating Tools

- Stopwatch/Timing Device
- Numbered Clip for Tracking Server
- Band Aids
- Two Pencils With Eraser
- 2+ Tournament Balls
- Clipboard & Scoresheet (provided by Event Ops Desk)

USA Pickleball/Pickleball Tournaments.com Scoresheets

Scoresheet - 2 of 3 to 11 Points

This scoresheet is designed for a 2-of-3 to 11-point pickleball match. It includes a header for event and team information, a main score grid for 11 points, and a smaller grid for a second set. The match is played on a court with dimensions 44' x 54'.

Event:	_____	Match:	_____
Team 1:	_____	Court:	_____
Team 2:	_____	Referee:	_____
Score:	0 1 2 3 4 5 6 7 8 9 10 11	Score:	0 1 2 3 4 5 6 7 8 9 10 11
Set 1:	_____	Set 2:	_____

Scoresheet - 1 to 15 Points

This scoresheet is designed for a 1-to-15-point pickleball match. It includes a header for event and team information, a main score grid for 15 points, and a smaller grid for a second set. The match is played on a court with dimensions 44' x 54'.


Event:	_____	Match:	_____
Team 1:	_____	Court:	_____
Team 2:	_____	Referee:	_____
Score:	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15	Score:	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
Set 1:	_____	Set 2:	_____

Scoresheet - 1 to 21 Points

This scoresheet is designed for a 1-to-21-point pickleball match. It includes a header for event and team information, a main score grid for 21 points, and a smaller grid for a second set. The match is played on a court with dimensions 44' x 54'.

Event:	_____	Match:	_____
Team 1:	_____	Court:	_____
Team 2:	_____	Referee:	_____
Score:	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21	Score:	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21
Set 1:	_____	Set 2:	_____

Typical Three-Game Scoresheet 2021 Changes

 **Event:** Mixed Doubles 4.5: 50+

Match: 11 **SYSID:** 999999

Team 1: Smith, Mary - Jones, Bob **Court:** 18 **11/24/20 18:24(PST)**



Referee: Your Name

Format: 2/3 to 11

MT MT

Serve **TimeOuts** **TW / TF**

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17				
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17				
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17				


0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		

TimeOuts **TW / TF** **Serve**

MT MT

Team 2: Baker, Diane - Olsen, Jim

SYSID: 999999



Basic Officiating Tools (cont'd)

Numbered Clip For Tracking Server



Basic Refereeing Procedures

Before Each Tournament:

- Review the Current USA Pickleball */IFP Rulebook*
- Re-read *Officiating Handbook*
- Review Online *Referee Casebook*
- Retake Online *Referee & LJ Tests*

Basic Refereeing Procedures

Before the Match:

- Prepare mentally & physically
- Pick up tools in advance
- Know venue court layout
- Pick up scoresheet & activate timer immediately when match is called.

Basic Refereeing Procedures (cont'd)

Review Scoresheet:

- Player Names – conflict of interest?
- Court Number
- Match Format
- “1” or “2” on Back of Scoresheet?

Proceed to Court **Without Delay!**

At the Court

- Enter/Exit Court With Players
- Check Portable Net Heights & Positioning
- Carry Two Official Balls For Match
- Identify Safety Hazards/Obstacles
- Choose Your On-Court Position:
 - Consider Sun, Shadows, Spectators, Distractions, Other Referees, Line Judges, etc.

Pre-Match Briefing

- Standard Briefing from Officiating Handbook
 - *Don't add anything except as directed by the TD.*
 - *Don't repeat any information that the TD may provide to players prior to the tournament*
- Introductions, Confirmations of Players & Identification of Starting Servers
 - *Provide prescribed tournament starting server identification*
- State Match Format
- Inspect Paddles for Irregularities & Confirm the Paddle is USA Pickleball Approved

Pre-Match Briefing (cont'd)

- Review Line Calling Responsibilities (optional if TD provides in advance)
- If a Player Indicates a Hearing Impairment, Determine what Level of Support is Needed.
- Check for Headphones/Earbuds (*during play*)
 - *Except prescribed/necessary hearing aids*
- Explain Any Unique Conditions/Procedures
- Determine End/Serve/Receive/Defer
- Ask Players if They Have Any Questions
- Begin/Continue Warm Up
- Give “One-Minute End of Warmup” Notice

Pre-Match Briefing (cont'd)




Time stamp: 4:40 to 7:38

- **NOTE:** The scoresheet and some terminology and content have changed. Refer to Officiating Handbook.
 - “First server” is now “Starting server”
 - “Sides” is now “Ends”

Preparing Scoresheet

- Mark Serving Team Each Game - “x” or Starting Server’s First Name in the “Serve” Column for Each Team
- Circle Starting Server Each Team
- Note Key Identification Clues for Players
- Annotate Which End of the Court was Chosen by the Team that Made the Selection – i.e., “Court” Under Team #

Preparing Scoresheet


Event: Mixed Doubles 4.5: 50+



Match: #8 **SYSID:** 999999
Court: 7 **Date/Time:** 11/24/20 18:24(PST)
Referee: Your Name
Format: 20 to 11

Team 1: Smith, Mary - Jones, Bob

Red Hat

Serve: X TimeOuts: TW / TF

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17			
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17			
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17			

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17			
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17			
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17			

Team 2: Baker, Diane - Olsen, Jim

BONDIE

Court #

SYSID: 999999

Team 1: Example of using "X" for Serve
Team 2: Example of using a server name for Serve
Example of end annotation (Court # sign)

Final Pre-Play Procedure

- Establish Position 2-6 Feet *DIRECTLY BEHIND* Net Post
- Point Clipboard Clip Toward Serving Team
- Server Clip Over Circled Starting Server with “\2” Facing You

Clipboard Clip Toward Serving Team

Event: **Mixed Doubles 4.5: 50+** Match: #6 SYSID: 999999
 Court: 7 11/24/20 18:24(PST)
 Team 1: **Smith, Mary** - **Jones, Bob** Referee: Your Name
 MT Red Hat MT Format: 2/3 to 11

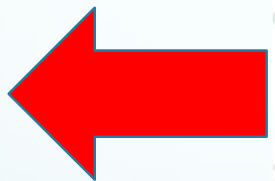
Serve	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	TimeOuts	TW / TF
X	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
X	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		

Note: Starting serving team is on the left.

Serve	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	TimeOuts	TW / TF
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
X	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		

Team 2: **Baker, Diane** - **Olsen, Jim**
 MT Blonde MT

SYSID: 9999999 USA

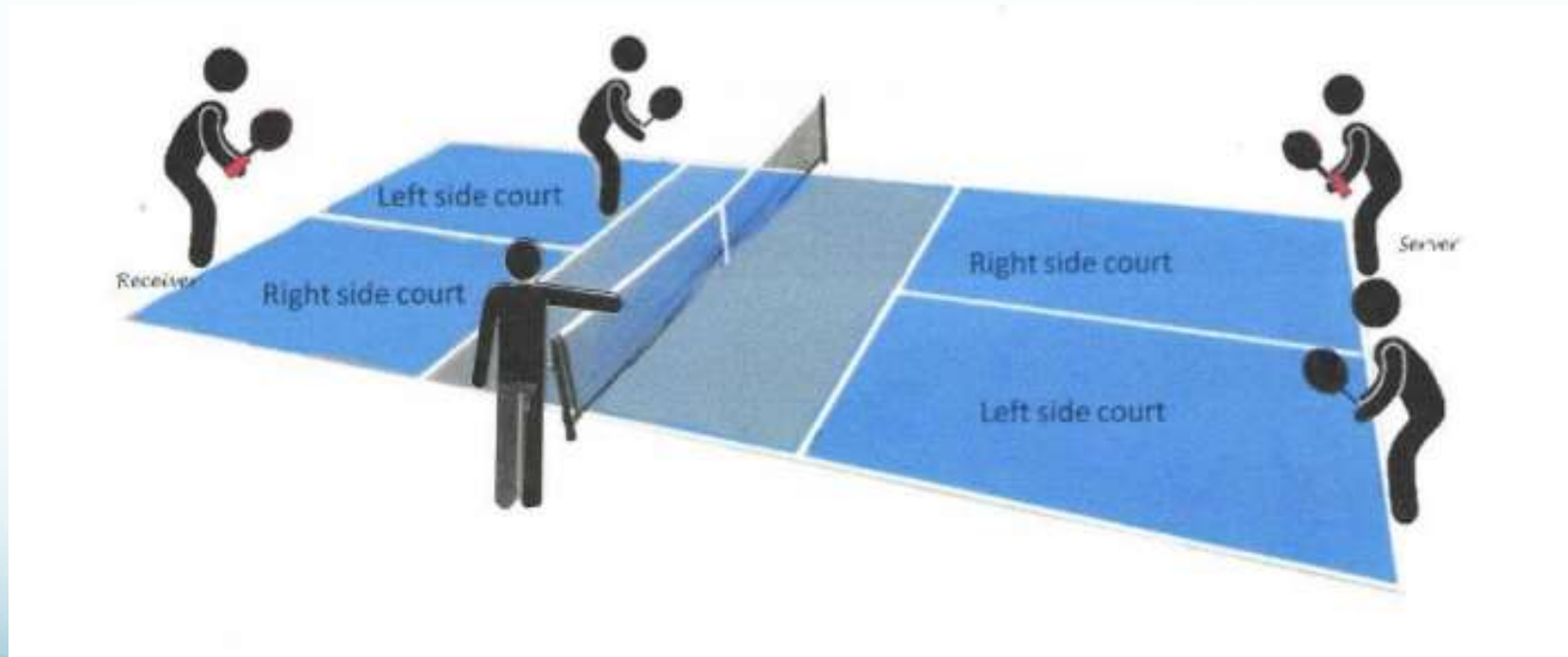


Final Pre-Play Procedure (cont'd)

- Confirm Teams (by Name)
 - *Beginning of First Game only*
- Visually Verify Server ID & Player Positioning
- Have Serving Team Choose Game Ball and Remove All Other Balls
- Give 15 sec Warning

Final Pre-Play Procedure (cont'd)

Players in the even courts have server wristbands @ 0-0-2



Before Calling the Score

Confirm “Readiness” at Start of a Game

- Ball in Hand of Server
- Check Receiver & Partner - Ready? Or Should Be Ready?
- Look At Server & Partner - Ready? Or Should Be Ready?

Before Calling the Score (cont'd)

- Mentally Confirm Server & Receiver In Correct Position?
 - Based On Score & Server ID
- Check the score, say it in your head and drop the clipboard to your side or behind you.
- Announce Score
 - Clearly, Loudly & With Consistent Cadence
- Begin 10-Second Count

After Calling the Score (cont'd)

- After Score is Called, Server Has 10 Seconds To Serve
 - Receiver Ready Or Not
 - After the start of the score being called, "Not Ready" signals are invalid, except for Hinder
 - Players may request a Time-Out
 - Players may ask questions regarding score, correct position/server/receiver before the ball is hit to make the serve –

At Every Serve

- Watch for Service Faults
 - Foot Faults – Baseline + Imaginary Extensions of Sidelines and Centerline
 - Illegal Serves
- Visually Follow Ball to Receiving Court, watching for:
 - Short Serves that do not clear the NVZ (including the lines)

Pre-Play Procedure & Basic Scoring



Time stamp: 8:05 to 8:28

- **NOTE:** The scoresheet and some terminology have changed. Refer to Officiating Handbook.

