



OFFICIATING PROGRAM

DOUBLES CERTIFICATION CLINIC

Reasons for the Clinic

Qualified officials are required for competitive matches to:

- a) ensure a fair outcome to the match
- b) ensure the safety of the players

Clinic Objectives:

- a) Understanding the roles of the various officials
- b) Understanding the rules and their interpretation

Please hold your questions as we proceed through the presentation unless they specifically pertain to the issue being discussed. The presentation is very detailed and most of your questions will be answered at some point during the presentation. Of course, if you still have questions at the end of the presentation, you are encouraged to ask them.

Officials

The Scorer

The Scorer's role is to assist the Referee by writing the score down for the Referee, announcing the match and calling the score.

The Referee makes all the other calls.
It may well be that the Referee does not have the assistance of a Scorer, in which case the Referee also takes on the Scorer's role.

SCORER'S CALLS

CALLS

EXPLANATION

FINAL OF THE
CANADIAN OPEN
CHAMPIONSHIP

Announces the event

GARY WAITE AND
JAMIE BENTLEY
AGAINST WILLIE
HOSEY AND MIKE
PIRNAK

Introduces the players

BENTLEY TO SERVE
BEST OF 5 GAMES

Who is serving;
don't forget this or they could
go on all night!

LOVE ALL, PLAY

Indication for player to serve

SCORER'S CALLS CONT.

NOTE: BEFORE CALLING THE SCORE THE SCORER MUST ALSO REPEAT ANY DECISIONS OF THE REFEREE.

4 – 3	Give serving team's score first
HAND OUT	To indicate a change of server
SIDE OUT or CHOICE	To indicate the change of team serving
GAME BALL	Added at the end of a call when one team, if they win the next rally, would win the game
MATCH BALL	On match point when one team winning the next rally wins the match

Examples of calling the score before a rally are:

“Bentley serving 9-7, choice”

and

“Let, Waite, serving from the left, 3-1”

It is better to provide more information than not enough information!!

The Referee

It is clearly stated in the Rules that the calling of the game is vested in the Referee and it is his duty to call the play.

Basically the Referee has three choices on each shot played:

- 1) Whether the ball was a good return (i.e. up or in court).
- 2) Whether the ball was not a good return (i.e. down, not up, or out).
- 3) Unsure whether the ball was a good return or not.

In cases of doubt the Referee may be guided by the players on court. However if this does not happen and he is “more sure” than not, he would make his call accordingly. If either team is not happy then they may appeal at the end of the rally with the words “Let please”.

If however, in rare situations, the Referee is unsure because he is unsighted or otherwise unable to make a call, then he will opt to play a “Let”. This call may be overruled on appeal when both line judges agree otherwise.

REFEREE'S CALLS

CALLS

EXPLANATION

TIME

This is the first call heard by the players.
The Referee announces the end to each
team's warm up with the call of "Time"

15 SECONDS

The call made between games, the
Referee calls "fifteen seconds" to
advise the players to be ready to resume play on
"Time"

TIME

The Referee makes this call when the
interval between games has elapsed.
The players should be ready to resume
play when the call is made

REFEREE'S CALLS CONT.

NO LET
YES LET

Calls made by Referee in answer to a player's appeal "Let Please"

POINT TO WAITE

awarding points, indicate to whom
the point is awarded to (the term
STROKE can be substituted for
POINT)

It is important that Referees, when

awarding points, indicate to whom

STOP

rally

This is the call now used to end a

FOOT- FAULT

these calls early and clearly

On service. It is important to make

FAULT

On service

REFEREE'S CALLS CONT.

OUT To indicate when the ball has gone out of court, which may occur on service or during a rally.

NOT UP The expression used to denote that a ball has not been struck in accordance with the Rules (e.g., double-hit or double bounce).

DOWN The expression used to indicate that an otherwise good return has struck the tin or board or has failed to reach the front wall.

Referee's Duties

The Referee, as well as calling the game, has the important task of ensuring that every rally reaches its fair and correct conclusion safely. He has to check that the Scorer is scoring correctly, and he answers appeals by the players in relation to any of his calls or failure to make a call. When any obstruction or interference between the players occurs, then he adjudicates on the appeal and then gives his decision.

He is responsible for time keeping, ensuring court conditions are safe, that the ball has not broken and that eye guards are being worn properly.

The Referee's job is to allow the match to proceed smoothly. Remember the game is for the players and a good referee will go unnoticed throughout the match. So the Referee will not interject unless the players ask for him to do so following a request for a 'Let', or there is a clear violation of the rules (e.g., ball not up, ball out), or a dangerous play is developing.

On a request for a 'Let' the Referee will then give his decision to the players and his decision will stand, unless there are Line Judges for the match, in which case the players may appeal the referee's decision.

The referee should not overrule a player who is making a call against himself.

Line Judges

Line Judges are appointed before the start of the match. When a player wishes to appeal a Referee's decision, the Referee controls the appeal process.

The Referee will first go to the Line Judge with the best view of the situation. If this Line Judge gives the same decision as the Referee, the Referee announces to the players that the Referee's decision is upheld and play continues.

If the Line Judge is unsighted then the Referee's decision is also upheld.

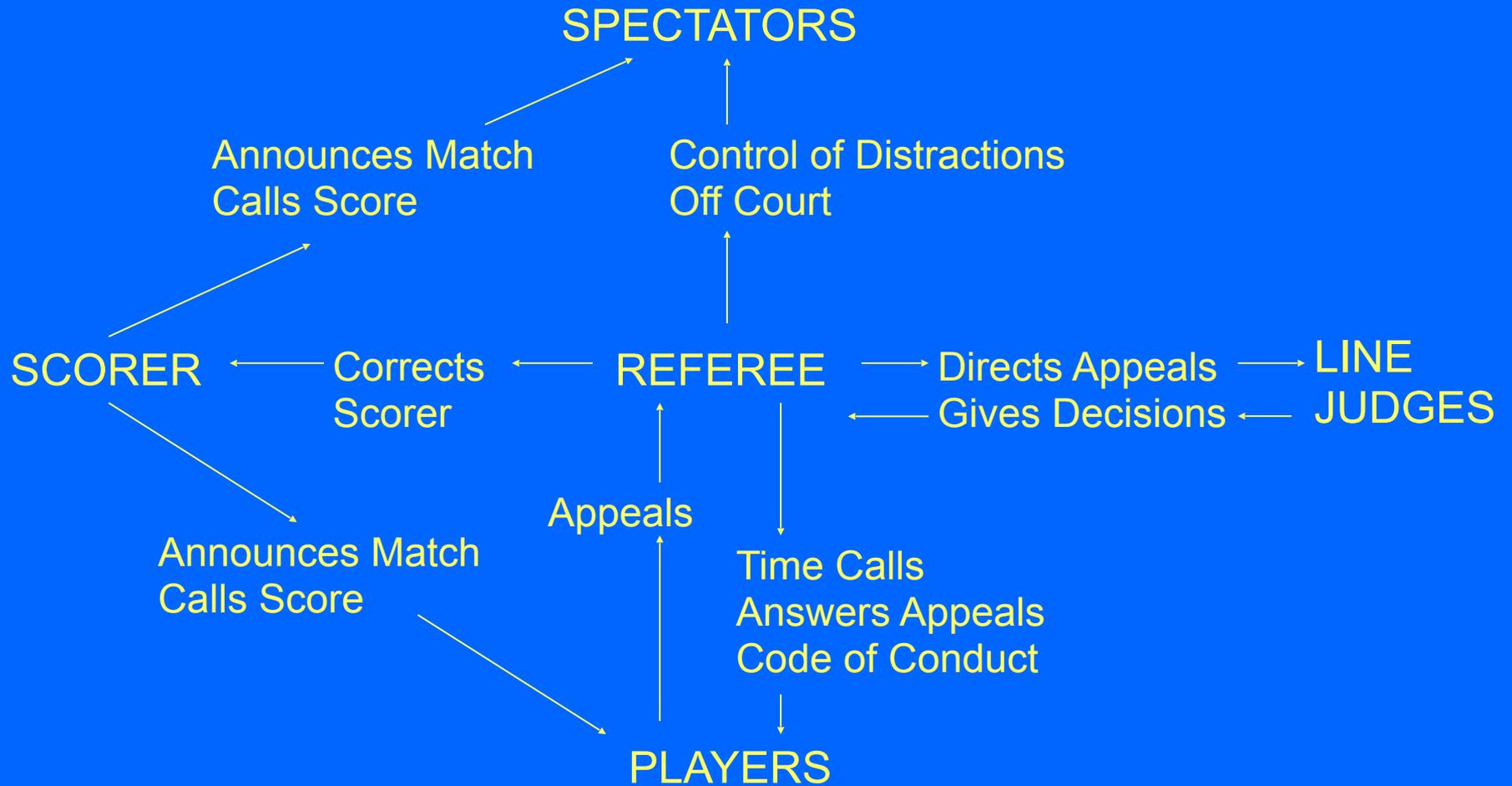
However, if the Line Judge disagrees with the Referee, the Referee then goes to the other Line Judge for his opinion. If both Line Judges agree then the Referee announces to the players that the original decision is overruled, gives the correct decision and play continues.

If the first line judge disagrees with the Referee, but the second line judge agrees with the Referee, the Referee's decision is upheld.

Only when both line judges agree can the Referee's decision be overruled.

The Referee must avoid appeals from the players going directly to the line judges, and must also prevent any discussion between players and line judges.

Relationships Among Players, Officials and Spectators



A player may not request the removal of an official once the match has commenced.

Recording the Score

There are various methods for recording the score, and there is no one official method. However there is a system which requires less writing. It is very easy and from it one can see the pattern of the match at a glance. Take a match between Berg/Mudge vs Gould/Price.

Players

1st Game

Berg	0R	1L			2		3R	4L				
Mudge									R	5L	6R	
Gould		/	1R	2L		/			4			
Price					R	3L						

Match Preparation

It is helpful to arrive well ahead of the posted time for several reasons. You can introduce yourself to the players prior to the match. You can make sure that the players are wearing clothing in accordance with the tournament regulations. You can ensure that supplies are on hand and spare pencils, balls and score pads are available. Make your way to the gallery in good time for the start of the match. The Scorer and the Referee should be in their seats before the players arrive on court.

Eye Guards

Approved protective eye guards must be worn properly at all times during play. There should be no exceptions to this rule for obvious safety reasons.

The Rules

Service

The server, from the beginning of the service motion until the ball has left the racquet from the service, must stand with at least one and the same foot touching the floor wholly within and not touching the line surrounding the service box and serve the ball directly onto the front wall above the service line and below the 20 ft line before it touches any other part of the court, so that on its rebound (return) it first strikes the floor within, but not touching, the lines of the opposite service court, either before or after touching any other wall or walls within the court.

A Service is a fault if:

The server does not have at least one foot or part of that foot grounded inside the service box at the moment of striking the ball. At no time should that qualifying foot be touching the lines, wall or floor outside the box, although part of it may be in the air above the line.

The ball is served on to or below the cut line.

The ball touches the floor in the same back quarter court that the server served from, or on the half court line.

The ball touches the floor on or in front of the short line.

The ball is served out.

The ball hits any surface other than the front wall first – for example the side wall on a ‘cork-screw service’, the tin, board or floor.

The server strikes at but misses the ball.

Also, the receiver, if he is not ready to receive service, may ask for a “Let”, which will be allowed provided that he does not attempt to play the ball.

After a fault a player serves again.

Note: Any fault, including a foot fault, can be appealed.

A server serves his hand out and loses the rally if:

The server serves two consecutive faults, or the ball hits the server or anything he or his partner wears or carries (unless the receiver has struck at the ball and missed, or unless the serve is a fault).

A team serves its side out when each player on the team has served his hand out, except at the start of the game, the team serving only has one hand.

A player does not have the option of playing a service fault.

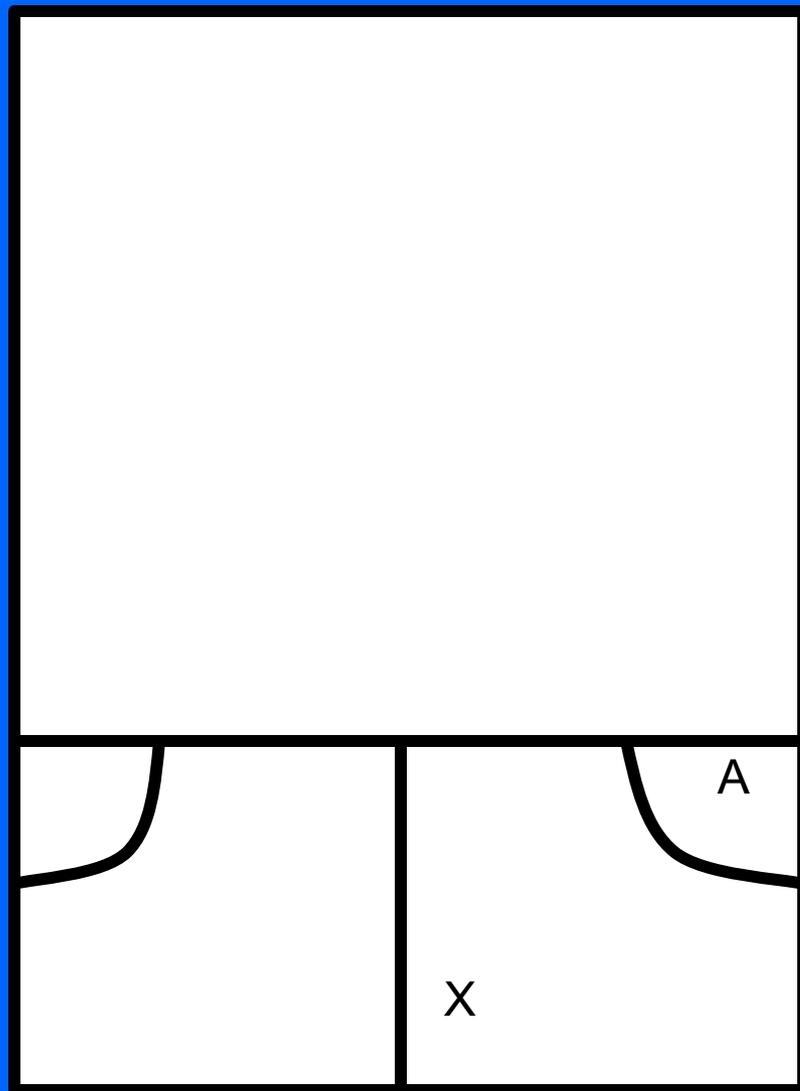
If a serve from the wrong side is played, the point shall stand and the next serve shall come from the opposite side (i.e., the alternating sequence continues).

Once a game has started, a player must always receive serve from the same side. Players can only change the sides they receive from between games.

Right to Play the Ball

Immediately after he or his partner has struck the ball, each player must get out of his opponents' way and must:

- a) Give his opponents a fair opportunity to get to and strike at the ball from any position on the court elected by an opponent.
- b) Allow either opponent to play the ball to any part of the front wall or back wall and to that part of each side wall in front of the red floor service line.



c) Give his opponents a fair view of the ball.

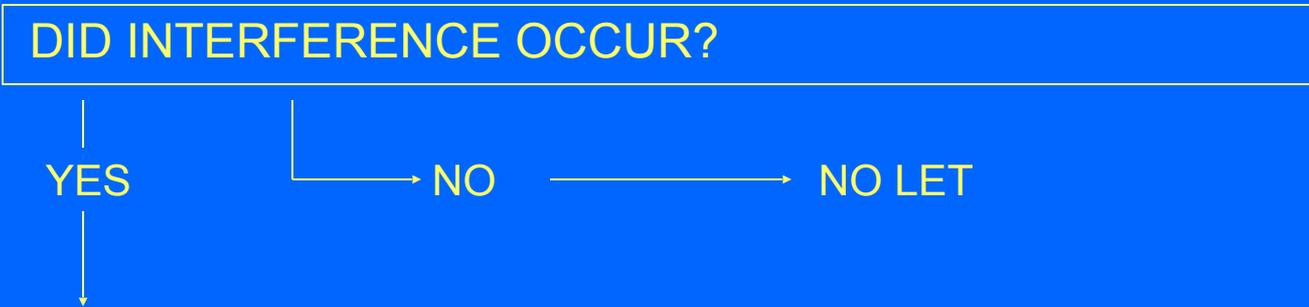
d) Refrain from creating a visual or audible distraction.

REFEREE'S LINE OF THINKING

The Referee's Line of Thinking is a useful tool that will help guide a Referee to the correct decision each time there is an appeal on interference or obstruction.

QUESTION

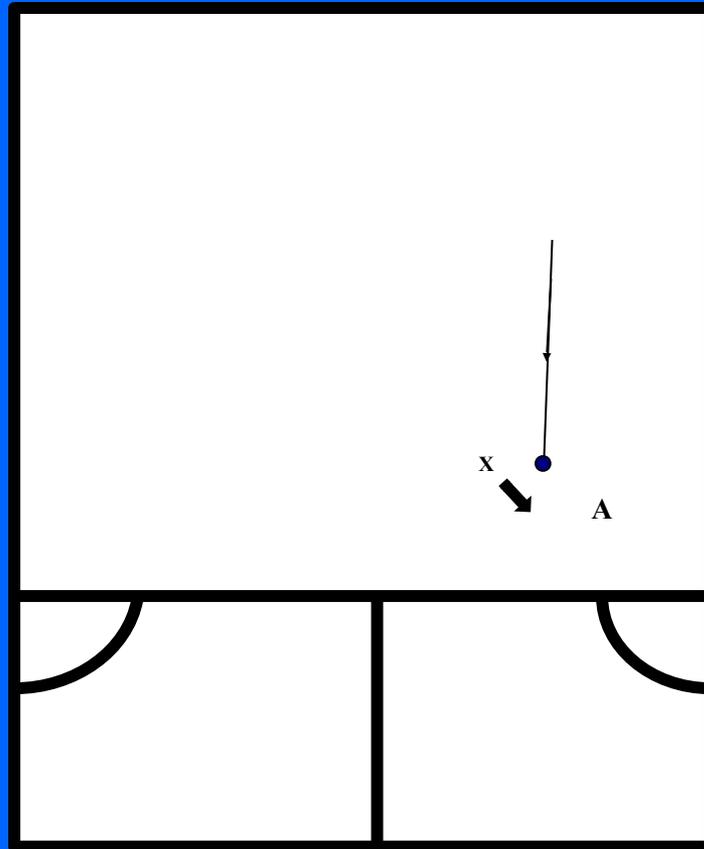
DECISION



Did Interference Occur?

In his Line of Thinking the first question the Referee will ask is did interference occur? Normally it is obvious whether interference has occurred. However, it is not always a clear-cut decision. If, in the opinion of the Referee, there has been NO interference then he should refuse the appeal. Otherwise, he moves to the next question.

“No Let” if A is clear since there is no interference.



QUESTION

DECISION

DID INTERFERENCE OCCUR?

YES

NO

NO LET

COULD OBSTRUCTED PLAYER HAVE REACHED THE BALL AND WAS HE MAKING EVERY EFFORT TO DO SO?

YES

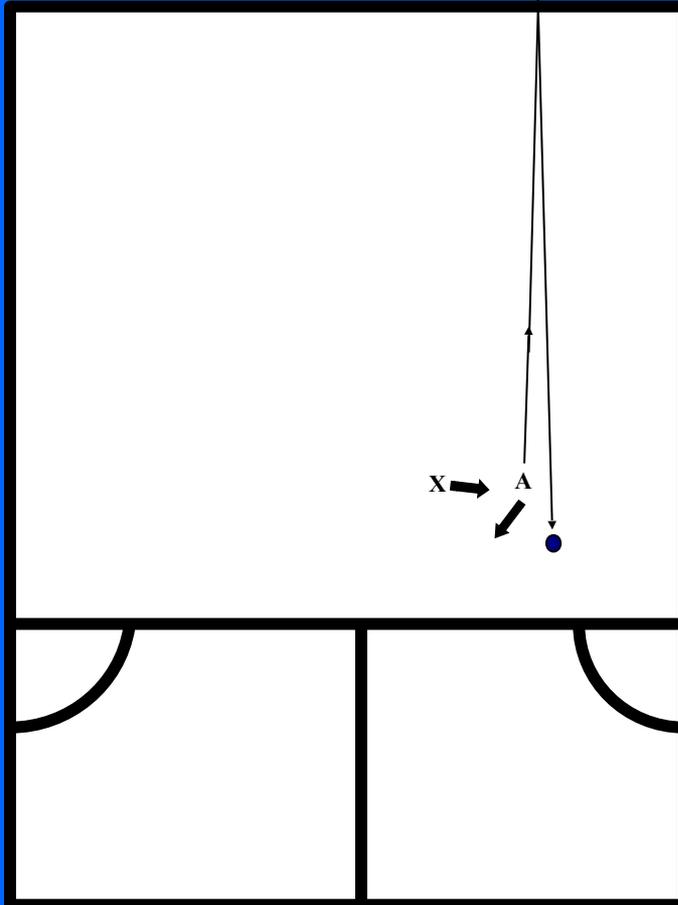
NO

NO LET

Could Obstructed Player Have Reached The Ball And Made A Good Return And Was He Making Every Effort To Do So?

The Referee must be satisfied that the player could have reached the ball, not only by the direction of his movement but also by his speed and ability. His speed may well deteriorate as the game progresses when his fitness deserts him. So what might be a positive answer early in a match could become a negative one toward the end of a long five game match.

If X could not have reached the ball, the call is “No Let”



Although A is in the way of X, the ball is past the point where X could reach it. Even if A was not on the court, X could not have reached the ball.

A player cannot expect a “Let” if he just stands there appealing. He must satisfy the Referee that he could have reached the ball and made a good return and the best way to do this is to make every effort to get to the ball.

If the Referee is unsure whether the player could have reached the ball, he moves to the next question.

QUESTION

DECISION

DID INTERFERENCE OCCUR?

YES

NO

NO LET

COULD OBSTRUCTED PLAYER HAVE REACHED THE BALL AND WAS HE MAKING EVERY EFFORT TO DO SO?

YES

NO

NO LET

DID OBSTRUCTING PLAYER MAKE EVERY EFFORT TO MOVE CLEAR?

YES

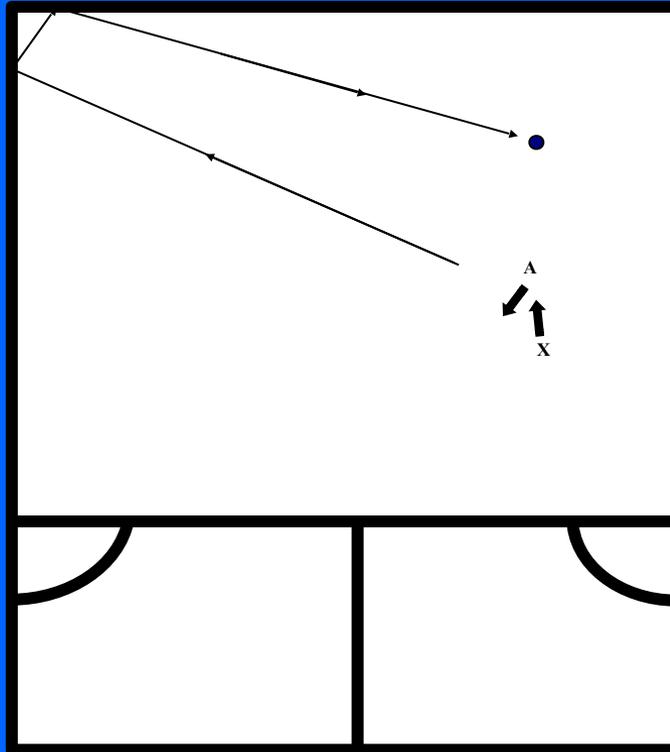
NO

WARNING OR POINT
TO OBSTRUCTED PLAYER

Did The Obstructing Player Make Every Effort To Move Clear?

The Referee now asks “what was the obstructing player doing?” If he was just standing on the shot, whether he was admiring the shot or was too tired to move is immaterial; that is a case of avoidable obstruction and the Referee’s decision is “Warning” to obstructing player. In other words, the obstructing player was not making every effort to get out of his opponent’s way.

Assuming X can reach the ball, A must clear in the direction of the . If A does not make any effort to clear, a “Warning” is given to A.

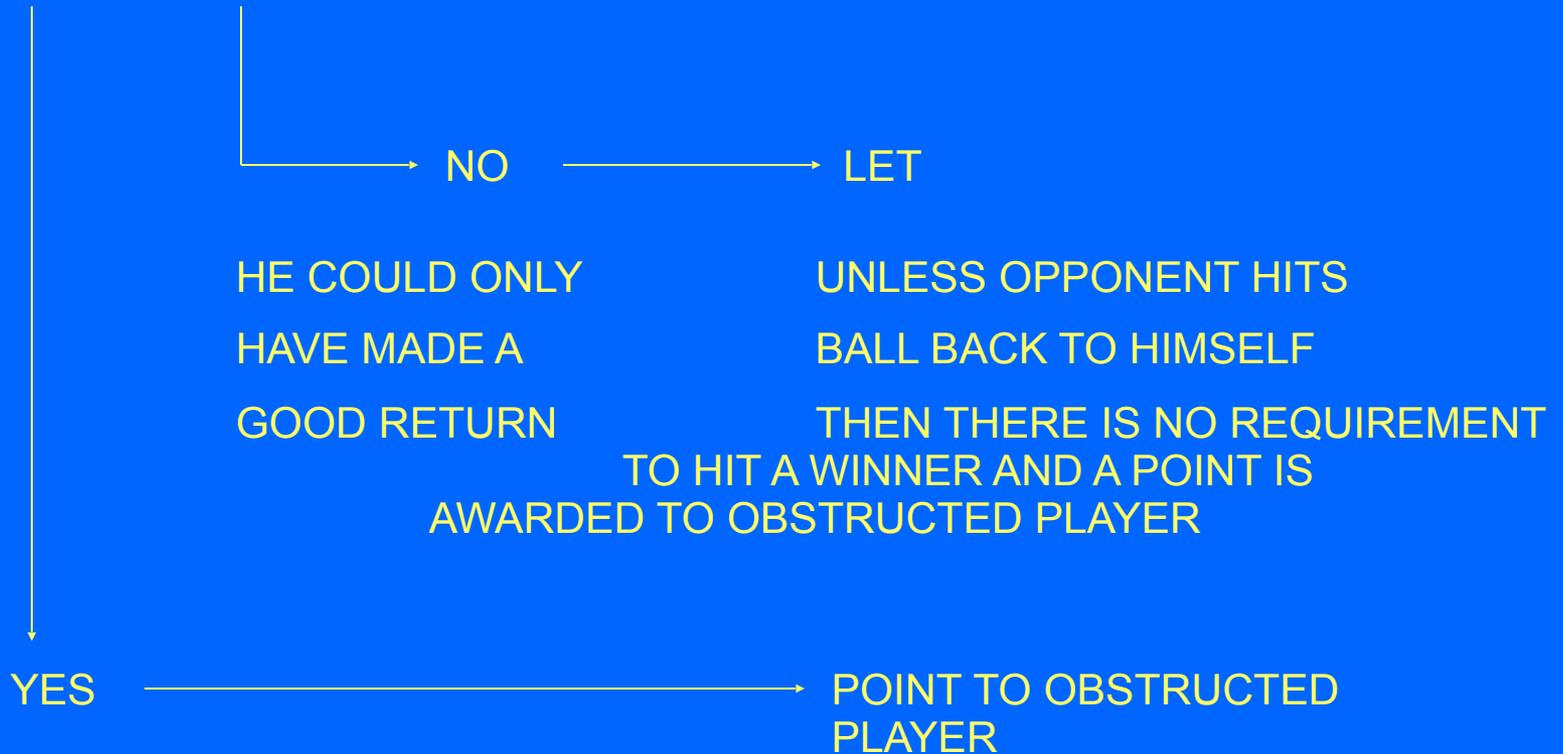


Subsequent decisions on similar situations would be “Point” to obstructed player. A worse case scenario is when the obstructing player is actually moving into the striker’s swing. This would be classified as deliberate obstruction in which case it would again be “Point” to obstructed player.