Correct Server/Receiver/Position Questions

- Any player may ask questions regarding whether they are the correct server/receiver
 - “Am I the correct server/receiver? Give “Yes/No” reply
- Any player may ask questions regarding their or their team’s position
 - “Am I in the correct position?” Give “Yes/No” reply

Score Questions

If asked before you call the score:

- Reply with : (e.g.) “You have 4 points
- If asked for the “Complete Score” – step forward, raise arm and reply “You have 4, they have 2, and it is the 2nd server.
- Step back into position and recall the score to begin the rally

Score Questions (cont'd)

If asked after the score is called but BEFORE the ball is hit to make the serve:

- If the score was called incorrectly, announce “Correction”
- Acknowledge the correct score and announce that you will recall the score.
- Allow players to adjust positions, if necessary
- Recall the score when all players are ready

If asked AFTER the ball is served:

- Ignore any question regarding the score and correct any error after the rally.

Serve Timing

- There is no penalty if the server serves the ball before the start of the score being called – allow the player to serve the ball after the complete score is called
- There is no penalty if the server starts their service motion before the complete score is called.
- Any 10-second violation will result in a fault against the server/serving team

Service Situations

- **Balls Hitting a Receiving Player**
 - Any Serve Striking Receiver or Receiver's Partner before Landing is a **Point** for Serving Team
- **Balls Hitting the Net on the Serve**
 - No longer a "Let" as long as the ball lands in the proper service court (beyond the NVZ line)

During Play

- Call Every Fault:
 - Immediately
 - Loudly
 - Confidently
- Followed By:
 - “Point” or
 - “Second Serve/Second Server” or
 - “Side Out”
- At the end of each rally, if you do not hear a line call or see a player’s “out” signal, do not prompt the player for a line call.

During Play (cont'd)

When A Volley Is Hit:

- Focus on **No Volley Zone (NVZ)** For Foot Fault Until Momentum Is Under Control
- Do Not Follow Flight Of Volleyed Ball
- Move Eyes – *keep head steady*
- Watching The NVZ Is Primary Responsibility
- Once Ball Bounces Forget NVZ Until Next Volley

ACTIONS THAT CAN INTERRUPT PLAY

If the player's action occurs within the time limit and the ball is in play (after the start of the score being called) stop play and respond

Player Action	When Action is Allowed	Rule
Hinder call	At time of occurrence	8.C
Not ready signal	Before start of score call	4.C
Time-out request	Before server hits ball to serve	4.M.10, 4.N.3
Score confirmation	Before server hits ball to serve	4.B.8
Correct server or receiver request	Before server hits ball to serve	4.B.8
Correct player position request	Before server hits ball to serve	4.B.8
Score correction request	Before server hits ball to serve	4.K
Incorrect server or position appeal	Before server hits ball to start next rally	4.B.10
Line call appeal	Before server hits ball to start next rally	6.D.5
Damaged ball appeal	Before server hits ball to start next rally	11.E

LINE CALL APPEAL ACTIONS

Results of Player Line Call Appeal	Without Line Judges	With Line Judges
Referee makes call	Referee's call stands	Referee's call stands
Referee cannot make call	Player's call stands	Line Judge's call stands
Referee overrules "in" call	Referee's call stands	Referee's call stands
Referee overrules "out" call	Fault against player	Replay*
Player overrides "in" call	Opponent wins rally	Opponent wins rally
Player overrides "out" call	Opponent wins rally	Replay*
No call by players, referee, or line judges	Ball is "in"	Replay

Note: An officiating error occurs when an official's "out" call is overruled or overridden, resulting in the opponent being given an opportunity to replay the rally.

Moving Clip & Marking Side Out

- Move Server Clip at:
 - Every Server Change
 - Every Side Out
- Mark Every Side Out As It Occurs:
 - Vertical Line To Right of Last Point
(including 0)

When Team Fails To Score On First Possession Of Game, Mark Vertical Line between "0 & 1"

Event: **Mixed Doubles 4.5: 50+** Match: #6 SYSID: 999999
Court: 7 11/24/20 18:24(PST)
Referee: Your Name
Format: 2/3 to 11

Team 1: **Smith, Mary** - **Jones, Bob**
MT Red Hat MT

Serve

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	TimeOuts	TW / TF
X	0				4	5	6	7	8	9	10	11	12	13	14	15	16	17		
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
X	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		

Barcode

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	TimeOuts	TW / TF
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
X	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		

Barcode

Team 2: **Baker, Diane** - **Olsen, Jim**
MT Blonde MT

Serve

TimeOuts TW / TF

SYSID: 999999

USA Racquetball

Marking Points on the Scoresheet

- Record Every Rally Result As It Occurs
- Use Alternating Diagonals In Score Box Based On Server:
 - 1st Server Points = Forward Slash
 - Upper Right To Lower Left (/) (per numbered clip)
 - 2nd Server Points = Backslash
 - Upper Left To Lower Right (\) (per numbered clip)

First Server Points Marked Upper Right To Lower Left (/)

USA POWERBALL

Team 2: Baker, Diane - Olsen, Jim SYSID: 999999

MT Blonde MT

Serve

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	TimeOuts	TW / TF
	0	1	2				6	7	8	9	10	11	12	13	14	15	16	17		
X	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		

TimeOuts TW / TF

Barcode

Barcode

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	Serve
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	X
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	X


TimeOuts TW / TF

Match: #6 SYSID: 999999

Court: 7 11/24/20 18:24(PST)

Referee: Your Name

Format: 2/3 to 11

Team 1: Smith, Mary - Jones, Bob Event: 

MT Red Hat MT

1 /

At Second Server Reverse Clip

USA POWERBALL

Team 2: **Baker, Diane** - **Olsen, Jim** SYSID: 999999

MT Blonde MT

Serve

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	TimeOuts	TW / TF		
X	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17				
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17				

Barcode

Barcode

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	TimeOuts	TW / TF		
X	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17				
X	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17				

Match: #6 SYSID: 999999

Court: 7 11/24/20 18:24PST

Referee: Your Name

Format: 2/3 to 11

Team 1: **Smith, Mary** - **Jones, Bob** Event: Mixed Doubles 4.5: 50+

MT Red Hat MT

Side Out Recorded Using Vertical Line (|) To Right of Score

USA PICKLEBALL
Team 2: Baker, Diane - Olsen, Jim
MT Blonde MT

Serve

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
X	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		

TimeOuts: TW / TF

Match: #8
SYSID: 999999
Court: 7
Referee: Your Name
Format: 2/3 to 11

Event: Mixed Doubles 4.5: 50+
Team 1: Smith, Mary - Jones, Bob
MT Red Hat MT

Serve

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
X	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		

TimeOuts: TW / TF

2
|

At Side Out

After Marking Side Out Line:

- Rotate Clipboard So Board Clip Is Toward New Serving Team
- Reposition Server Clip To Correct Server With "1/" Facing You
 - Based On Odd Or Even Score

Be As Efficient As Possible

Marking the Scoresheet



Time stamp: 8:28 to 11:46

- **NOTE:** The scoresheet has changed. Refer to Officiating Handbook.

Standard Time-Out Procedure

- When Player Calls Time-Out,
 - Announce “Time-Out Called by” & Indicate Which Team
 - either “serving/receiving team” or “team on my left/right”
- Announce Score and Duration of Time-Out
- Activate Timing Device
- Move To Center Court To Avoid Interaction With Either Team and Spectators
- If no portion of a time-out has been used (i.e., T.O. called just before change of ends is called), do not record it and the team gets to retain the time-out for later use.

Time-Out Procedures (cont'd)

- Mark The Game Score In The Appropriate Time-Out Box
- Separate Team Scores Using Same Diagonal Slash As On Server Clip:
 - 1st Server = Forward Slash (/)
 - 2nd Server = Backslash (\)

Time-Out Example

Time-Out Called By The Serving Team At 6-4-1

1 /

Event: **Mixed Doubles 4.5: 50+** Match: #6 SYSID: 999999
 Court: 7 11/24/20 18:24(PST)
 Team 1: **Smith, Mary** - **Jones, Bob** Referee: Your Name
 MT Red Hat MT Format: 2/3 to 11


Serve	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	TimeOuts	TW / TF
X	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	6	4
X	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		

▲

Serve	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	TimeOuts	TW / TF
X	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
X	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		

▲

Team 2: **Baker, Diane** - **Olsen, Jim**
 MT Blonde MT

SYSID: 999999 


Time Out Called by SERVING Team

Draw Diagonal Mark based on Score

place numbers above & below Serving Team's Score on top

Match: #6 SYSID: 999999
Court: 7 11/24/20 18:24(PST)
Referee: Your Name
Format: 2/3 to 11

							TimeOuts	TW / TF	
11	12	13					6 4		
11	12	13	14	15	16	17			
11	12	13	14	15	16	17			



Time Out Called by RECEIVING Team

2
\
2

USA PICKLEBALL

Team 2: Baker, Diane - Olsen, Jim SYSID: 999999

MT Blonde MT

Serve	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	TimeOuts		TW / TF	
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17				
X	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17				
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17				

▽

Match: #8 SYSID: 999999

Court: 7 11/24/20 18:24(PST)

Referee: Your Name

Format: 2/3 to 11

Event: P Mixed Doubles 4.5: 50+

Team 1: Smith, Mary - Jones, Bob

MT Red Hat MT

Serve	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	TimeOuts		TW / TF	
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17				
X	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17				
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17				

▽

TimeOuts TW / TF

▽

TimeOuts TW / TF

Time Out Called by RECEIVING Team

Match: #6	SYSID: 999999
Court: 7	11/24/20 18:24(PST)
Referee: Your Name	
Format: 2/3 to 11	
TimeOuts	TW / TF
12 13 14 15 16 17	6 7
12 13 14 15 16 17	4 8
12 13 14 15 16 17	
12 13 14 15 16 17	

Time-Out Procedures (cont'd)

- Advise Each Team of Remaining Time-Outs
- If Player Leaves Court with Paddle, Reinspect Before Play Resumes
- Watch players - if they appear to be resuming position, move toward yours post

Time-Out Procedures (cont'd)

- Ask If Ready to Proceed
- If Players are Not Ready Early, Advise When There Are 15 Seconds Remaining
- If Using Line Judges, Check Readiness
- At 1 Minute Mark, Announce “Time-In” and Call The Score

Time-Out Procedure



Time stamp: 14:58 to 15:33

- NOTE: The scoresheet has changed. Refer to Officiating Handbook.

Time-Out Reminder

- Time-Out Can Be Called until the Paddle strikes the Ball to initiate the Serve
- Time-Outs Can Be Requested before the start of the 2nd or 3rd games (e.g., between games)

Time-Out Reminder

- Players may request consecutive Time-Outs between rallies or between games.
- A Team May Call All of Its Time-Outs at Once Without Needing To Be Present On The Court
- If Player(s) return prior to one minute, 2nd Time-Out still available
- The “15-second” warning is not precise but is a head’s up that play will resume in ***ABOUT*** 15 seconds

End of Game

- Announce “Point, Game, {Final Game Score}” & “Change Ends, 2 Minutes”
- Start Timer
- Collect & Hold Game Ball
- Move To Center Court & Prepare Scoresheet For Next Game
- Draw Line Through Unused Points and Unused Time-Out Boxes if Additional Game(s) is to be Played
- Lightly Shade or Circle Final Scores

Circle Or Lightly Shade The Box Containing The Final Point Scored By Each Team

2

Event: **Mixed Doubles 4.5: 50+** Match: #6 SYSID: 999999
Court: 7 11/24/20 18:24(PST)
Team 1: **Smith, Mary** - **Jones, Bob** Referee: Your Name
MT Red Hat MT Format: 2/3 to 11

Serve	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	TimeOuts	TW / TF	
X	[Wavy line]										0	1	2	3	4	5	6	7	6	4	8
X	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17			

Team 2: **Baker, Diane** - **Olsen, Jim**
MT Blonde MT

Serve	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	TimeOuts	TW / TF
X	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		

SYSID: 999999

Between Games

- Rotate Clipboard So Board Clip Is Facing Serving Team
- Rotate Scoresheet Accordingly
- Place Server Clip with "\2" Above Starting Server

Between Games

- If Third Game, Remind Players of Upcoming Change of Ends Halfway Through
- Notify Players when 15 Seconds Remain and Return to Referee Position
- If Line Judges are used, Check Readiness
- Return Ball to Serving Team's End of Court
- At the End of 2 Minutes, Call "Game #", "Time In," and The Score
- Start The 10-Second Count

End Change - 6, 8, 11 Points

- Instruct Teams to Change **Ends**
- Announce Score, and 1 minute
- Start 1-minute Count On Timer
- Move To Center Court
- The Change of Ends is an End Change Time-out; Coaching ***IS*** Allowed!

End Change - 6, 8, 11 Points (cont'd)

- Before Removing Server Clip, Mark “1” Or “2” On Scoresheet Next To Current Server's Name
 - Based On Server Clip Number
- Remove Server Clip
- Rotate Scoresheet on Clipboard
- Rotate Clipboard so that Clipboard clip is now facing Serving Team (Serving Team Names will now be Right Side Up)
- Replace Server Clip Over Server Using “1/” OR “\2” above Server’s Name

End Change Markings

1 /

Event: **Mixed Doubles 4.5: 50+** Match: # SYSID: 999999
Court: 7 11/24/20 18:24(PST)
Referee: Your Name
Format: 2/3 to 11

Team 1: **Smith, Mary** - **Jones, Bob**
MT Red Hat MT **1** ←

Serve

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	TimeOuts	TW / TF
X																			6	10 / TW
	0																		4	8 /
X																				

Team 2: **Baker, Diane** - **Olsen, Jim**
MT Blonde MT

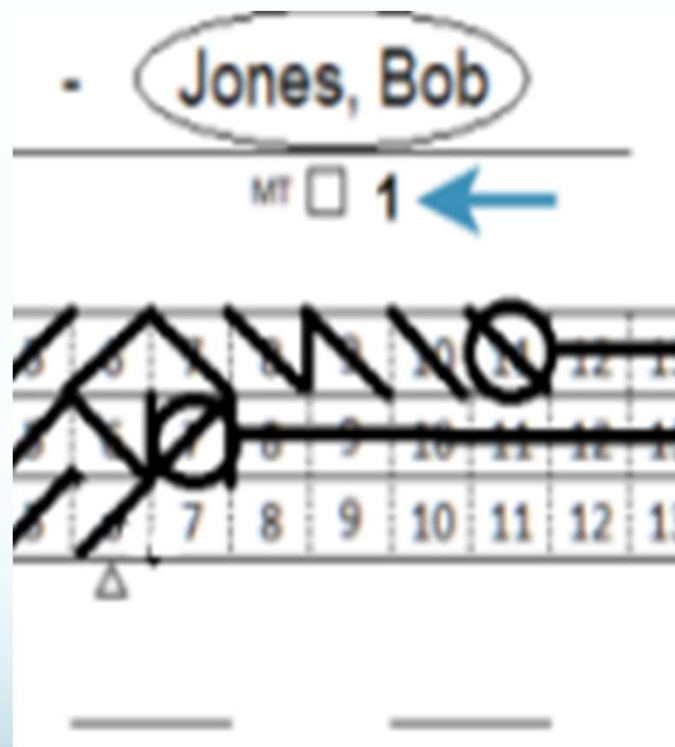
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	TimeOuts	TW / TF
	0																			
X																				

Serve

USA Tennis logo

SYSID: 999999

End Change Markings



End Change - 6, 8, 11-Point (cont'd)

- Once the end change point has been scored, a technical foul resulting in the loss of a point for the serving team shall have no impact on the completion of the end change.
- Notify when 15 Seconds Remaining
- If Line Judges are used, Check Readiness
- At 1 Minute Mark, Announce “Time IN” and Call The Score
- Start the 10-Second Count

End Change



Time stamp: 15:51 to 16:42

- NOTE: The scoresheet and some terminology have changed. Refer to Officiating Handbook.
 - “Sides” is now “Ends”

At Completion Of Match

- Announce: “Point, Game, Match” and Final Score
- Thank Line Judges & Dismiss (if used)
- Orient Scoresheet with Winning Team Names positioned Right-Side Up
- Circle Winning Team Names and Write “WINNERS” Inside Circle

At Completion Of Match (cont'd)

- Record Game Scores in Order Played with Winning Team's Score(s) Written First (e.g., 11-8, 7-11, 11-4)
- Record Scores in Middle of Scoresheet if there are lines or a space; if not, record Scores next to Winning Team's Names

End of Match Markings Completed Score Sheet

WINNERS

Event: **Mixed Doubles 4.5: 50+**

Team 1: **Smith, Mary - Jones, Bob**

Match: #6 SYSID: 999999
Court: 7 11/24/20 18:24(PST)
Referee: Your Name
Format: 2/3 to 11

MT Red Hat MT 1

Serve

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	TimeOuts	TW / TF	
X																			6	4	TW
X																					

11-8 7-11 11-4 8-4


Team 2: **Baker, Diane - Olsen, Jim**

MT Blonde MT

Serve

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	TimeOuts	TW / TF	
X																					
X																					

SYSID: 999999



At Completion Of Match (cont'd)

- Have One of the Winning Players Confirm Score(s) and Initial Next to Scores
VERIFY CORRECTNESS!
- Promptly Return Scoresheet to Referee Desk
- Do NOT Draw Line through Last Game Scores or Time-Out Boxes

End of Match



Time stamp: 16:45 to 17:28

- **NOTE:** The scoresheet has changed. Refer to Officiating Handbook.

Questions/Quiz



Still To Come

- *Key Situations*
- *Working with Line Judges*
- *2022 Major Rule Changes*
- *And Final Quiz and Final Q & A...*

Server Out Of Position Or Wrong Server

- After the Ball has been Served
- Announce “Service Fault”
- State “2nd Server” or “Side Out”
- Explain Fault as Necessary

Wrong Receiver

- After Ball has Been Hit by the Receiving Team
- Announce, “Receiver Fault”
- State “Point”
- Explain Briefly – as required

Serving Prior to Complete Score Called

- Call “Service Fault” Followed By “Second Server” Or “Side Out”

No Fault If Serving Motion Is Started While The Score Is Being Called!

Server Foot Faults

- Call “*Foot Fault*” Immediately Upon Violation, Followed By “Second Server” or “Side Out.”

Do Not Elaborate or Debate

Legal Service Rules for “Volley” and “Drop” Serves

- *Server Must Have at Least One foot In Contact With The Court Behind The Baseline and Between the Outside The Imaginary Extensions of the Sideline and Centerline.*
- *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 is not visible.*
- *The server can change between the Volley and Drop Serve at any time without declaring which serve will be used.*

Legal Service Motion – “Volley Serve”:

- **Three Elements** – at the point of contact the paddle the server must:
 - Be moving their arm in an upward arc
 - Keep the highest point of the paddle head below the wrist break
 - Contact the ball at or below their waist
- The server must only use their **non-paddle hand to release the ball** for the purpose of serving
- If the ball is **visibly spun** by the server, **the part(s) of the hand contacting the ball MUST be BARE.**

Legal Service Motion – “*Drop Serve*”

Server’s Release of the ball must:

- Be dropped from one of their hands or off the server’s paddle face
- Be dropped from any **NATURAL** (un-aided) height

When Dropped the ball must **NOT**:

- Have any force applied to it
- No Upward or Downward motion
- No Spin Applied to Ball

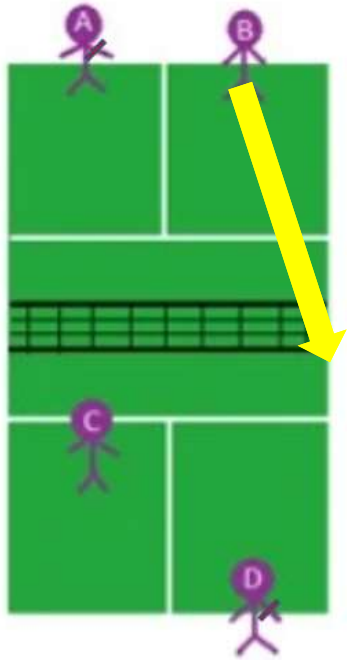
Stacking

- Concentrate **Only** On Proper Server and Receiver Based On:
 - Score
 - Starting Server Identification
 - Server Clip—First or Second
- **Ignore** Partner Positioning

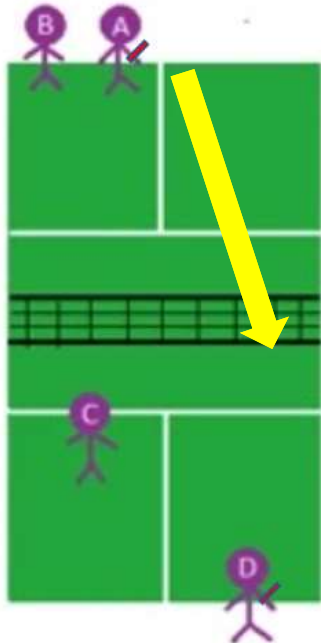
Stacking

(Players A and D are their team's first servers (🏸))

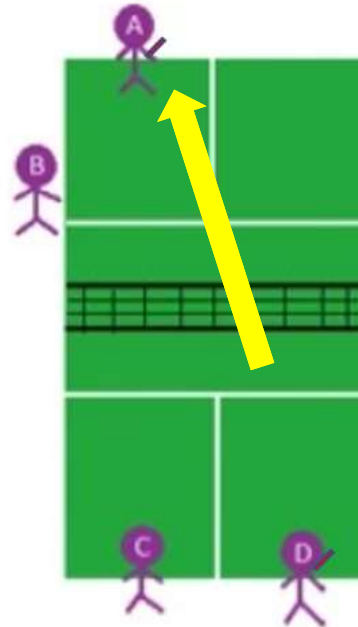
Traditional Positioning – Even Score
Player A serving to Player D



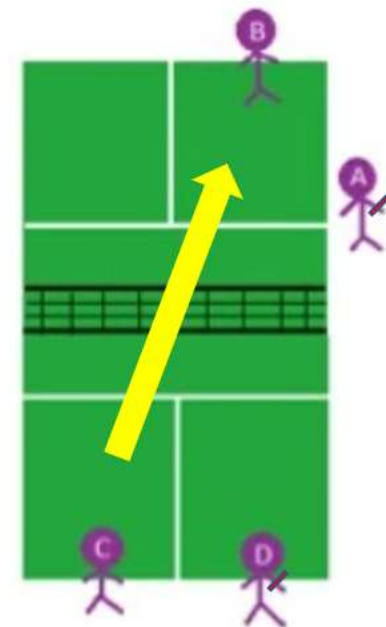
Stacking on Serve
Receiving team traditional Positioning
Even Scores – Player A serving to Player D



Stacking on Return
Serving Team (C&D) traditional Positioning
Even Scores – Player D serving to Player A



Stacking on Return
Serving Team (C&D) traditional Positioning
Even Scores – Player C Serving to Player B



NVZ Violations

- **Your Primary Responsibility**
- Prior to, During or Following a Volley
 - Anything the Player is Wearing, Carrying or is Contacting, touches the NVZ
 - Watch Momentum Closely
- **Call Fault Immediately** – if you saw a violation but didn't call it and the rally continues, still call it once you realize it.