QUESTION

DECISION

WAS THE OBSTRUCTED PLAYER IN A POSITION TO HIT A WINNER?



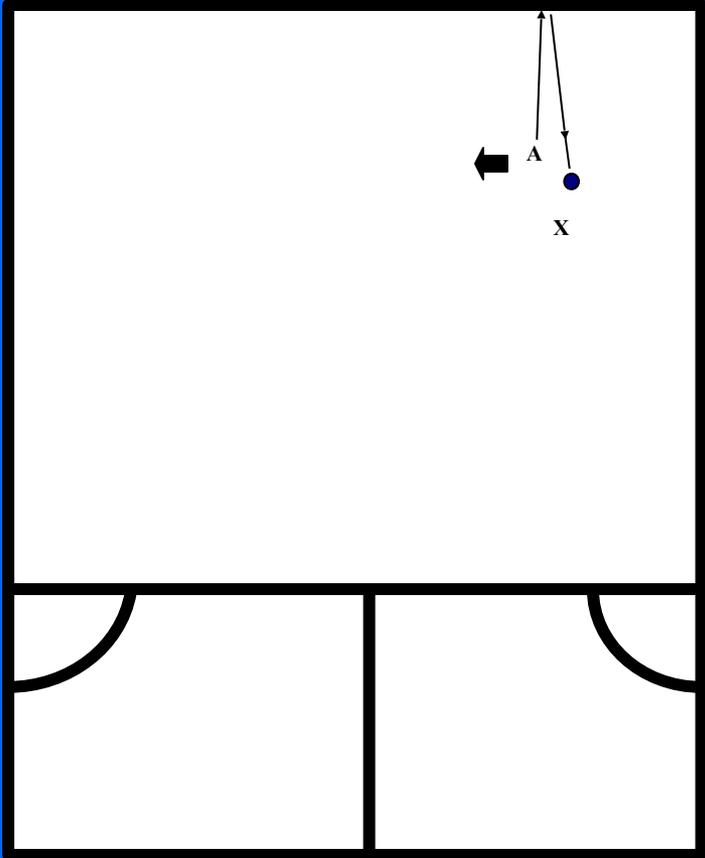
Was The Obstructed Player In A Position To Play A Winner?

We could have a situation where the obstructing player was making every effort to move clear but despite this effort there was still interference. This would be a case of accidental obstruction rather than deliberate obstruction so the Referee would now ask himself “was the obstructed player prevented from playing a winning shot?”

In answering this question the Referee would not take into account the player's ability. The player is assumed to be able to hit the winner. He would, however, assess the position of the players and decide whether a winning shot could have been hit **IN THAT SITUATION**.

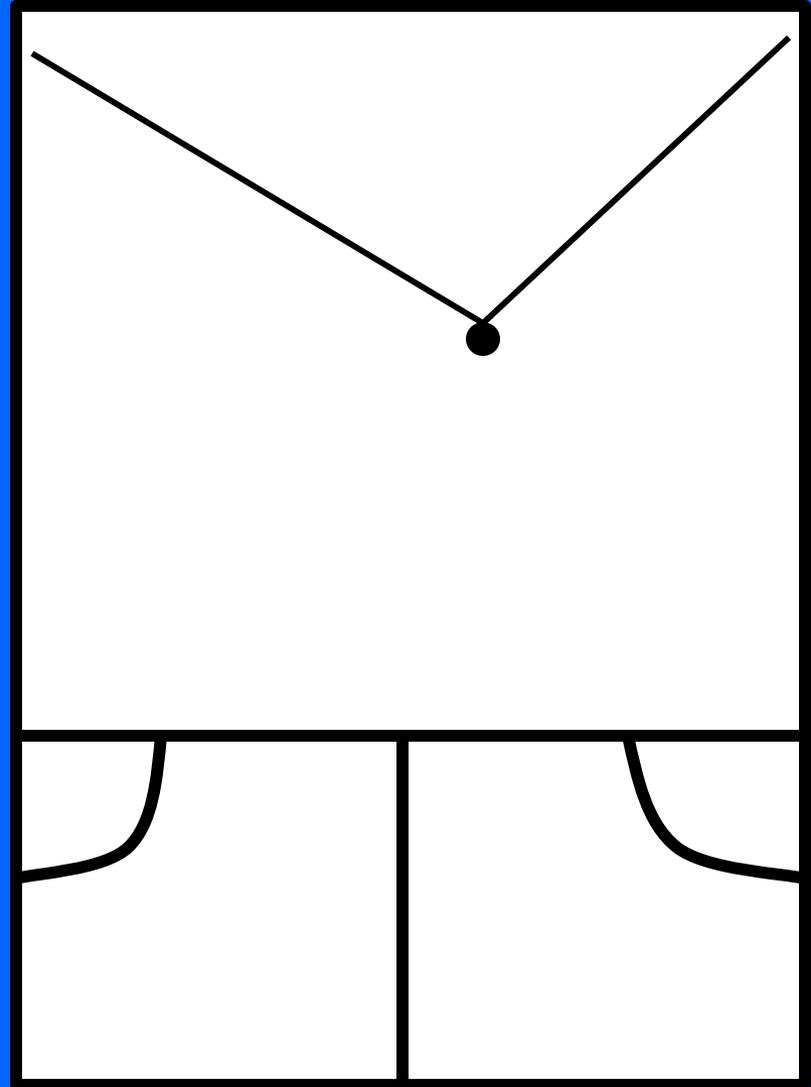
If in the opinion of the Referee, when answering the last question in his line of thinking, the obstructed player **COULD ONLY JUST HAVE REACHED** the ball and therefore could not hit a winning shot but **COULD ONLY JUST PLAY THE BALL**, then the Referee would allow a "Let".

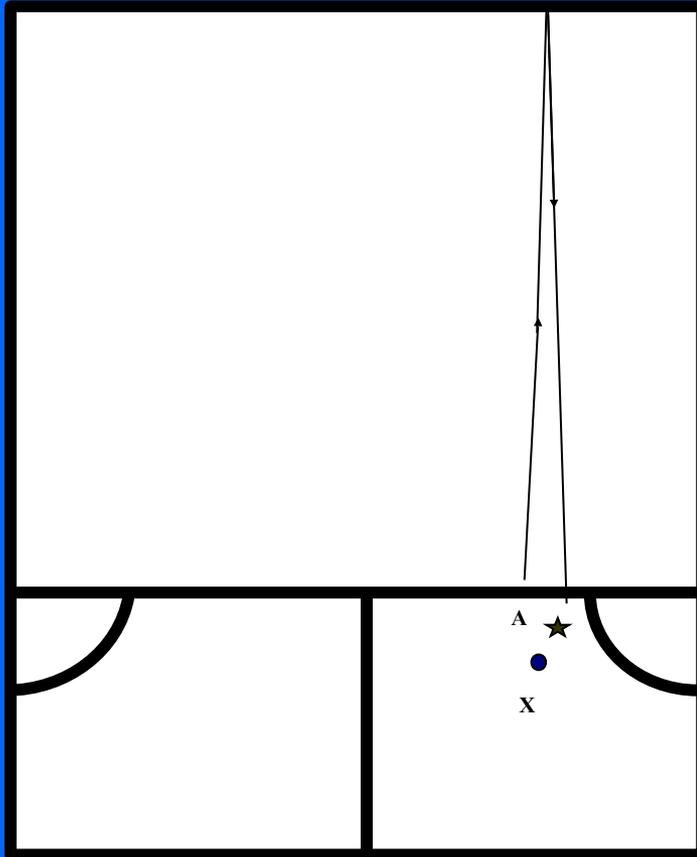
If the player could have hit a winning shot, he is awarded a "Point".



WINNING SITUATIONS

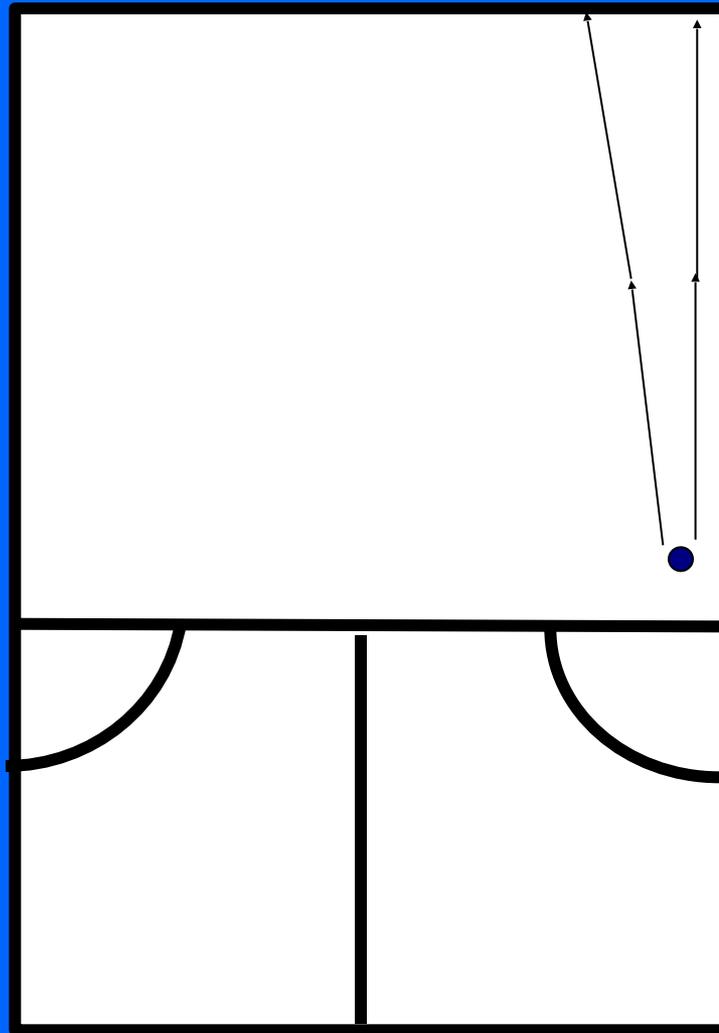
In a winning situation the striker is entitled to hit the ball to any part of the front wall and the side walls near the front wall (reverse corner). Imagine a triangle formed between the ball and the front corners of the court and the side walls near the front wall.



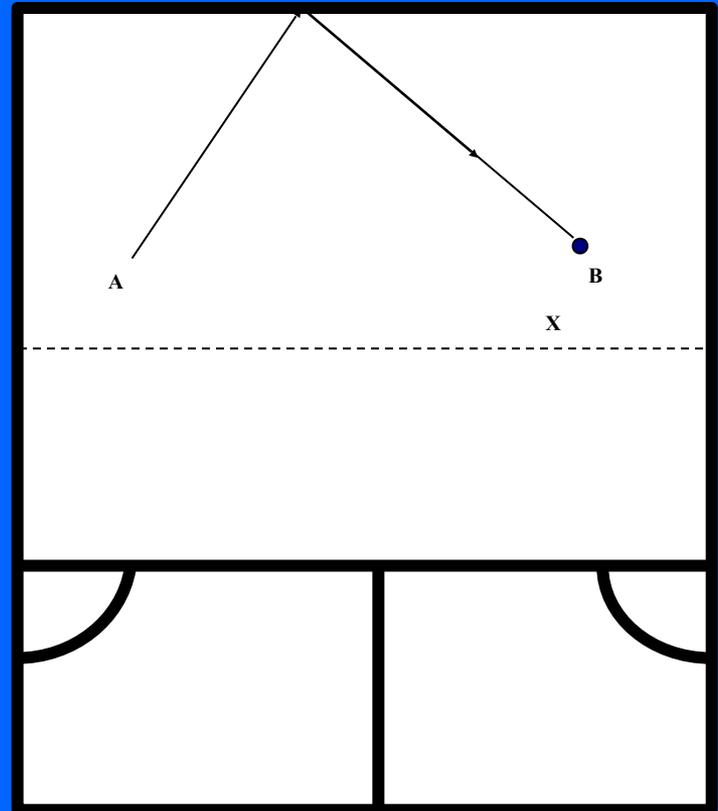


“Point to player X”. A is in the triangle, even though the situation is behind the short line.

A player is only entitled to hit the ball to any part of the front wall that he actually can hit to. The triangle is reduced considerably when the ball is tight to the side wall.



The front 1/3 of the court is where winning situations occur on cross court interference caused by partner. In this case, point to X.



QUESTION

DECISION

DID INTERFERENCE OCCUR?

YES

NO

NO LET

COULD OBSTRUCTED PLAYER HAVE REACHED THE BALL AND WAS HE MAKING EVERY EFFORT TO DO SO?

YES

NO

NO LET

DID OBSTRUCTING PLAYER MAKE EVERY EFFORT TO MOVE CLEAR?

YES

NO

WARNING OR POINT TO OBSTRUCTED PLAYER

WAS THE OBSTRUCTED PLAYER IN A POSITION TO HIT A WINNER?

NO

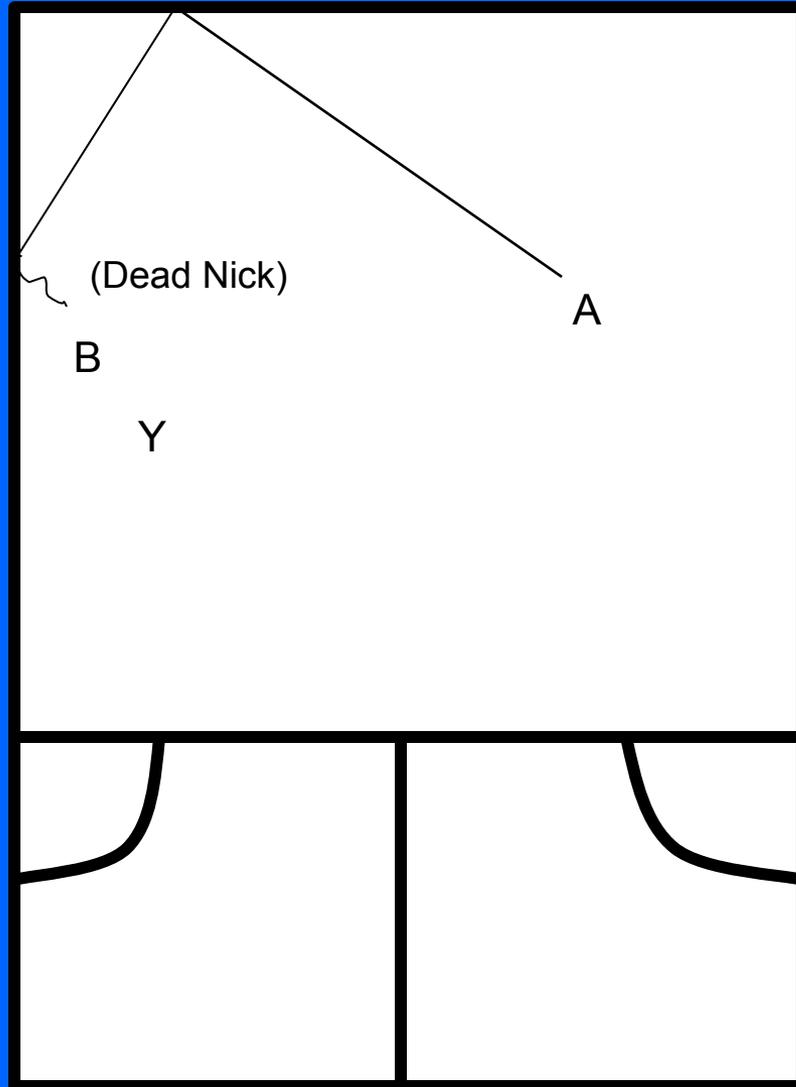
LET

POINT TO OBSTRUCTED PLAYER

SOME BASIC CONCEPTS WHEN MAKING DECISIONS

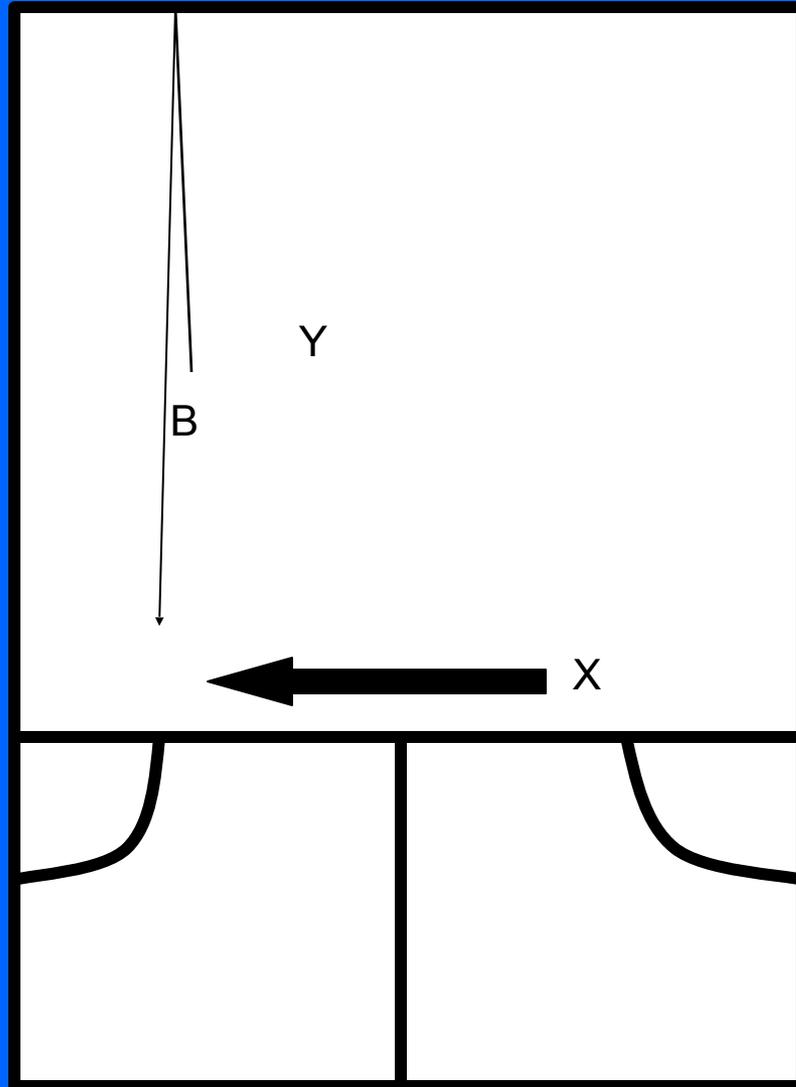
1) The ball, after hitting the back wall, is never considered to be hit back to yourself. Therefore, after the ball hits the back wall and the striker then hits his opponent with the ball, it is only a let.

2) When a “Let” is called everything “freezes”, except the flight of the ball.



3) Take into account the player's speed and ability to play the ball, which may vary over the course of a 5 game match.

4) A player only has to clear once for the opponent who has the first play on the ball.



X has first play
on the ball, so
B must clear for
X

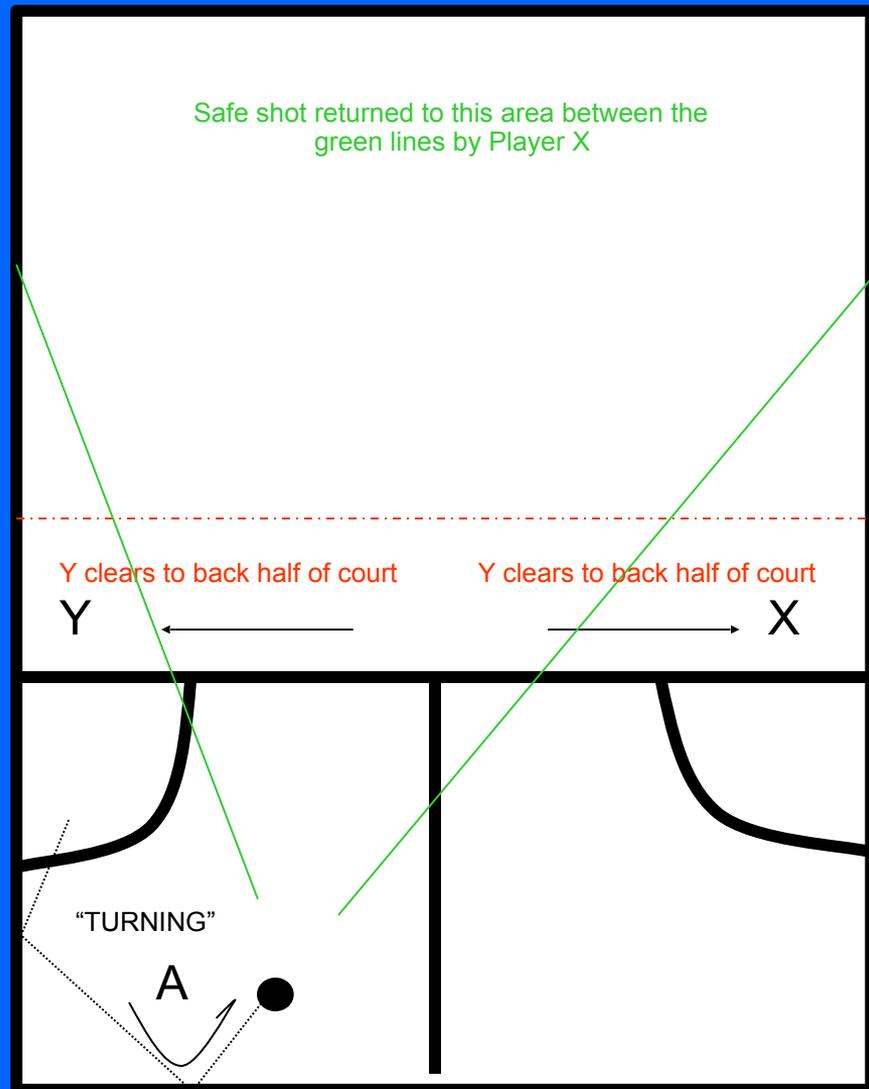
5) Do not take into account the player's ability to hit a winner. You look at the situation to determine whether the player is in position to hit a winning shot (you assume he can).

6) In a winning situation, the striker is entitled to hit the ball to any part of the front wall and the sidewalls near the front wall (reverse corner). Imagine a triangle formed between the ball and the front corners of the court and the sidewalls near the front wall.

Summary of the Turning Interpretation for Doubles Squash

A player who *intentionally* “turns” on the ball (the ball does not “squirt” off the back or side wall, forcing the striker to turn unexpectedly) must make every effort to play the ball. This guideline is designed to eliminate the abuse of the safety “Let” provision, often invoked by a player to recover from a defensive position, while continuing to provide safety for all players on court. The following provisions apply:

- 1) The turning player should warn his opponents as early as possible that he is turning by declaring his intent to turn (“turning”, “coming around” or some other clear verbal warning). Failure to do so will result in a warning initially; however failure subsequently to announce a “turn” or to announce the “turn” late could result in a “Point” to the opponents.
- 2) If the turning player fails to declare his intention to turn and then hits either opponent with the ball a “Point” will be awarded to the opponents.
- 3) If the turning player fails to declare his intention to turn and then requests a Let due to his opponent’s positions on the court, No Let will be granted.
- 4) However if the turning player fails to call turning or calls late but plays the ball safely, then the Referee should allow play to continue and after the point has concluded, warn the turning player that future failure to declare a turn could, at the referees discretion, result in the awarding of a point to the opponents due to unsafe or dangerous play.
- 5) On hearing the clear verbal warning, the turning player’s opponents must make every effort to clear to give the turning player the full front wall and the side walls in the front third of the court, as well as provide freedom to the striker to play the ball.



6. After clearly stating his intention to turn, the turning player, where possible, should play the ball to the front wall or to the sidewalls in the front third of the court. If the turning player does not play the ball he will not be granted a “Let” if he is considered to be unreasonably trying to get out of an unfavourable position, especially when the opponents have cleared properly.
7. If after declaring his intention to turn, the turning player’s ball hits an opponent who has cleared to allow the turning player to play the ball safely to the front wall or the front third of the side wall, the turning player will lose the “Point”. Also to ensure the safety of the players on the court in enforcing the Turning Rule, if the turning player plays a shot which is considered reckless or dangerous (not safe) the striker will be penalized and a “Point” will be awarded to the opponents.

The exceptions are as follows:

Where the striker, while planning to play his normal shot, is forced to turn to play the ball due to the ball “squirting” off the back or side wall, forcing the striker to turn unexpectedly; in this case a “Let” will be allowed, provided the striker could have played the ball.

When the opponents do not make every effort to clear, after turning has been declared, then the striker need not play the ball and a “Let” will be allowed and the Referee should warn the opponents that future failure to clear will result in a “Point” to the striker.

Footnote to Referees: The overriding principle for all Referees is that the game should be played safely and fairly, and Referees calls should be made to promote safety while preserving the integrity of the Rules, and the flow of the game. The Referee should include, when making his judgement, whether or not the turning player could have reached the ball and played it to the front wall and would it have resulted in a safe return.

Ultimately it is the responsibility of the player turning to play the ball in a safe manner. Failure to do so may, at the discretion of the Referee, result in a Warning, or if the Referee deems the conduct offensive, a Point.

An initial warning applies to both players of the team warned.

Jumping Over the Ball

If a player plays the ball back towards himself and to avoid being hit he jumps over the ball, the outcome of the appeal by the opponent will depend on the opponent's position in the court. If he was directly behind the obstructing player and could have played the ball to the front wall, it is "Point" to the obstructed player. However, if he was still moving to a position to be able to hit the ball, then it may only be a "Let". If a player jumps over the ball and the Referee believes that his opponent would not have been able to reach the ball to make a good return, then of course it is a "No Let" on appeal.

Distraction

Deliberate

In cases of deliberate distraction, such as shouting by the opponent, deliberately dropping his racquet or foot stamping, the distracted player may appeal provided he refrains from playing the shot (as in the case of interference). However, if he is so committed to the shot that he is unable to prevent hitting the ball, he should appeal immediately. If, in the opinion of the Referee, the distraction was deliberate, it is likely that the distracted player will be awarded at least the “Point”.

Accidental

In case of accidental distraction, the striker may elect to play on accepting the distraction or if he has been put off by the distraction may hold his stroke and appeal for a “Let”. The Referee should allow a “Let” provided that in his opinion the striker could have made a good return.