Referee Mistake:

- Called Wrong Score – Call “**TIME**” Announce “**Correction**”, Re-Call Correct Score
- Called NVZ Foot Fault On Bounced Ball - Stop Play *Immediately*, Announce “**Correction**” & Replay

Player Readiness – Flow of Game

- Following Dead Ball, Players are Expected to Move to Respective Positions without Delay
- Call Score When Receiver is Ready (or Should Be Ready) & Server is in Position with Ball in Hand

Player Readiness

- Allow Receiver Reasonable Time To Become Ready
- If Delaying for no apparent reason
 - Call Score When Receiver **Should Be Ready** and Begin 10-Second Count

Medical Time-Out (MTO)

- Play Continues to End of Rally
- If Player is Accidentally Injured, or Requests a Medical Time-Out, Announce "**Medical Time-Out**" & Give Score (if Player doesn't ask for a MT but the referee is concerned that a player is in distress, referee may call a RTO and request an assessment for the player by Medical Staff – MTO is NOT assessed against the player)
- One 15-Minute or Less per Player per Match
- Summon Medical Personnel (or Tournament Director) to Assess Validity of Request
- Start 15-Minute Timer upon Their Arrival

Medical Time-Out (cont'd)

If Injury is Assessed to Be Valid

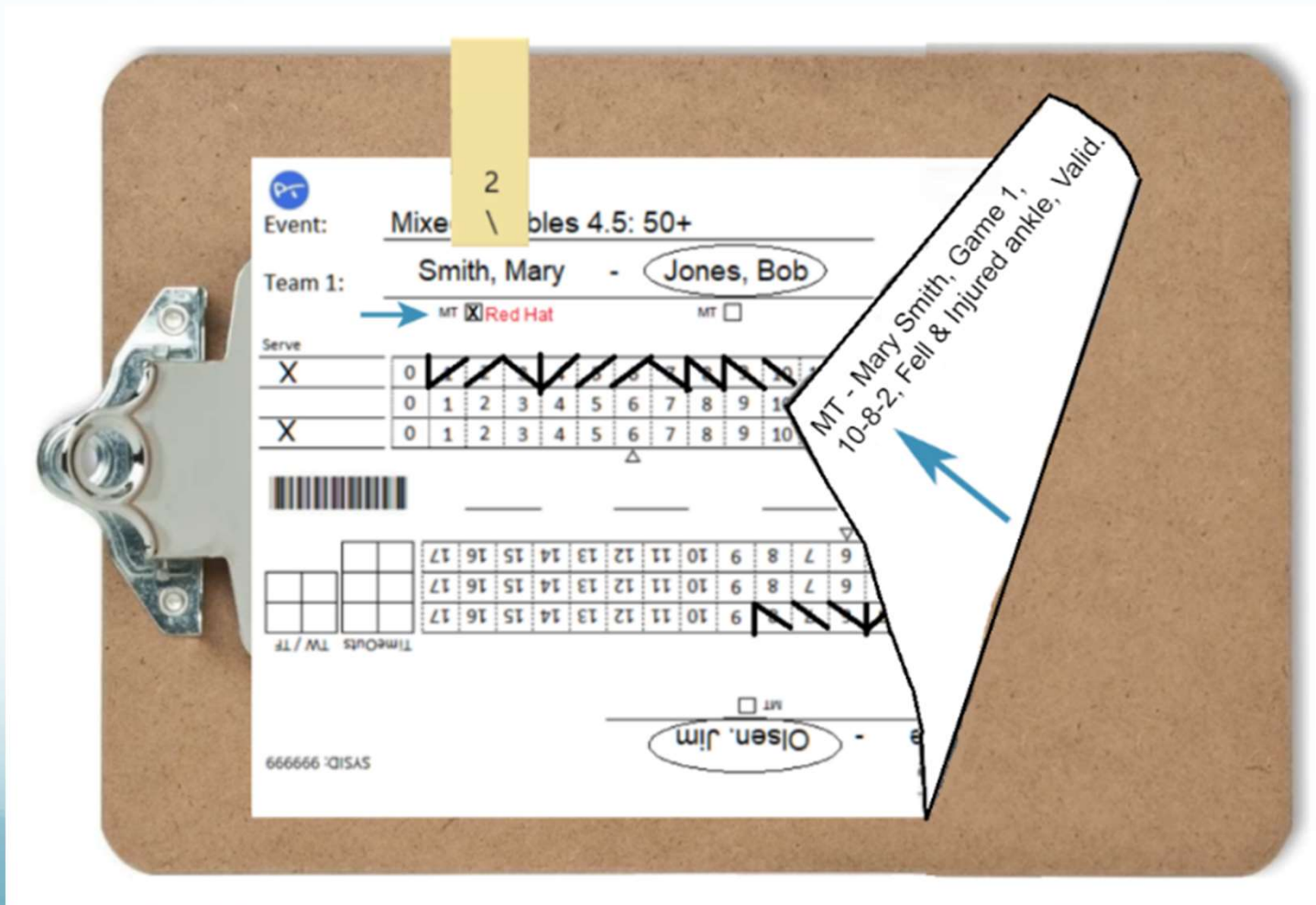
- Remind All Players - Once Injured Player is Ready, Play will Resume
- Bleeding must be treated
- Blood on Court Cleaned Prior to Resuming Play (Referee T/O)
- Write “MT” under Player’s Name & Pertinent info on back of Scoresheet (Do NOT remove Server Clip)

Medical Time-Out (cont'd)

If Injury is Assessed to Be Invalid

- Charge a Standard Time-Out Against Player/Team
- Issue a Technical Warning Against Player/Team
- If no standard Time-Outs remain, a Technical Foul will be assessed
- Medical Time-Out is no longer Available for that Player for remainder of Match

Medical Time-Out Scoresheet Marking



Hydration Breaks

- No longer permitted nor identified as such
- Okay for players to grab a quick drink when needed between rallies (usually when someone is retrieving the ball)
- No announcement or stoppage of play.
- Be alert and call score to resume play after allowing a reasonable time according to the conditions.

Referee Time-Outs (RTO)

- Used to address extenuating circumstances (active bleeding, potential medical situation, etc.) – no TO/MT will be charged to the player(s) for a RTO.
- Allow rally to complete, then stop play
- Call a referee time-out if no player calls a time-out
- Announce the reason for the time-out and the score
- Collect the ball if not placed on court under a player's paddle
- No maximum number of RTOs and No time limit
- No scoresheet notations required
- When situation is resolved, give 15 second warning, announce “time in” and call the score.

Equipment Time-Out

- At Referee's Discretion for Safety
- Two-minutes Maximum
- Only After Normal Time-Outs Have Been Exhausted
- No Limit On Number

Questioned Calls/Rulings

- Call Players To Net To Discuss
- Ignore Spectator Input
- Consult Line Judges, when in use
- When Requested or Necessary to Resolve Dispute, Summon Head Referee or TD

Questioned Calls/Rulings (cont'd)

If Head Referee or Tournament Director is called:

- If Referee's Ruling is Correct – Disputing Team:
 - Charge a Standard Time-Out Against Player/Team
 - Issue a Technical Warning (TW) Against Player/Team
 - If no standard Time-Outs remain, a Technical Foul (TF) will be assessed
- If Referee's Ruling is incorrect – call “**Correction**” and replay the point.

Broken Ball

- Play Continues to Completion of Rally
- Referee Determines if Ball Affected Outcome
- Replay Possible at Referee's Discretion Only
- Fault if Player Stops Play

Appealed Line Call

- If You Had A Good Angle & Without a Doubt Clearly Saw Ball “In” or “Out,” **ONLY When Appealed**, Make the Call
- If a **Line Judge’s view is blocked**, and the referee clearly saw the ball, the referee can make the call without appeal.
- Avoid using, “**I Think The Ball Was...**”
- Say, “**The Ball Was...**”
- If you didn’t clearly see it, say “**I did not clearly see it**”. Do not routinely say you were watching the NVZ, especially if there was no NVZ action at the time
- Do Not Overrule A Line Call Unless You Are **Absolutely Certain The Player’s Call Was Incorrect**

Unruly Player(s)

- Remain Calm; Maintain An Open Mind & Benign Demeanor
- Meet Player(s) Mid-court, Away From Spectators
- Based on severity, Issue Verbal Warning (VW) Technical Warning (TW) or Technical Foul (TF)
- If Player(s) Continues To Create Problems, Escalate discipline, as required.

Questions on the Called Score

- **Before the ball is served**, all questions are to be answered. Stop play by stepping forward and raising hand, verify score and then step back and re-call the score.
- **After the serve is made:**
 - Play continues to the end of the rally
 - Any correction is made before the next serve
 - Player comments about the score during the rally should be ignored.
 - A player who stops play to question the score has committed a fault and loses the rally.

Questions/Quiz



Quiz – Day One Topics

1. Until what Point in Time can a player call a Time Out, without incurring a penalty?
 - a. Before the Ref starts calling the score
 - b. Before the Ref completes calling the score
 - c. Before the server hits the ball to make the serve
 - d. Before the 3rd shot return

2. True or False – You change ends at 6 points in the 3rd game of matches that are best of 3 to 11 by 2 format.

3. A ball is declared DEAD when;
 - a. The Ref calls a Fault
 - b. The Ball bounces a 2nd time
 - c. The ball hits the playing surface & no player can reach it.
 - d. Both a & b
 - e. Both b & c

4. True or False – The Playing Surface is the area outside the court boundary (white lines) at both ends of the players' courts.

Quiz – Day One Topics

5. True or False – The Referee always has to wait for a player to ask about a line call before they can rule on it.
6. True or False – Line calls are an important part of the Referees job, and they should always try to follow the flight of the ball.
7. True or False - When the opposing team makes a side out, the Starting Server (player with the ID) will always serve first.
8. True or False – A receiver who has a foot extending beyond the sideline when they return the serve, will be deemed to have committed a fault.
9. True or False – A player will have committed a fault if they serve the ball prior to the Referee calling the score.
10. At what Point in Time during a Time-out do you check that your Line Judges are ready to commence play?

Quiz Answer Key – Day One Topics

1. Until what Point in Time can a player call a Time Out, without incurring a penalty?
 - a. Before the Ref starts calling the score
 - b. Before the Ref completes calling the score
 - c. Before the server hits the ball to make the serve
 - d. Before the 3rd shot return
2. True or False – You change sides at 6 points in the 3rd game of matches that are best of 3 to 11 by 2 format.
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7. True or **False** - When the opposing team makes a side out, the Starting Server (player with the ID) will always serve first.
8. True or **False** – A receiver who has a foot extending beyond the sideline when they return the serve, will be deemed to have committed a fault.
9. True or **False** – A player will have committed a fault if they serve the ball prior to the Referee calling the score.
10. At what Point in Time during a Time-out do you check that your Line Judges are ready to commence play? **After announcing “15 Seconds Remaining” or, if continuing play early, before calling “Time In”.**

Player Behavior and Remedies

Level	Penalty	Issued by
0	Verbal Warning	Referee
1	Technical Warning	Referee
2	Technical Foul	Referee
3	Game Forfeit	Referee
4	Match Forfeit	Referee or tournament director
5	Ejection	Tournament director only
6	Expulsion	Tournament director only

Warnings and fouls may be called from the time the players arrive at the court for a match until the completion of the match.


Progressive Disciplinary Action

Subject	Verbal Warning (VW) ¹	Technical Warning (TW)	Technical Foul (TF)	Game Forfeit (GF)	Match Forfeit (MF)	Ejection from Competition or Expulsion from Venue (TD Discretion)
OBJECTIONABLE LANGUAGE	Yes	Objectionable language directed at another person	Extreme objectionable language			Using ethnic, religious, racial, sexist, or homophobic slurs
PROFANITY	Yes	Profanity (audible or visual)	Extreme profanity (audible or visual)			
BALL	Yes	Damaging or aggressively striking dead ball – no danger	Striking or throwing dead ball with negligence – person hit		Striking or throwing dead ball in frustration or anger – person hit or property damage	Striking or throwing dead ball – injury
PADDLE	Yes		Aggressively or recklessly throwing paddle – no person hit or property damage		Aggressively or recklessly throwing paddle – person hit or property damage Use of non-compliant paddle	Aggressively or recklessly throwing paddle – injury
AGGRESSIVE BEHAVIOR	Yes	Arguing excessively with official, player, spectator	Threat or challenge to any person		Deliberate, aggressive physical contact with official, player, spectator	Intentionally spitting or coughing on any person
CHALLENGES/ REFUSAL	No	Loss of challenge to referee ruling (plus loss of TO)	Loss of challenge to referee ruling (no TO available)		Refusal to wear starting server ID	
INVALID MEDICAL TIME-OUT	No	Invalid medical TO (+loss of TO)	Invalid medical TO (no TO available)			
FAILURE TO REPORT ON TIME	No			10 minutes after 2/3-game match called	10 minutes after 1-game match called 15 minutes after 2/3-game match called	
ACCUMULATED FOULS	No		TW + TW	TW + TW + TW TW + TF TF + TW	GF ² + TW GF ² + TF TF + TF	
OTHER	Yes	Delay of game Illegal coaching Other minor unsportsmanlike conduct	Other extreme unsportsmanlike conduct		Failure to comply with venue rules, improper conduct, abuse of hospitality, other rules & procedures (TD Discretion:	Flagrant or injurious behavior impacting tournament Not exhibiting best effort

Verbal Warnings

- *A Verbal Warning (VW) is issued to prevent inappropriate behavior from escalating*
- *One verbal warning may be issued to each team during a match.*
- *If the behavior is severe enough, a technical warning (TW) or Technical Foul may be issued prior to a verbal warning.*
- *Once a Technical Warning (TW) or Technical Foul (TF) has been issued to a team, a verbal warning to that team is no longer available.*
- *A verbal warning typically precedes a technical warning (TW)*
- *A verbal warning does not result in any penalty.*
- *Note VW on the front of the scoresheet and annotate on the back of the scoresheet (similar as for a TW or TF)*

Recording Verbal Warnings

Event:  **Mix ** 2 **ubles 4.5: 50+**

Match: #6 SYSID: 999999
Court: 7 11/24/20 18:24(PST)
Referee: Your Name
Format: 2/3 to 11

Team 1: **Smith, Mary** - **Jones, Bob**
MT Red Hat MT

Serve	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	TimeOuts	TW / TF
X																			6	
X																			4	


W

Team 2: **Baker, Diane** - **Olsen, Jim**
MT Blonde MT

Serve
TimeOuts TW / TF

USA logo

SYSID: 999999



Technical Warnings

- Technical Warnings are to be assessed *after the rally is over*
- *A Technical Warning Typically Precedes a Technical Foul*
- A Second Technical Warning in a Match (by either partner for any reason) Warrants a TF

$$TW+TW = TF$$

$$1 + 1 = 2 \text{ Strikes}$$

Technical Warnings (cont'd)

- After Technical Warning is Issued:
 - On The Scoresheet
 - Place a “TW” in the TW box next to the T/O boxes.
 - Record Details on Back of Scoresheet (Do Not Remove Server Clip)

Recording Technical Warnings

Event: **Mixed Doubles 4.5: 50+** Match: #6 SYSID: 999999
Team 1: **Smith, Mary** - **Jones, Bob** Court: 7 11/24/20 18:24(PST)
Referee: Your Name
Format: 2/3 to 11

MT Red Hat MT

Serve	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	TimeOuts	TW / TF
X																			6	TW
X																				

TimeOuts TW / TF

USA Tennis

SYSID: 999999

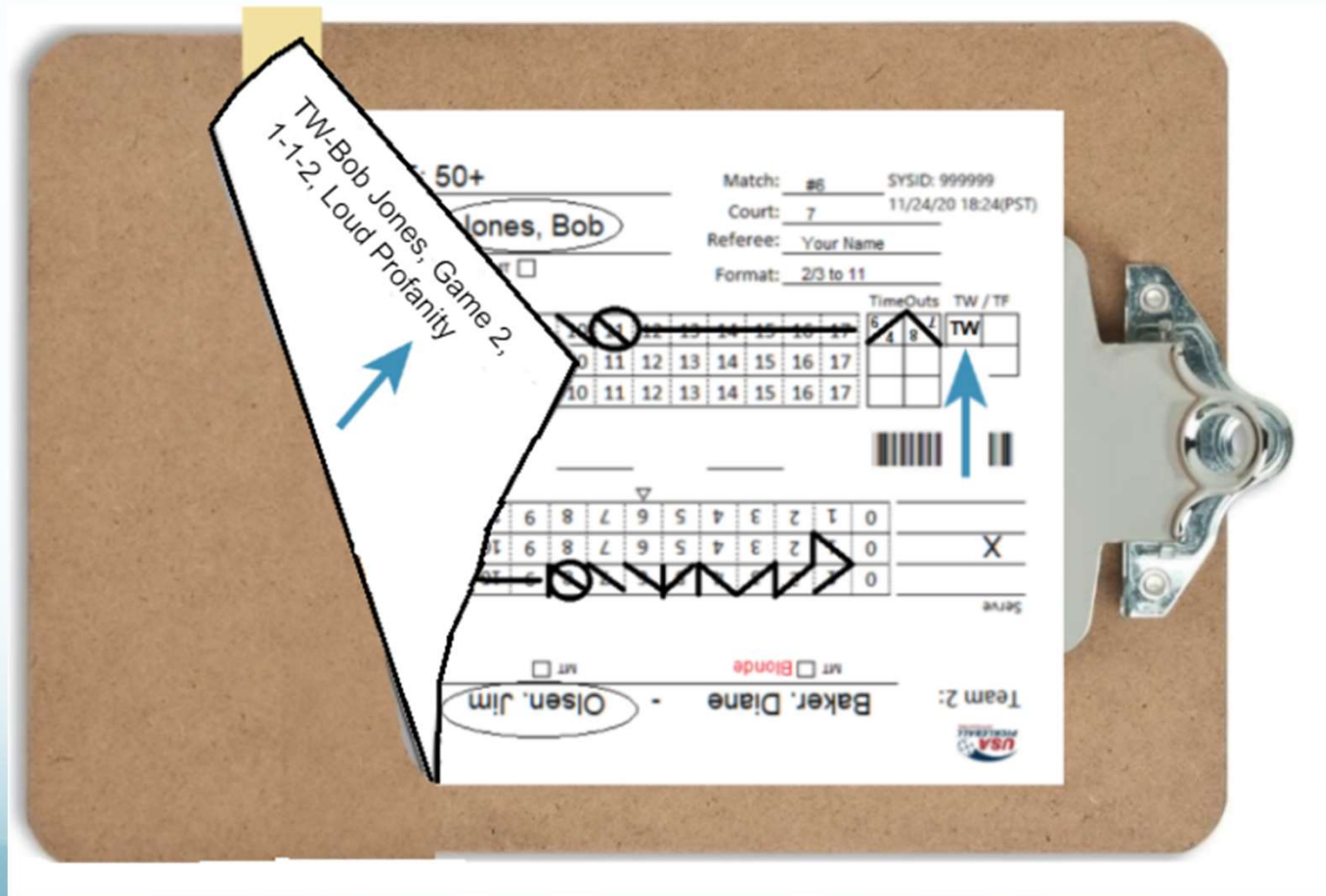
Team 2: **Baker, Diane** - **Olsen, Jim** MT Blonde

Serve	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	TimeOuts	TW / TF
X																				

TimeOuts TW / TF

2

Recording Technical Warnings



Technical Warnings (cont'd)

- After Documenting TW
 - Announce “15 Seconds”
 - Check Line Judge Readiness, if used
 - After 15 Seconds, Call “Time IN”
 - Call Score & Begin 10-Second Count

Technical Fouls Warranted For

- Intentionally Throwing Paddle
- Extremely Objectionable Language or Profanity
- Threats to any person
- Losing Ref Challenge When No Time-Outs Available
- Extreme Un-sportsmanlike behavior

Technical Fouls

- Technical Fouls are to be assessed after the rally is over
- When a Technical Foul Is Issued
 - **Subtract** One Point From Offending Team
(unless their score is “0”, if “0” add a point to Non-Offending Team’s Score)

Technical Fouls (cont'd)

- When a Technical Foul Is Issued
 - **Subtract** Point From Offending Team
 - Erase point “/” from scoresheet
 - Place a “TF” in the TW/TF box for that team
 - Place another “TF” in the score box to left of deleted diagonal
 - Record Details on Back of Scoresheet

Recording a Technical Foul – Deducting a Point

When the offending team has at least one point – front of scoresheet

Event: **Mixed Doubles 4.5: 50+** Match: #6 SYSID: 999999
Team 1: **Smith, Mary** - **Jones, Bob** Court: 7 11/24/20 18:24(PST)
Referee: Your Name
Format: 2/3 to 11

Serve	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	TimeOuts	TW / TF
X	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	6	TF
X	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		

Team 2: **Olsen, Jim** - **Baker, Diane** MT Blonde

Serve: X
TimeOuts: TW / TF

USA Volleyball

SYSID: 999999

Recording a Point

After a Technical Foul Point Has Been Removed

Event: **Mixed Doubles 4.5: 50+** Match: #6 SYSID: 999999
Team 1: **Smith, Mary** - **Jones, Bob** Court: 7 11/24/20 18:24(PST)
Referee: Your Name
Format: 2/3 to 11

MT Red Hat MT

Serve	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	TimeOuts	TW / TF
X	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	6	TF
X	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		

Barcode

Serve	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	TimeOuts	TW / TF
X	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
X	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		

Barcode

Team 2: **Baker, Diane** - **Olsen, Jim** MT Blonde MT

SYSID: 999999

Technical Fouls (cont'd)

- Technical Foul Is Issued when the offending team's score is "0"
 - Place a "TF" in the box of the Offending Team
 - Write TF in the score box (Non-Offending Team) to the right of the that team's last score
 - If receiving team, place a "|" to indicate side out after marking TF & adding a Point

Recording a Technical Foul – Adding A Point

When the offending team has “0” Points

Event: Mixed Doubles 4.5: 50+ 2
\
1

Team 1: Smith, Mary - Jones, Bob
MT Red Hat MT

Serve

X	0	1	2	3	4	5	6	7	8	9	10	11	TF
	0	1	2	3	4	5	6	7	8	9	10	11	
X	0	1	2	3	4	5	6	7	8	9	10	11	
	0	1	2	3	4	5	6	7	8	9	10	11	

Annotations:

- Blue arrow pointing to the 'TF' column in the score sheet.
- Handwritten note in a white box: "TW - Baker/Olsen, Game 1, 6-0-1, Being coached by friends"
- Handwritten note in a white box: "TF: 2nd TW, Olsen, Game 1, 9-0-2, Excessive arguing with ref about line calls"

Timers:

TW	TW				

Timeouts TW / TF

666666 QISAS

Olsen, Jim

Technical Fouls (cont'd)

- After Changing the Score Appropriately
 - Clearly advise team that a Point has been subtracted or added to their score
 - Announce “15 Seconds”
 - Announce “Time In”
 - Call score & Begin 10-second count