The dropping of a player’s racquet or the temporary loss of eye guards during the rally would be considered accidental distraction. Such occurrence does NOT result in the awarding of a “Point”, unless the dropped item prevents the striker from hitting a clear winning shot.

Note: A player may accidentally drop his racquet or eye guards, pick it up and continue play.

Distraction Off Court

The Referee has the power to allow a “Let” for a rally in which he felt that either player was distracted by an occurrence off court. For example a baby screaming or if a fire alarm sounded during a rally then a “Let” would be allowed and the rally would be replayed. Also if an object falls into the court the Referee may halt the rally and play a “Let” for safety reasons.

If there is a distraction by an occurrence off court causing the striker to hold up, he may be awarded a “Point” if the Referee felt that he was prevented from hitting a winner.

Continuity of Play

Once the game is under way, then play shall be continuous so far as is practical. Thus a player who is wasting time, either to annoy his opponents or to regain his wind, can be penalized by the Referee. If a player persists in time wasting the Referee may apply further penalties under the Code of Conduct including the ultimate one of awarding the match to the opponents.

Should a player need to change his equipment or leave the court for any other reason with the Referee's permission, he would be allowed up to two minutes only for this purpose. If the player fails to return within the allotted time, the Referee shall apply the provisions of the Code of Conduct, as he would in any case when the rule that play be continuous is breached.

A two-minute interval is permitted between all games, but players may shorten this by mutual consent.

Condition of Ball

If a ball breaks during play, sufficient time should be allowed for the new ball to reach a suitable playing condition.

If a player thinks a ball has broken during play he should give it to the Referee who, without imparting undue pressure, will determine whether the crack has broken through the seam to expose the inside of the ball. Only then is the ball deemed to be broken.

When a player wishes to appeal that the ball is broken, the appeal must be made before the ball is struck by any of the players before the start of the next rally, or if it is the final rally of the game or match, directly at the end of the rally.

If a player stops during a rally to appeal that the ball is broken, only to find that the ball is not broken, that player shall lose the rally, regardless of whether it's his team's turn to hit the ball or the other team's turn. This includes the case where the seam may be cracked on the surface, but not broken through the seam to the inside of the ball.

When a ball has been replaced, play will resume on the direction of the Referee, when he feels the ball has been warmed up to playing condition or by prior mutual consent of the players. A good Referee will ensure that both teams warm up the ball fairly.

At any time, when the ball is not in play, another ball may be substituted by mutual consent of the teams, or an appeal by either team at the discretion of the Referee. Also, the Referee shall allow a further period for the players to warm the ball up if the match is being resumed after a considerable delay.

Injuries

A player is normally injured on court in one of three ways. The injury can be self-inflicted (including being injured by your partner), accidentally caused by a collision or other means such as racquet contact, or through the dangerous or deliberate play or action of his opponent. How the injury was caused determines the procedures a Referee should adopt.

Self Inflicted

If it is a self inflicted injury, such as cramp, a pulled muscle, being hit by his partner or bleeding, play may be suspended by the Referee once during a match for each individual player for a period not to exceed five minutes, after which time the player must resume play or his side shall default the game and if he is still unable to continue after a further two minutes, the match.

Accidental

If the injury, or bleeding, is caused accidentally by an opponent, including bleeding, then the injured player must resume play within one hour from the point and game score existing at the time play was suspended or forfeit the match.

Injury Caused by Dangerous Play

If the injury, or bleeding, is caused deliberately or by dangerous play by an opponent, resulting in the injured player being unable to continue the match due to the injury then the Referee shall award the match to the injured player. The Referee shall award the match to the injured player if, in the Referee's discretion such a sanction is warranted under Rule 15.

“Unsportsmanlike Conduct and Dangerous Play” even where the injured player could continue play.

Bleeding

A player who is bleeding, caused either by an accidental collision or is self inflicted, or has been caused by the player's partner, must stem the bleeding to prevent blood dripping on the floor within 5 minutes. Failure to do so will result in the game being awarded to the opponents, and then after a further two minutes the match.

If the bleeding is caused deliberately by one of the opponents and the player is unable to continue the bleeding player may be awarded the match.

Code of Conduct

The Referee has the flexibility to award any of the following penalties depending on the situation and severity of the infraction. In other words the “penalty should fit the offence”.

The penalties available to the Referee are:

- a warning
- a point (stroke)
- a game
- the match

The first penalty imposed by the Referee for a particular offence may be at any level to suit the severity of the offence, i.e. a warning, point, game or match.

Any second or subsequent penalty for a similar offence may not be of a lesser severity than the last penalty for the same offence.

The Referee may award several “warnings” or “Points” for similar offences if he feels that the offence did not warrant a stronger punishment.

In the event the Referee awards a game to a player due to the late return to the court of one of his opponents, no further time interval between games applies.

If the Referee awards a game, that game shall be the one in progress or the next game if one is not in progress, meaning that the offending player would retain any points already scored. If no game is in progress, the award will be the next game with the score of 15-0.

When a “Point” is awarded against a player in this manner, the Scorer (or Referee) would call the score as if the opponent had won that rally. The same applies to the commencement of a new game if a player is penalized a “Point” for late return to the court. If the “Point” award is to the server, he immediately leads 1-0, or if it is to the receiver, the score is still 1-0 but the receiver becomes the server and can choose which side he wants to serve from.

It is necessary to make it clear to the offending player that he is being penalized under the Conduct on Court provisions of the rules. The reason for this requirement is that if a player is aware that he has offended once, he may well give more thought before committing another offence knowing that more serious penalties can be applied.

There are no appeals by players against the decision of the referee under the Code of Conduct.

Where the Referee wishes to apply a penalty under the provisions of the Code of Conduct, the correct terminology should be used by the Referee to announce to a player that he has been given a conduct warning or is being penalized a conduct point or game. The correct terminology in each case would be:

- Conduct warning...(name of player) for...(offence)
- Conduct point...(name of player) for...(offence)
- Conduct game...(name of player) for... (offence)
- Conduct match...(name of player) for...(offence)

Some Possible Situations a Referee may Encounter

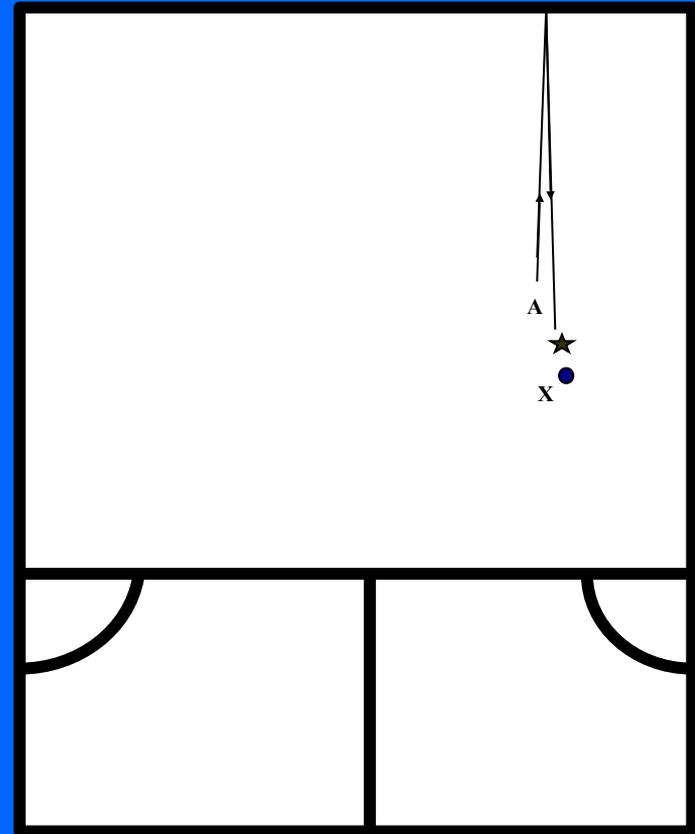
Assumptions in all situations:

1. Players are right handed
2. Teams are Players A and B versus X and Y
3. Incoming striker could have reached the ball and was in a position ready to play the ball unless stated otherwise
4. On a normal return, the striker is entitled to play the ball to any part of the side wall or back wall in order for the ball to then reach the front wall
5. The player's ability to hit a shot is not considered. It is the winning situation, as previously discussed, which should be taken into account

Straight situation 1: Hitting the ball back to yourself on a straight shot

Player A plays ball back to himself. A does not clear from triangle and player X would have hit A or does hit A with ball going to front wall.

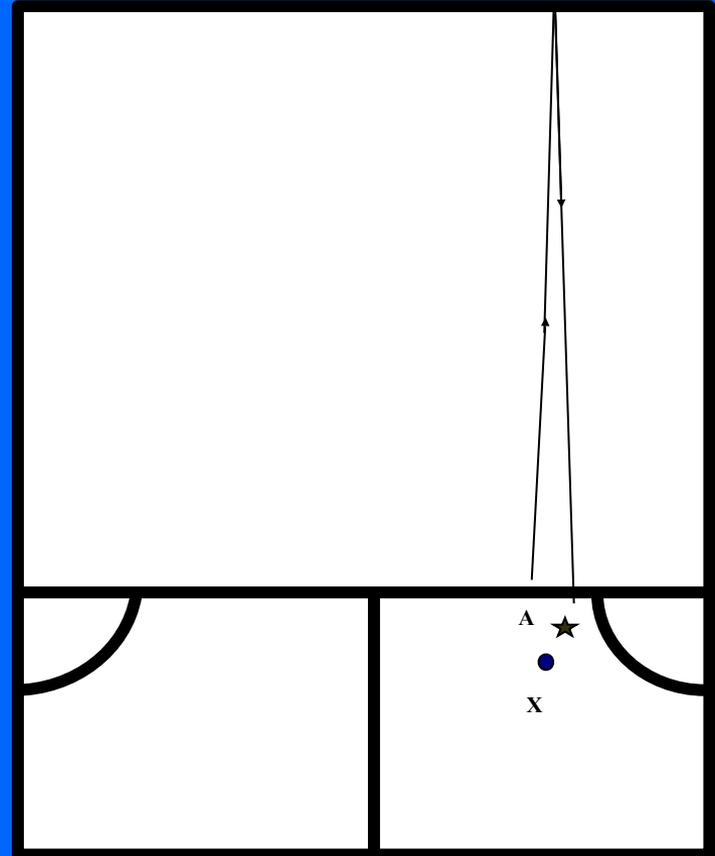
Decision: “point to player X”



Straight situation 2: Hitting the ball back to yourself on a straight shot

Player A plays ball back to himself and does not clear from triangle.

Decision: “Point to player X”. A is in the triangle, even though the situation is behind the short line.

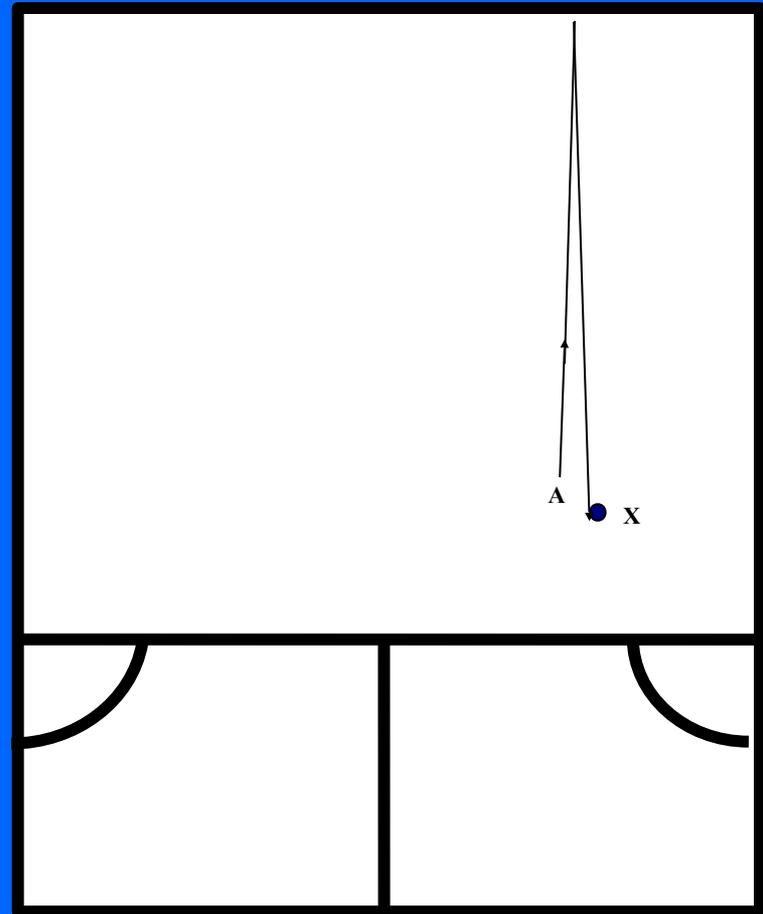


Straight situation 3: Hitting the ball back close to yourself on a straight shot

Side by side situation.
Player X asks for a “Let”
hoping for a point.

Decision: “Let”, because
X was able to play the ball
and A was not in the
triangle.

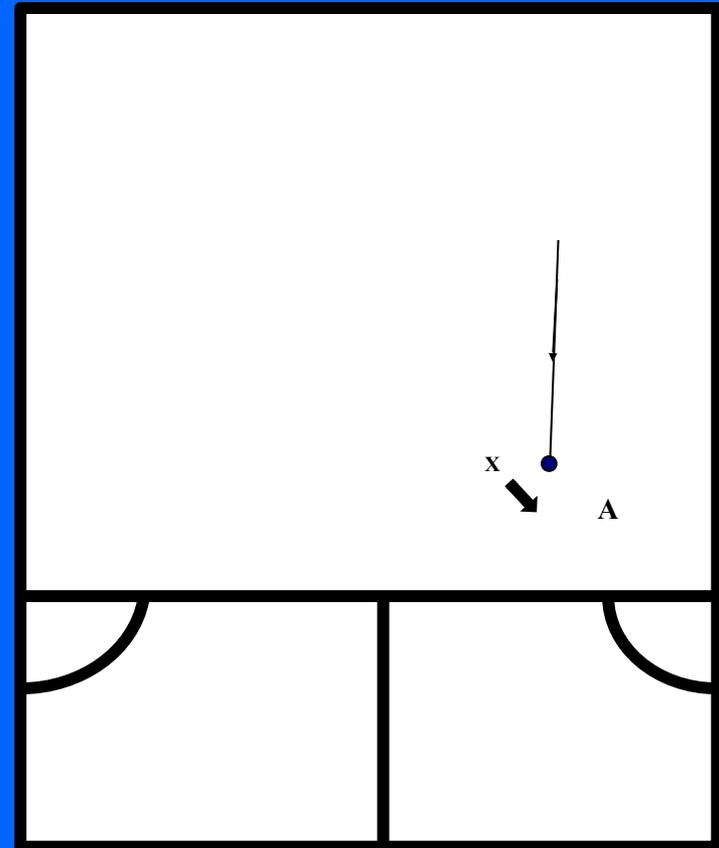
NOTE: Discourage players
playing for points. Encourage
them to play the ball.



Straight situation 4: Hitting the ball back close to yourself on a straight shot

Player X backs off to play the ball. No interference, but X is unsure where player A is.

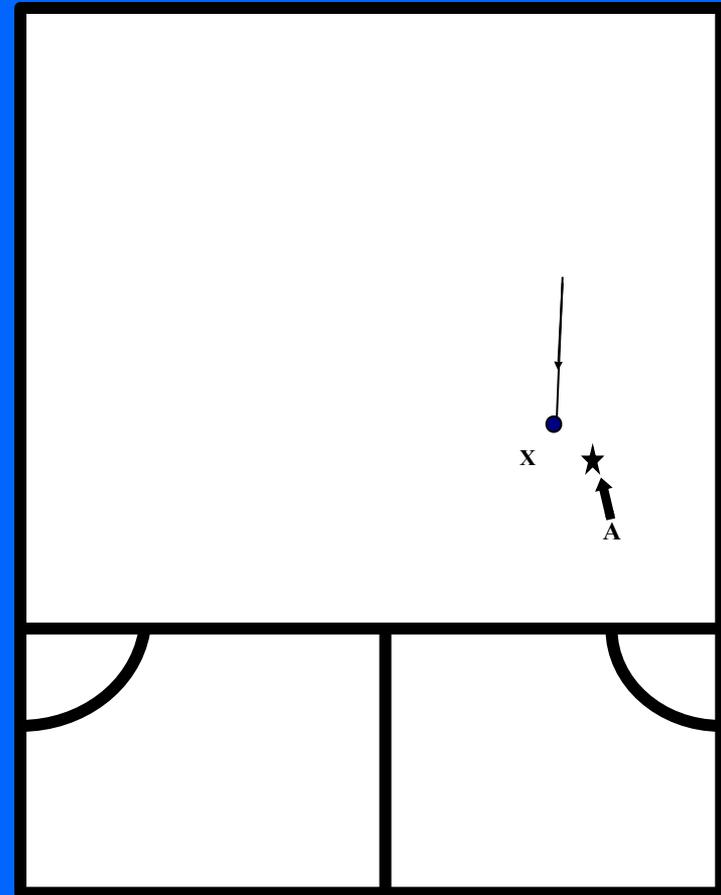
Decision: “Let”, unless player A is completely clear of swing, in which case it is “No Let”.



Straight situation 5: Hitting the ball back close to yourself on a straight shot

Player X backs off to play ball. Player A moves into player X's back swing.

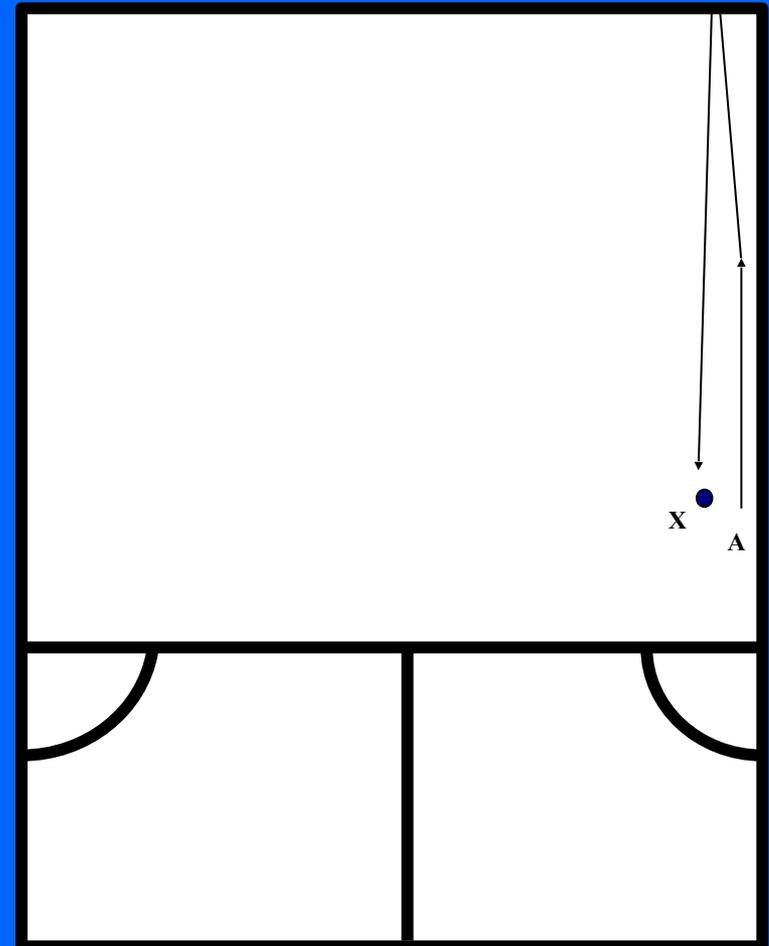
Decision: "Point to X"



Straight situation 6: Hitting the ball back close to yourself on a straight shot

Player A hits ball close to himself on a straight shot. Player A is trapped on the side wall, but is not in the triangle.

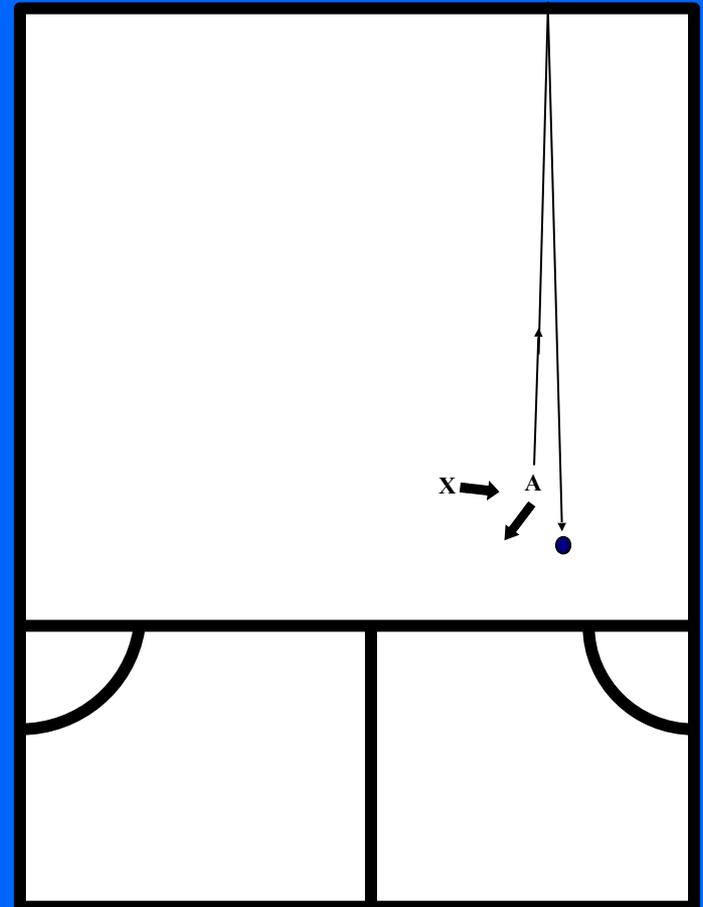
Decision: "Let".



Straight situation 7: Hitting the ball back close to yourself on a straight shot

Player X moves across to play the ball but is impeded as player A moves away from the ball.

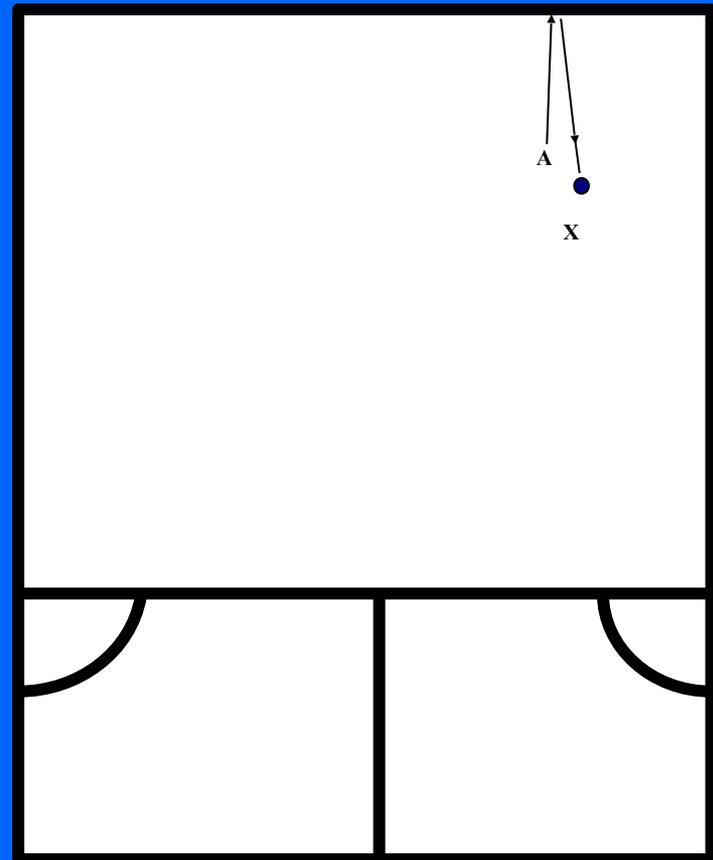
Decision: “Let” assuming player X could have reached the ball.



Straight situation 8: Hitting the ball back to yourself on a straight shot in front third of court

Player A plays ball back to himself. Player X refrains from hitting ball and asks for a “Let”.

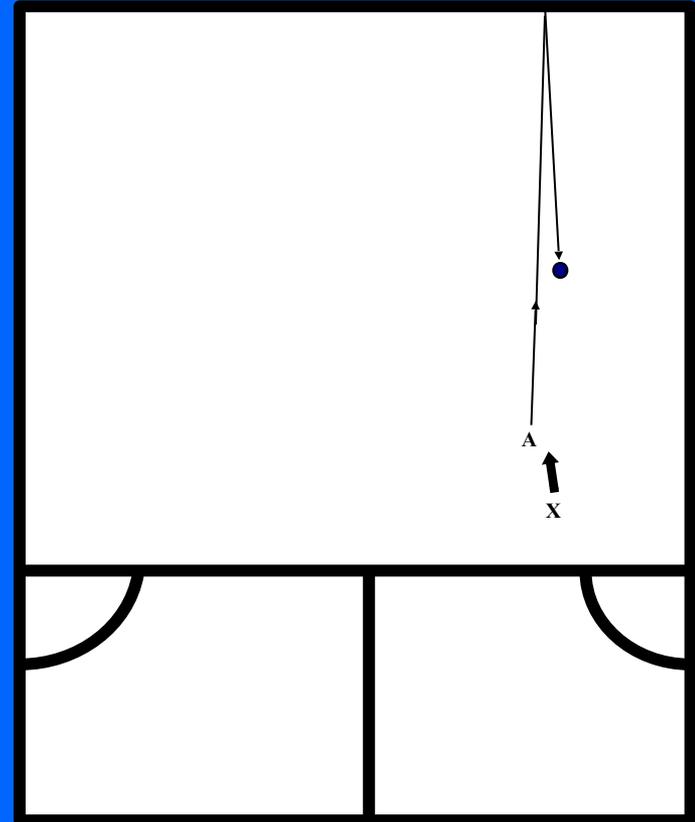
Decision: “Point to X”.



Straight situation 9: Hitting the ball back towards yourself on a straight shot

Player A plays ball back towards himself. Player X attempts to reach the ball but is prevented from doing so because of A's position, and he could have reached the ball.