Technical Warnings and Technical Fouls

- The scoresheet TW/TF boxes are not “columns”, but four boxes that can be used for TWs or TFs
- Combination of TW and TFs:
 - TW+TW = TF (1 + 1 = 2 Strikes)
 - TW + TF = Game Forfeit (1 + 2 = 3 Strikes)
 - TF + TW = Game Forfeit (2 + 1 = 3 Strikes)
 - TF + TF = Match Forfeit (2 + 2 = 4 Strikes)

Game Forfeits

- Declare a Game Forfeit If
 - Player/Team Receives a Technical Foul after receiving a Technical Warning for Any Reason
 - Player/Team Receives a Technical Warning after receiving a Technical Foul for Any Reason
 - Player is Not Ready to Play Within 10 Minutes of When Match Is Announced

Recording a Match Forfeit

Forfeit of Game 1

Event: **Mixed D \ s 4.5: 50+** Match: #6 SYSID: 999999
Court: 7 11/24/20 18:24(PST)
Referee: Your Name
Format: 2/3 to 11

Team 1: **Smith, Mary** - **Jones, Bob**
MT Red Hat MT

Serve

X	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	TimeOuts	TW / TF
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		

11-0 11-5 MS

Team 2: **Baker, Diane** - **Olsen, Jim**
MT Blonde MT

TF TW TimeOuts TW / TF

Serve

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	TimeOuts	TW / TF
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		

GF

Serve

USA SOFTBALL

SYSID: 999999

Match Forfeits

- Declare A Match Forfeit If
 - During a Match a Player is discovered to be Playing with a Paddle that is not USA Pickleball approved
 - Player refuses to wear designated starting server identification
 - When TW & TF strikes = 4
 - $TW (1) + TF (2) = GF (3) + TW/TF = MF$

Recording a Match Forfeit

PT
 Event: **Mixed Doubles 4.5: 50+** Match: #6 SYSID: 999999
 Team 1: **Smith, Mary - Jones, Bob** Court: 7 11/24/20 18:24(PST)
 Referee: Your Name
 Format: 2/3 to 11

MT Red Hat MT

Serve	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	TimeOuts	TW / TF
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		

△

11-0 11-0 *MSmith*

FORFEIT

Serve	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	TimeOuts	TW / TF
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		

▽

Team 2: **Baker, Diane - Olsen, Jim** SYSID: 999999
 MT MT

Recording a Match Retirement

(Players Retain All Points Scored if They Retire From a Match)

WINNERS ←

Event: Mixed Doubles 4.5: 50+

Match: #6 SYSID: 999999
Court: 7 11/24/20 18:24(PST)
Referee: Your Name
Format: 2/3 to 11

Team 1: Smith, Mary - Jones, Bob
MT Red Hat MT

Serve

X	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	TimeOuts	TW / TF
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
X	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		

2-11 11-4 11-0 MSmith

RETIREMENT

	6	17	12	13	14	1	12	13	14	1	10	11	8	9	10	11	6	5	4	3	2	1	0
	6	17	12	13	14	1	12	13	14	1	10	11	8	9	10	11	6	5	4	3	2	1	0

Team 2: Baker, Diane - Olsen, Jim
MT MT

Team 2 retires with a lead: 11-2, 4-1
Win recorded for Team 1: 2-11, 11-4, 11-0

Quiz - Player Behavior and Remedies

- Remain _____ ; maintain an _____ & _____
- Meet player(s) mid-court, _____ to discuss behavioral issues
- A Progressive system of actions/penalties should be used to address inappropriate player conduct
- Issue _____, _____, or _____ (**Based On Severity**) after the end of the rally
- _____ to create problems, _____, as required.

Quiz Answer Key - Player Behavior and Remedies

- Remain **calm**; maintain an **open mind & benign demeanor**
- Meet player(s) mid-court, **away from spectators** to discuss behavioral issues
- A Progressive system of actions/penalties should be used to address inappropriate player conduct
- Issue **verbal warning, technical warning or technical foul** (***Based On Severity***) after the end of the rally
- **If player(s) continues** to create problems, **escalate discipline**, as required.

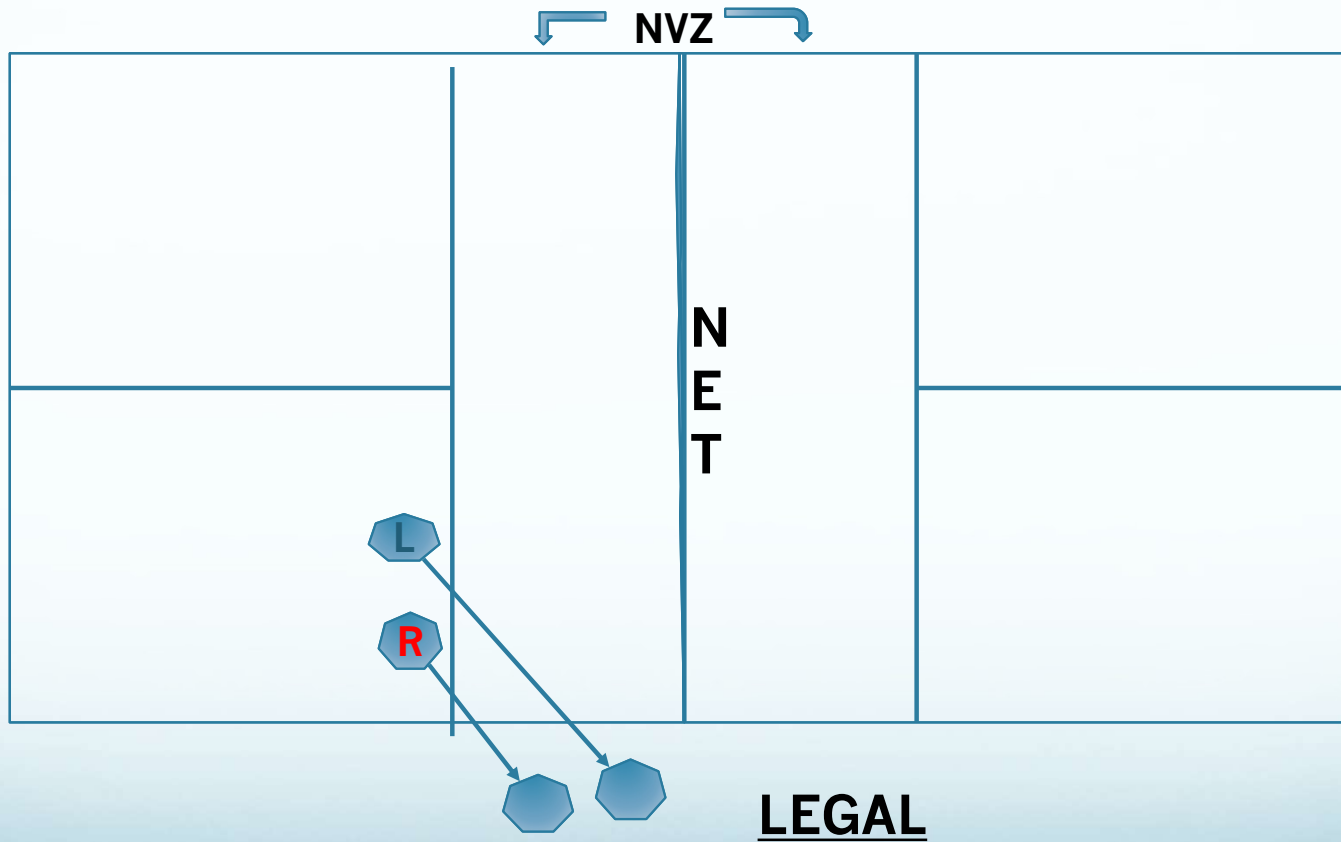
Bleeding And/Or Blood On Court

- Do Not Stop Ongoing Rally
- Blood Must Be Stopped/Cleaned Up Before Play Resumes
- Referee Time-Out (Not Recorded on Scoresheet)

NVZ Shots

- Jumping Across NVZ, Player
 - Cannot Touch NVZ prior to or after landing, if Ball is Volleyed