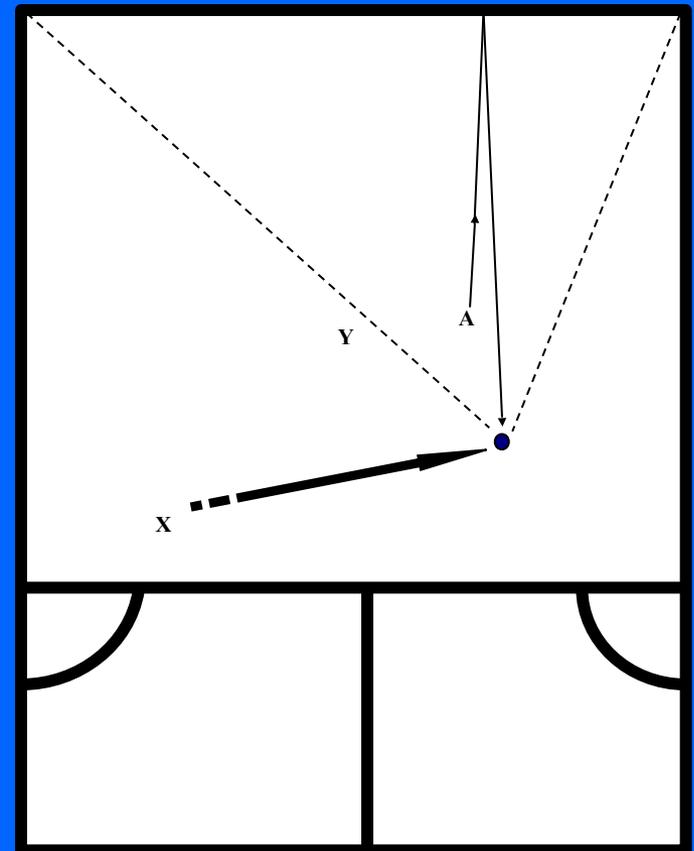
Decision: "Let to X", unless in the opinion of the referee X could not have reached the ball, in which case "No Let".



Straight situation 10: Hitting the ball back towards yourself on a straight shot

Player X, covering for his teammate Y, moves across and would have hit player A with the ball in the triangle.

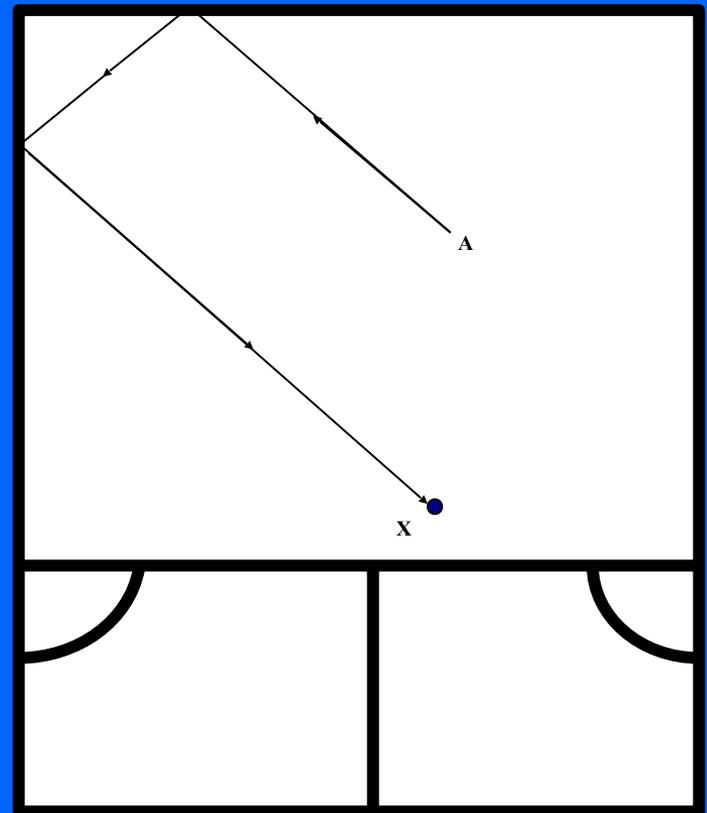
Decision: “Point to X”. If player A can hide behind player Y or lies flat on the floor then “Let” for safety.



Cross court situation 1: Hitting the ball back towards yourself from a cross court shot

Player A plays a short Philadelphia and player X is ready to play the ball offensively, with player A still in the triangle.

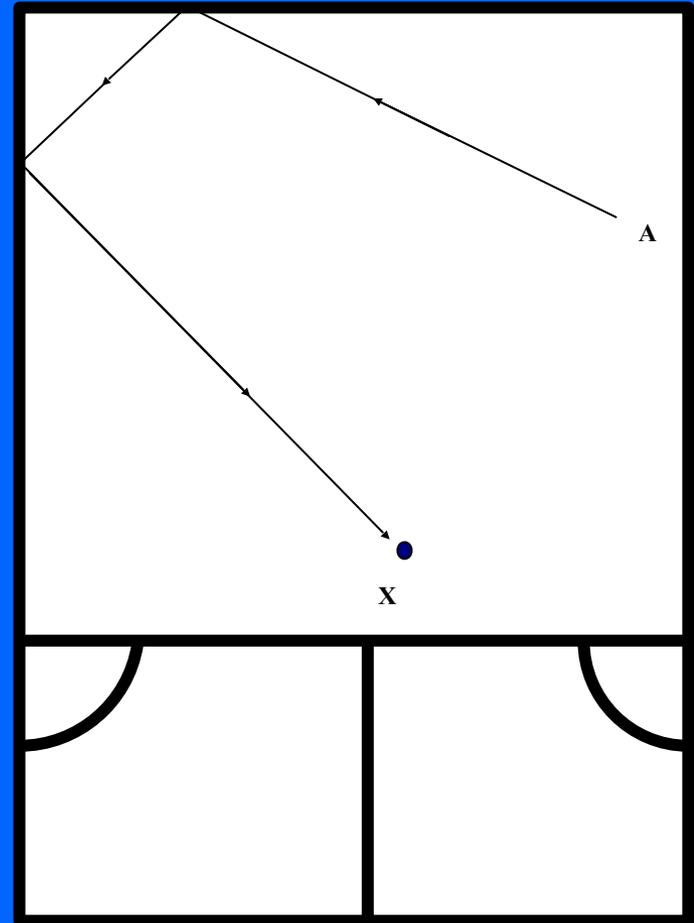
Decision: “Point to X”, unless ball is too high for X to play offensive shot in which case it would only be a Let”. If A falls flat on the floor it could be “No Let”!



Cross court situation 2: Hitting the ball back towards yourself from a cross court shot

Player A plays a Philadelphia but on this occasion is not in the triangle.

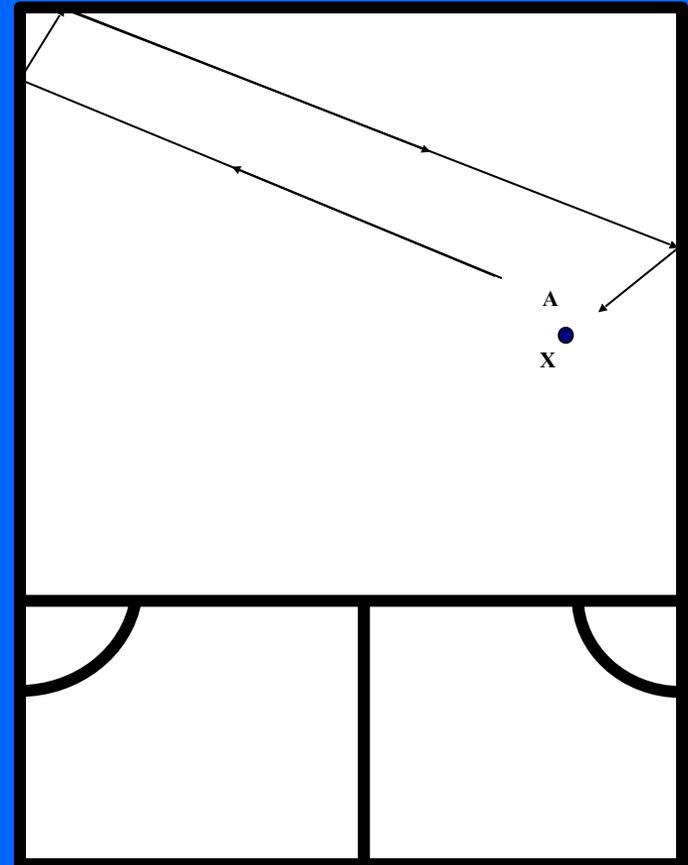
Decision: "Let To X".



Cross court situation 3: Hitting the ball back towards yourself from a cross court shot

Player A plays a “fat” reverse. X can reach the ball.

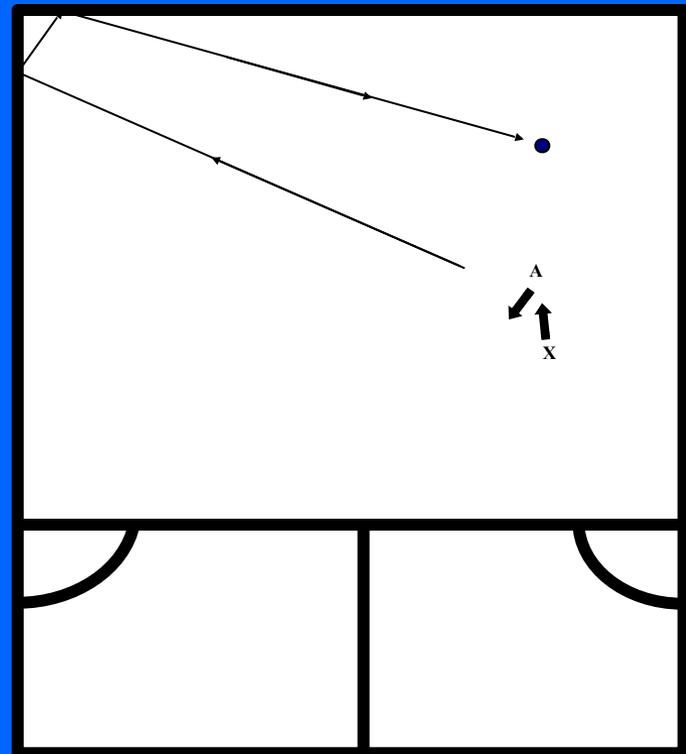
Decision: “Point to X”.



Cross court situation 4: Hitting the ball back towards yourself from a cross court shot

Player A plays a reverse, but ball is some distance in front of A. Player X has to go through A to reach the ball, which he could had it not been for A's position.

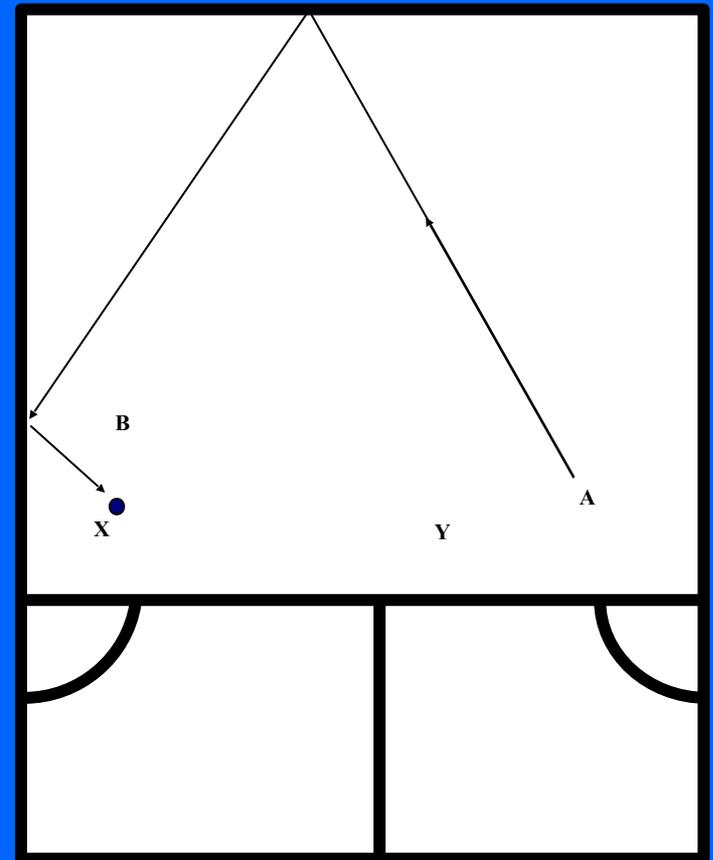
Decision: "Let to X" .



Cross court situation 5: Cross court interference involving partner

Player A hits a short cross court. His partner B does not move clear and prevents player X from playing his shot.

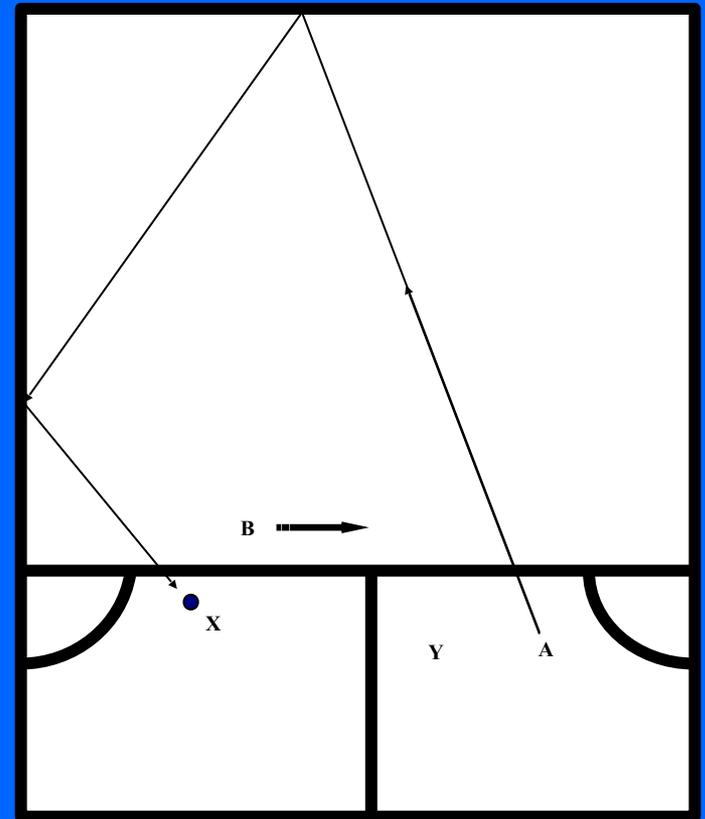
Decision: “Warning” to player B to move clear. Subsequently if player B makes no effort to clear on same situation, then it will be “Point to X”.