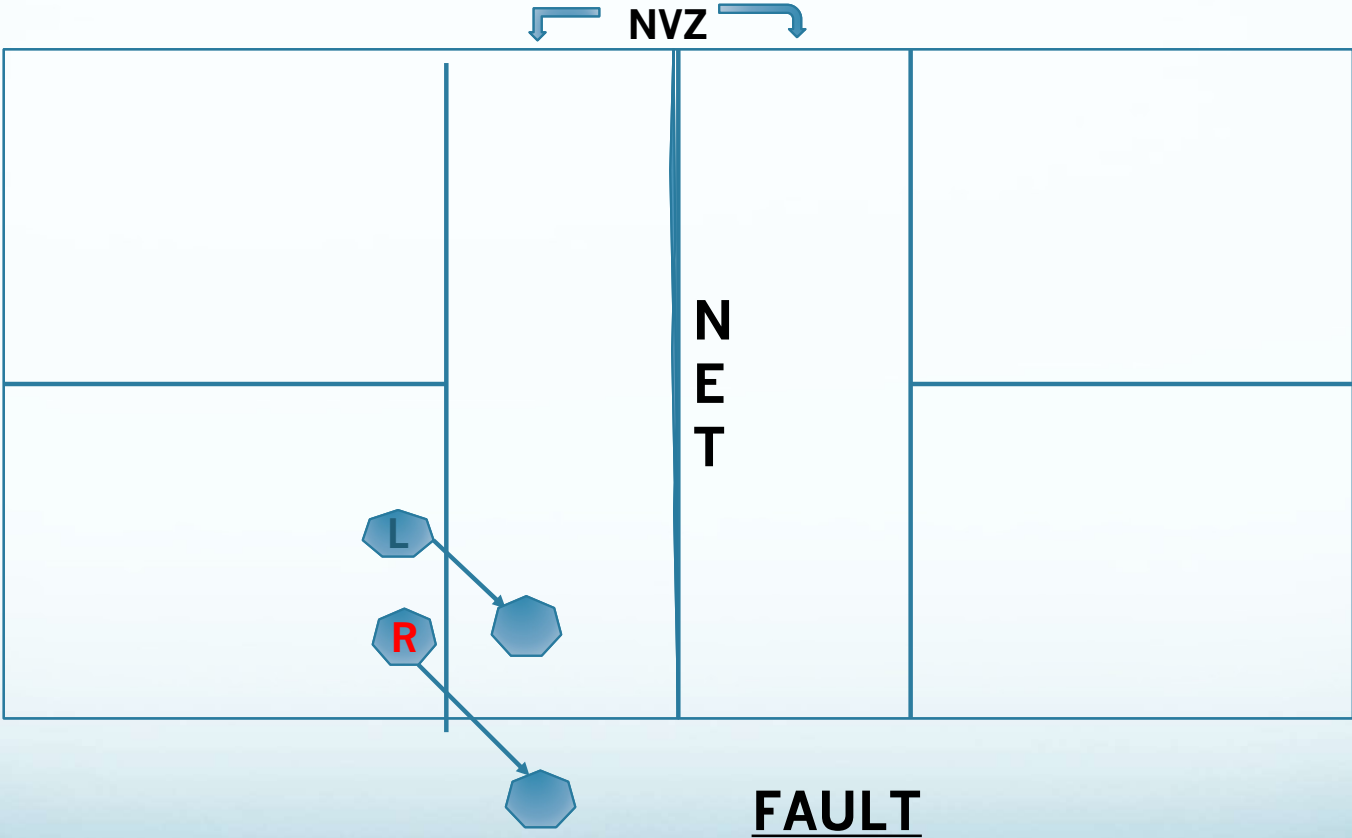
NO CONTACT WITH NVZ BEFORE VOLLEYING



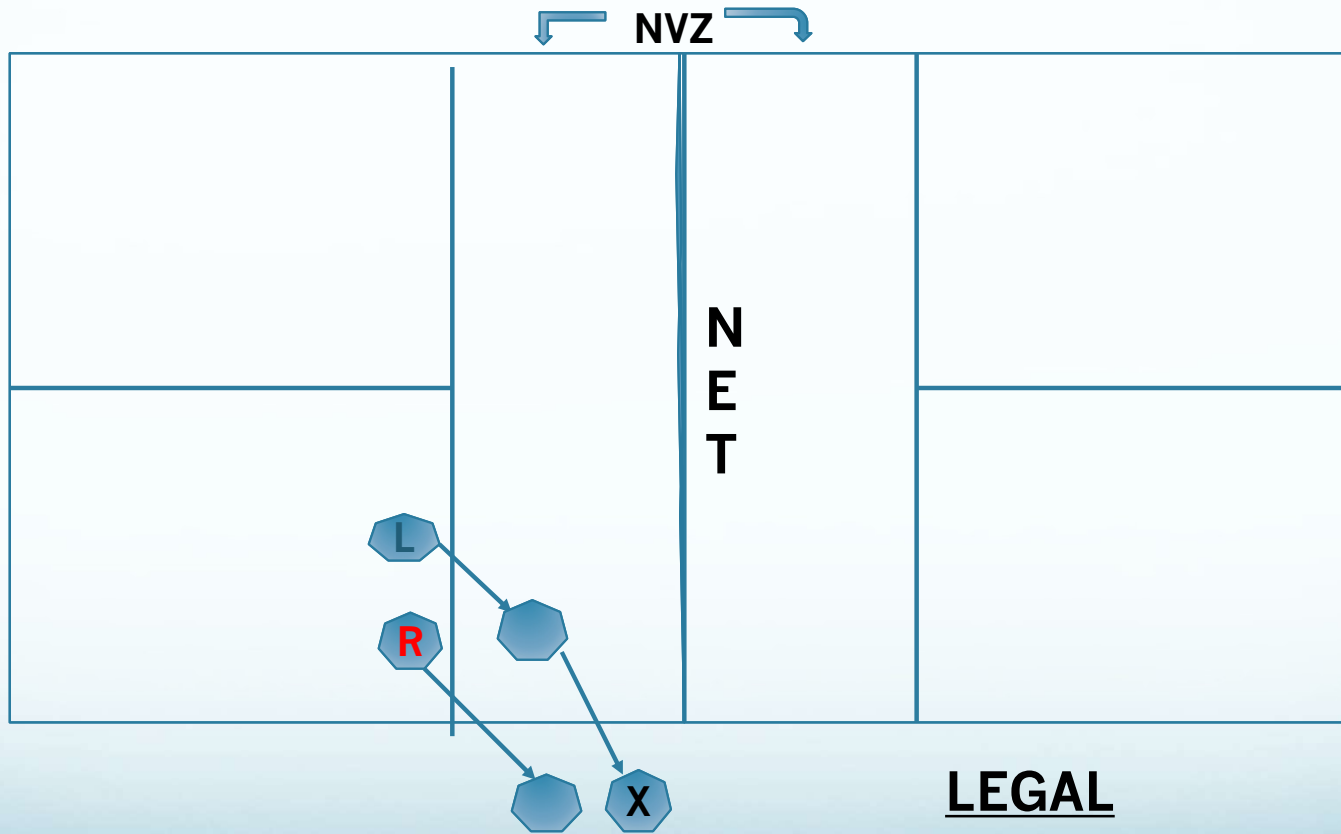
NVZ Shots (cont'd)

- Crossing Through NVZ
 - Both Feet must contact Playing Surface Outside NVZ before Ball can be Legally Volleyed

VOLLEYING BALL BEFORE BOTH FEET HAVE MADE CONTACT OUTSIDE NVZ



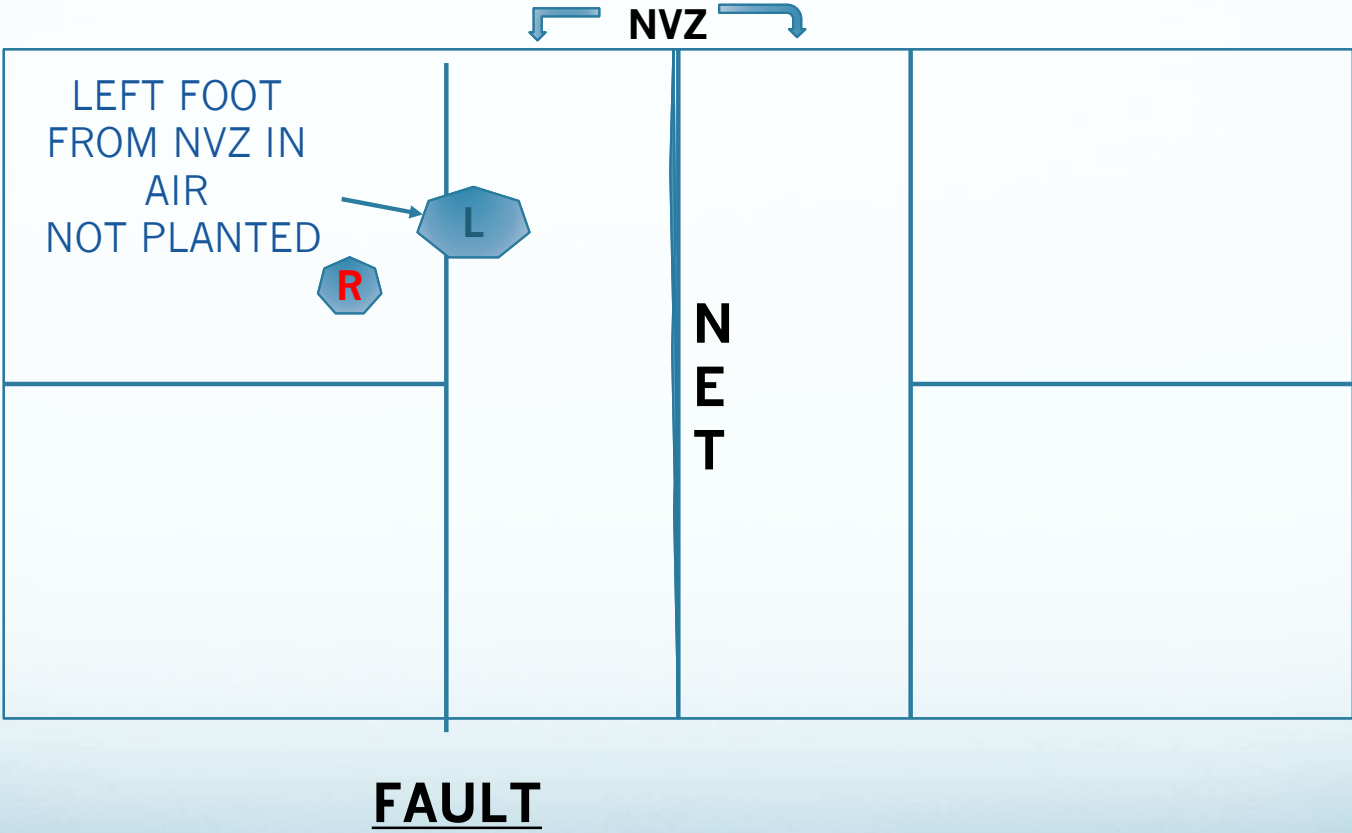
VOLLEYING BALL AFTER BOTH FEET HAVE MADE CONTACT OUTSIDE NVZ



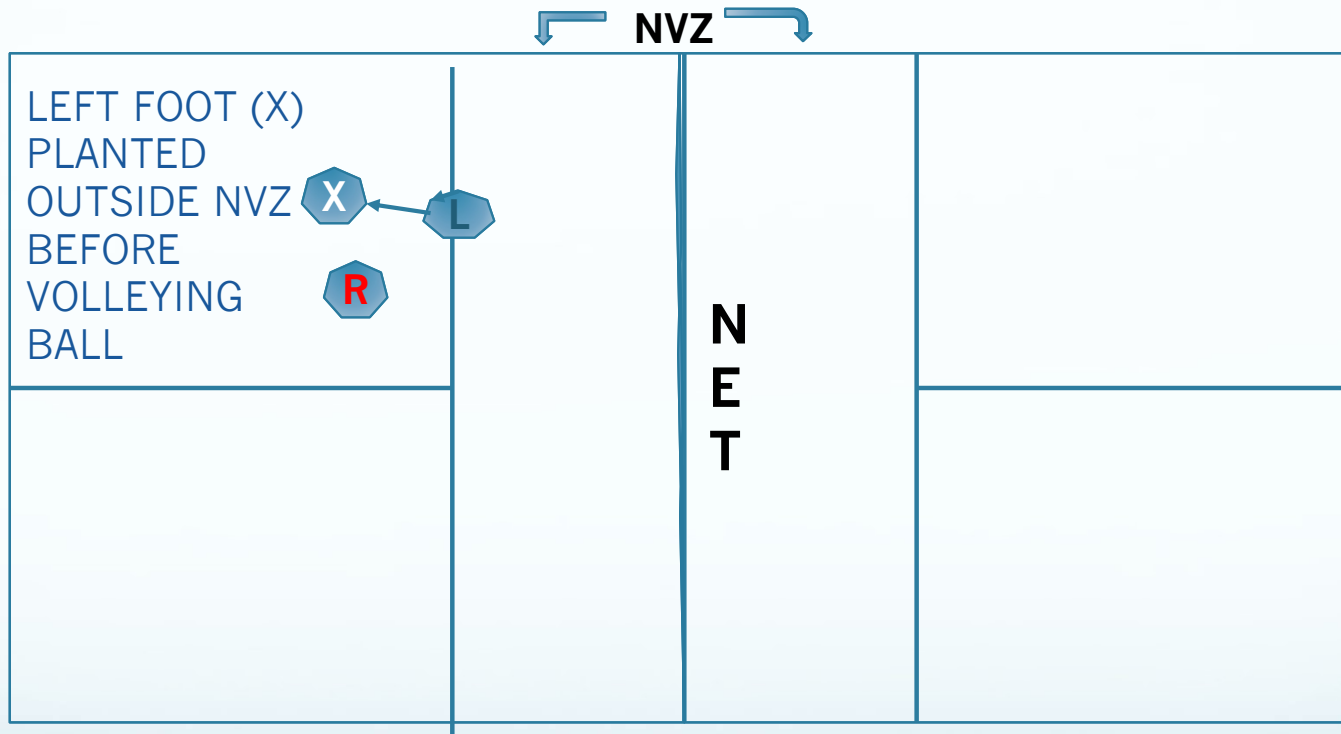
Pushing Off From NVZ

- After Being in the NVZ
 - Player Cannot Legally Volley Ball Until Both Feet have Contacted the Playing Surface Completely Outside the NVZ

VOLLEYING BALL BEFORE BOTH FEET HAVE MADE CONTACT OUTSIDE NVZ



VOLLEYING BALL AFTER BOTH FEET HAVE MADE CONTACT OUTSIDE NVZ



LEGAL

Crossing Plane Of Net

Legal

- On Follow Through of Hit as long as the Contact occurred on the Hitter's Side of the Net
- When the Bounced Ball Spins back and Crosses over the Net, the Player may then Cross the Net Plane

Crossing Plane Of Net

*Is **NOT** Legal when*

- Attempted Hit and Misses the Ball
- Paddle, Non-Paddle Hand, Clothing, etc., extend past Net or Net Post
- Foot Extends Beneath Net Onto Opponent's Court

Player Can Never Legally Touch Net/Post or Opponent's Court Surface While the Ball is in Play!

PORTABLE NET RULES

- *Ball Strikes Horizontal Bar Or Center Base Before Going Over Net = Fault*
- *Ball Goes Over Net And Hits Center Base, Horizontal Bar or Gets Caught Before OR AFTER bouncing = Replay*

Distractions

- Declare A Fault If Player Creates A **Distraction**
 - Waving Paddle or Arms, Making Loud Noises or Yelling, Etc.)
- When an **Opponent** Is About To Strike the Ball

Hearing Impaired Players

- Accommodate Requests to Announce Score Extra Loudly
- Be Sensitive & Tolerant of Player Asking to Repeat Score
- Look Toward Impaired Player When Announcing Score
- Enunciate Extra Clearly
- Use of an Arm Drop **is required** to Signal the Call of the Score
- Consider Using Extended Finger(s) For Score, If Necessary

Keep Both Sides Equally Informed

(Transparency)

- Conference At Center Court
- Invite Player(s) From Opposing Team
 - Avoid Perception Of Opponent Gaining Advantage
- If Discussion Becomes Intense:
 - Cut It Off
 - Send All Parties To Neutral Corners
 - Call *Time In* and Announce Score

Spectators & Coaching

- Control Spectators Politely, Yet Firmly
- Coaching Permitted **Only** During Time-Outs & Between Games

*Do Not Allow Spectators To Coach, Make Line Calls
Or Interfere With The Match In Any Way*

Dual Referee Option – Goals & Responsibilities

- Increase accuracy of calls involving the NVZ and players crossing the plane of the net.
- Second referee will stand on the opposite end of the net from the Lead Referee
- Lead Referee responsibilities follow the traditional role including keeping the scoresheet

Dual Referee Option – Goals & Responsibilities

- Second Referee Responsibilities
 - ***Calls:***
 - NVZ Faults
 - Plane of net faults
 - Service foot faults
 - Short serves
 - Player safety issues
 - ***Signals after the rally***
 - Out of position players
 - Incorrect server or receiver
 - Paddle thrown by a player
 - Ball deliberately damaged by player

Questions



**Working
With
LINE JUDGES**

Working With Line Judges

Line Judges

- Are part of the Officiating Team
- Do more than Call Lines
- Are a Referee's Second set of Eyes & Ears

Referee Is Responsible For Briefing Line Judges

Working With Line Judges

Line Judge Responsibilities

- Know The Rules
- Devoting FULL Attention
- Make “Out” Calls On Assigned Line(s)
- Follow Action On Court
- Provide Opinion When Asked By Referee
- Do NOT Speak with Players – Only Answer Referee Questions

Working With Line Judges

Pre-Match Line Judge Briefing

Instruct Line Judges to:

- Turn Off Cellphones
- Remain Attentive & Avoid Side Discussions
- Stand Directly in Line with Your Responsible Line
- Follow Play & Be Prepared To Offer Opinion If Asked By Referee
- Do **NOT** Be Influenced By Spectator or Player Line Calls
- Remain at Position until Dismissed by Ref

Working With Line Judges

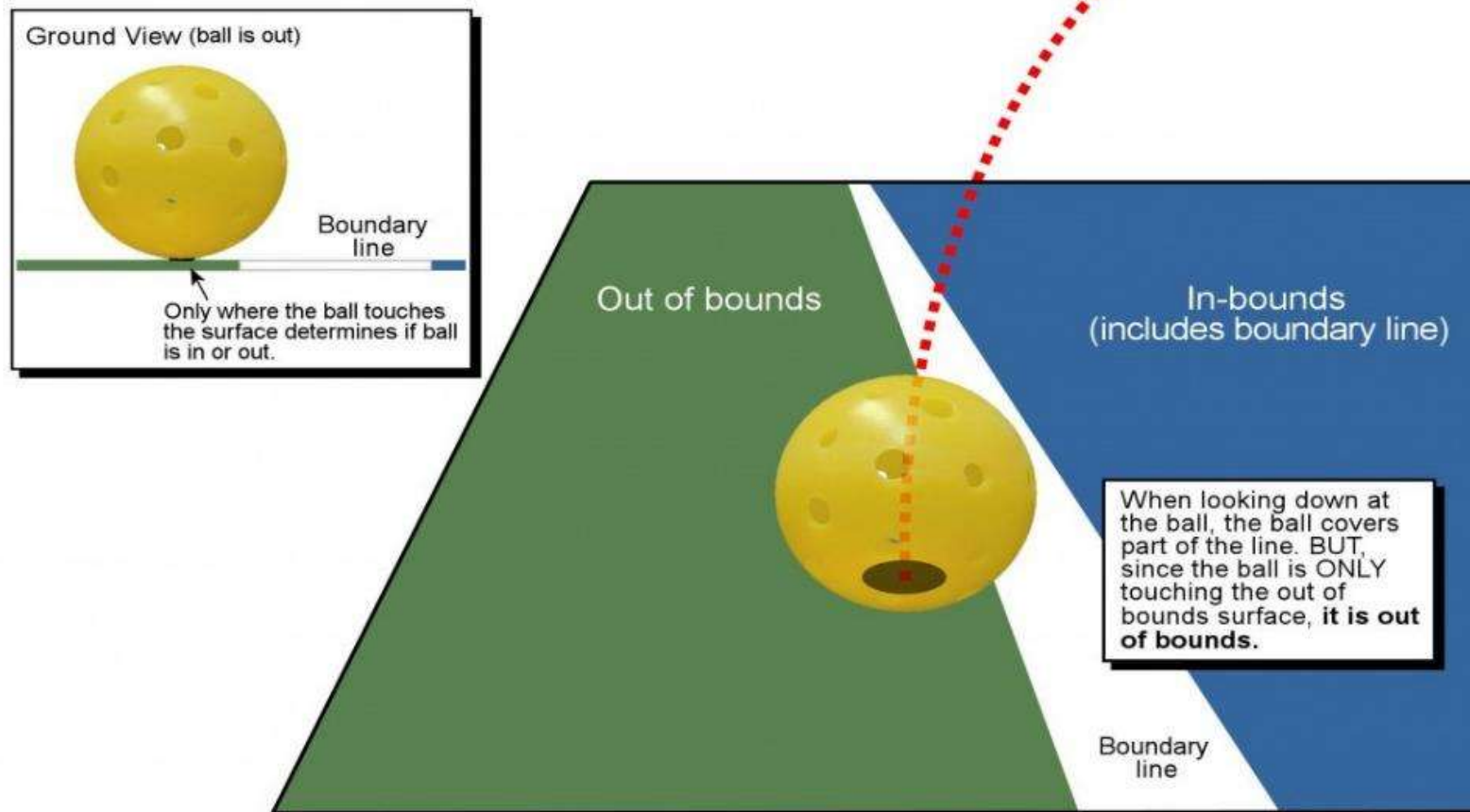
- ***Communicating Line Calls***
 - Immediately
 - Confidently
 - Loudly (on verbal calls for out balls and foot faults)
 - Arm Signal (Hold for ~5 sec or ensure the referee sees it)
- ***Passive Option***
 - TDs have a new “**passive option**”
 - Players make their own line calls
 - Line judges only make calls and signals when requested by the referee **after an appeal by a player**

Working With Line Judges

Ball Called “OUT”

- When making line calls, the criteria for line judges and referees (Rule 6.C), are different from those assigned to players (Rule 6.D.7)
- Referee (6.C): ball contacting the playing surface completely outside of the court is “out”.
- Players (6.D.7): questionable calls **MUST** be resolved in the favor of the opponent

Working With Line Judges – Ball Called “OUT”

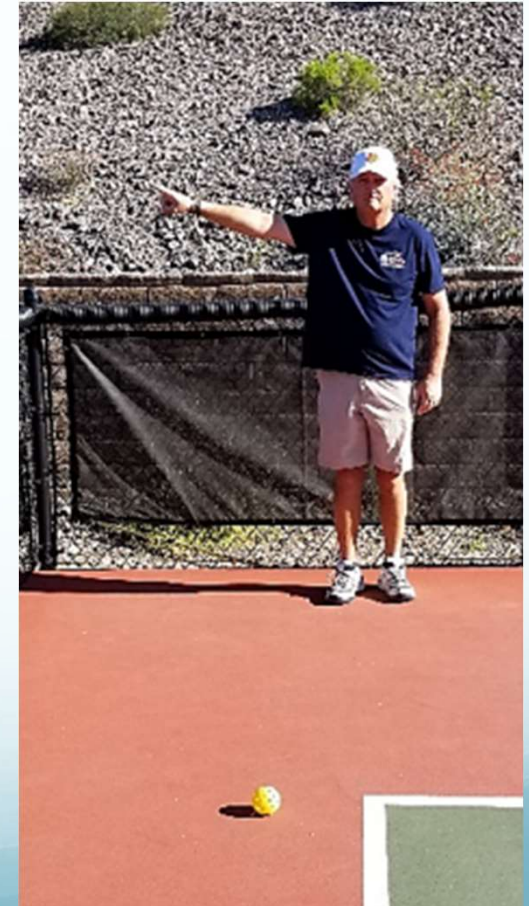


Line Judge/Referee Criteria for Making Line Calls (Rule 6.C)

Working With Line Judges

Ball Called “OUT”

- Call “OUT” Loudly & Clearly – To Stop Play
- Arm should be raised in the direction of the out ball (45°-90°)



Working With Line Judges

Ball Cannot be Called “OUT”

- Visually show “IN” Line Call Signal - Both Arms Extended Forward & Downward, One Hand on Top of the other, Palms Down
- NO Verbal Call



Working With Line Judges

Ball Blocked from View

- Cover Both Eyes with Palms of Hands – Immediately
 - Referee can make Call without Player Appeal
 - Referee may ask other LJs for their Opinion



Working With Line Judges

Other Hand Signals - NEW

- Out of Position, Wrong Server/Receiver – Both Hands, Palms together over Your Head
- Signal AFTER the end of the rally



Working With Line Judges

Other Hand Signals – NEW

- Coaching from the Sidelines –
Arms extended to Each Side
& Palms Open
- Signal AFTER the end of the rally



Working With Line Judges

Instruct Line Judges to

- Call Service Foot Faults and raise hand so referee can note that the line judge made the call (not a player)
 - Baseline Judges: Baseline
 - Sideline Judges: Extended Sideline & Center Lines

Working With Line Judges

Instruct Line Judges to (cont'd)

- Watch Play on Court – Referee May Ask for Opinion
 - Double Bounces
 - Balls Touching Players/Clothing
 - Sideline focus on ATPs and Ernie's for player position/feet and IN and OUT balls

Working With Line Judges

Instruct Line Judges In (cont'd)

- Making Line Calls – Priority Responsibility
 - Impartial Calls Based on where Ball Lands
 - Balls that contact the Playing Surface outside of the court & Do NOT make contact with the Line are “OUT”
 - Unable to Determine if a Ball Makes Contact with the Line – Ball is “IN”
 - Make all Calls Promptly – Otherwise Players will have Doubt about Your Call

Working With Line Judges

Instruct Line Judges In (cont'd)

- Making Line Calls – Priority Responsibility
 - Focus on Your Line of Responsibility before the Ball Arrives
 - Call All Balls “OUT” Regardless of How Far Out they are Hit
 - Do Not Make Line Call Until Ball Touches the Playing Surface/Court.

Working with Line Judges (cont'd)

Confirm Each Line Judge's Readiness At:

- Start of Match & Each Game
- Before Resuming Play After:
 - Time-Outs
 - Any Extended Pause In Play

Overruling a Line Judge's Call

- The Referee Can Overrule a LJ's OUT Call
- Players Can Overrule a LJ's OUT Call
 - When it is to Their Disadvantage

Questions