Cross court situation 6: Cross court interference involving partner (similar to situation 5)

Player A hits a short cross court. His partner B does not move clear and prevents player X from playing his shot.

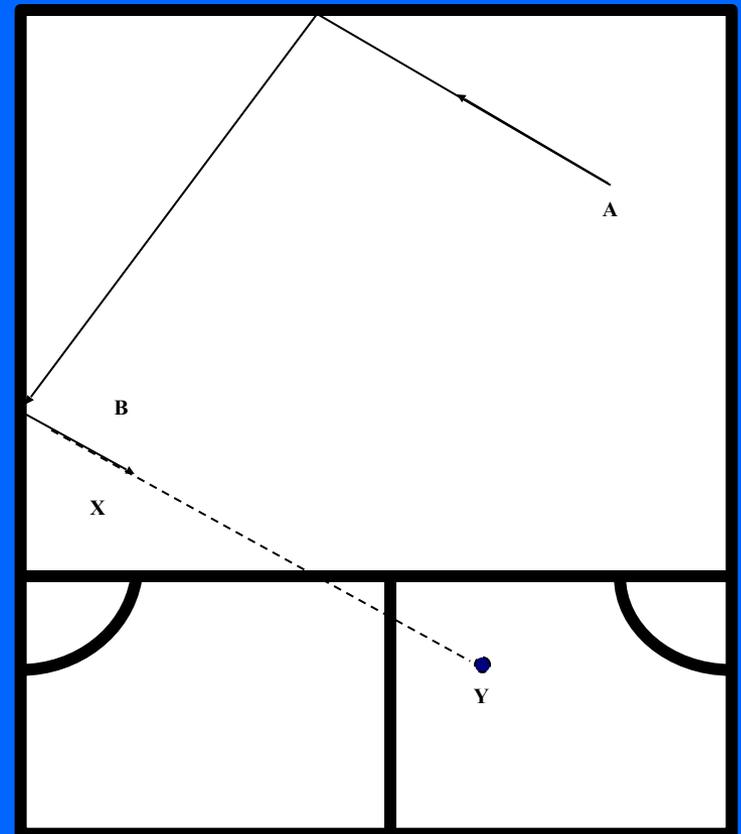
Decision: “Warning” to B to move clear. Subsequently if player B makes no effort to clear on same situation, then it will be “Point to X”. B should move in direction of arrow.



Cross court situation 7: Cross court interference involving partner

Similar to previous situation, except player X elects to allow ball to be played by his partner Y. Y refrains from hitting the ball.

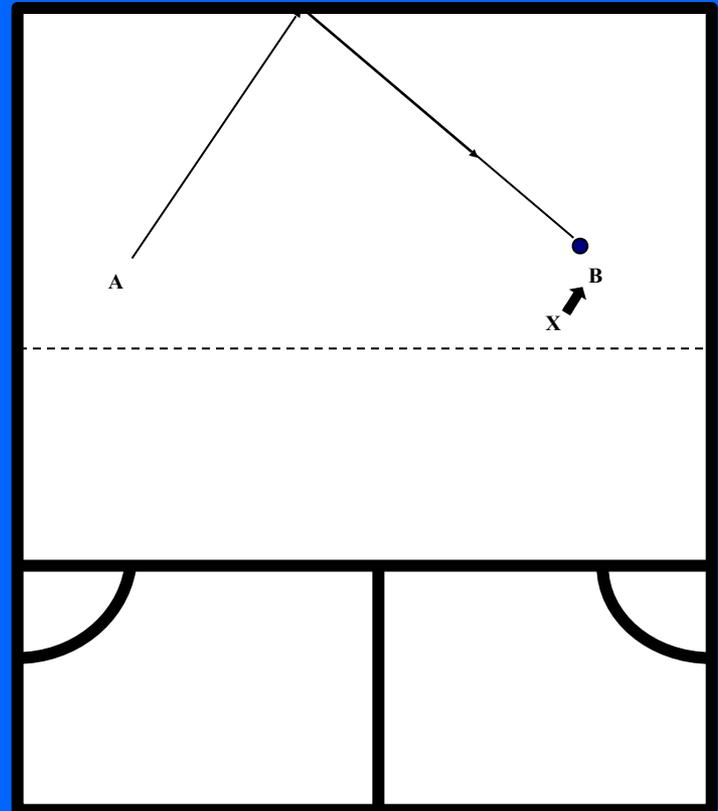
Decision: “Let to Y”, you only have to clear once. Player A is clear of X’s shot who leaves it for Y to play.



Cross court situation 8: Cross court interference involving partner

Player A hits a cross court towards his partner B.
Player X is ready to play the ball but is prevented from doing so because of B's position.

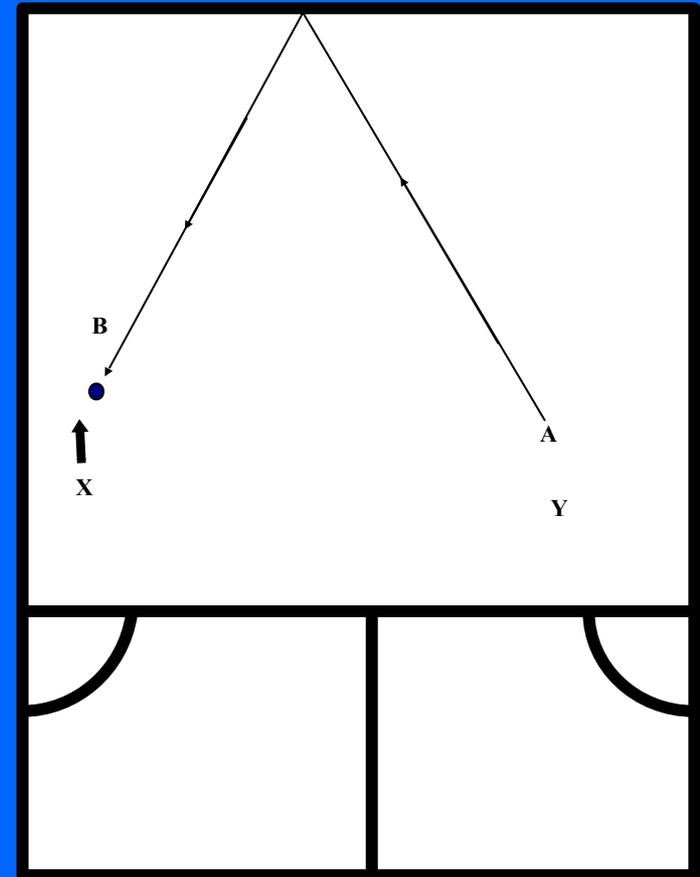
Decision: "Point to X".
Player B is caught in the front third of the court, X is prevented from playing a winning shot.



Cross court situation 9: Cross court interference involving partner

Player A hits cross court leaving B trapped by cross court shot. Player B makes no effort to clear.

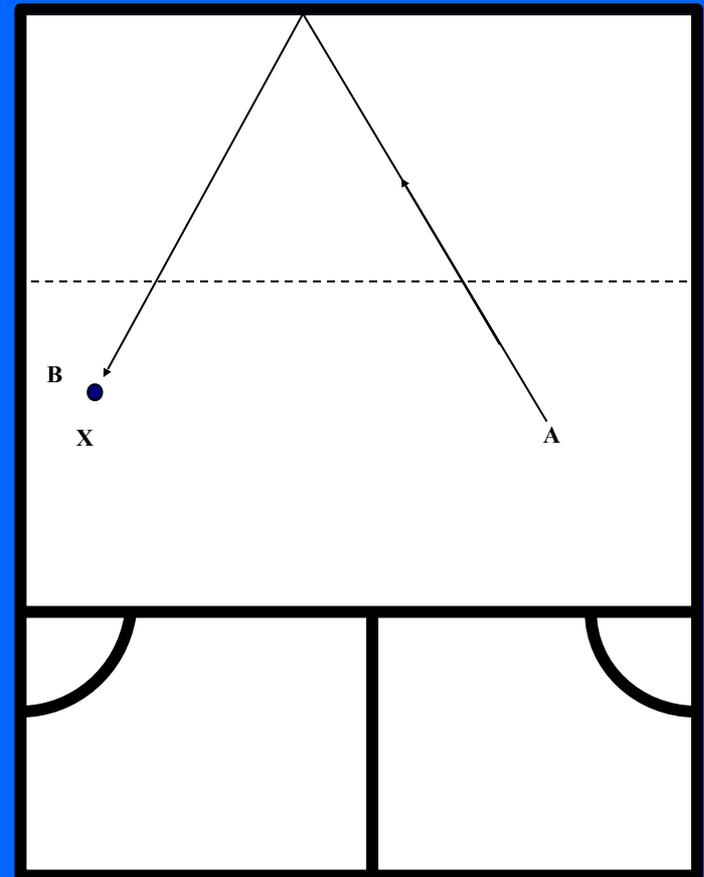
Decision: “Warning to B” to move to allow player X to play ball to front wall, after which it is a “Point to X”. If player X is deeper in the court then it is only a “let”.



Cross court situation 10: Cross court interference involving partner

Player A hits cross court towards partner B. Player X is side by side B when he wants to play the ball.

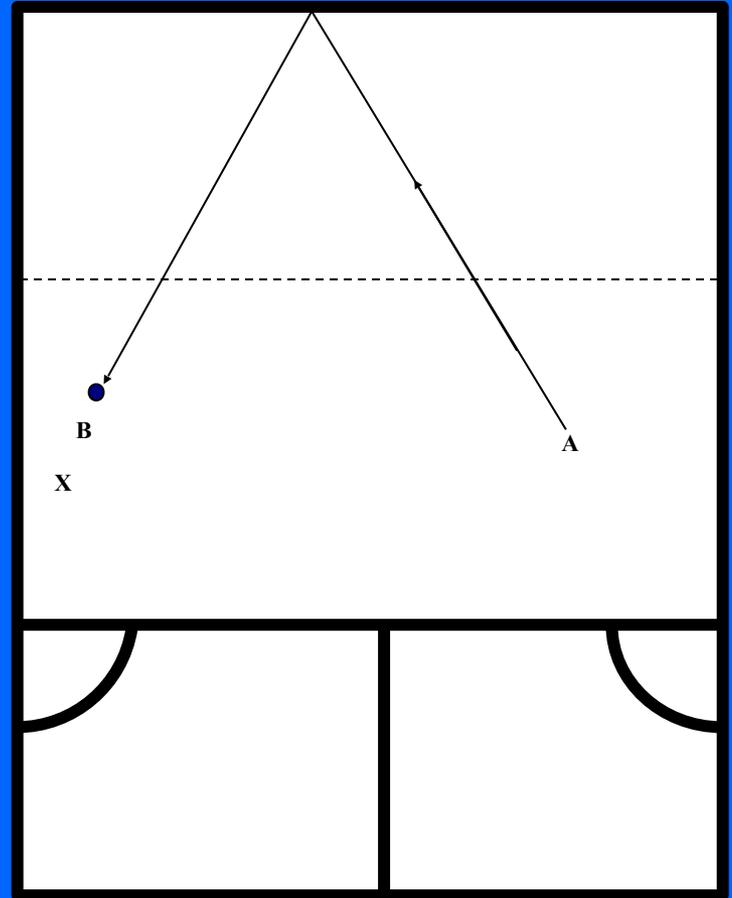
Decision: "Let".



Cross court situation 11: Cross court interference involving partner

Player A hits cross court towards B. Player X asks for a "Let".

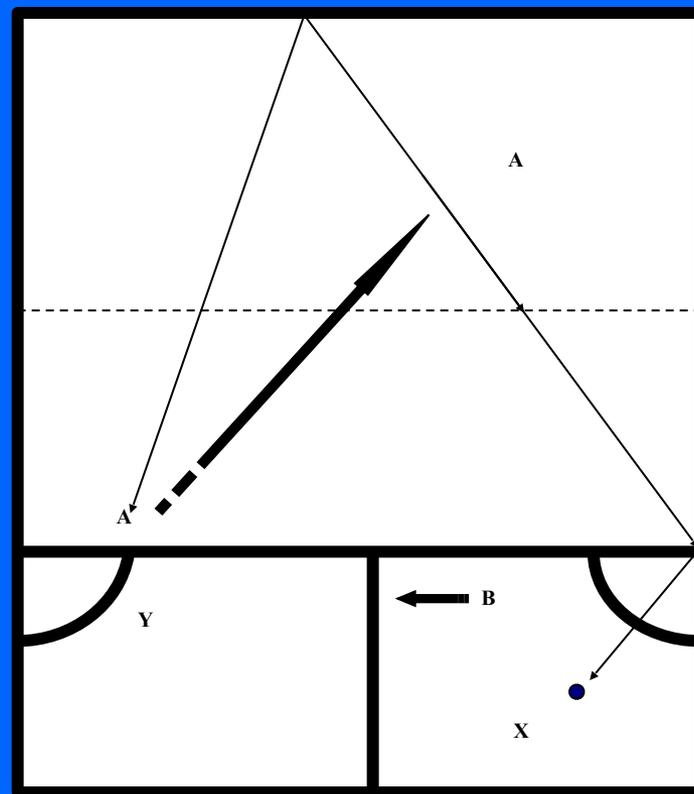
Decision: Depends on what player B is doing. No effort to clear "Point to X", otherwise just a "Let".



Cross court situation 12: Cross court interference involving partner

Player A plays cross court, which comes out fat. His partner B clears to allow player X to play ball. A moves across anticipating a straight drop by X, taking X's shot away.

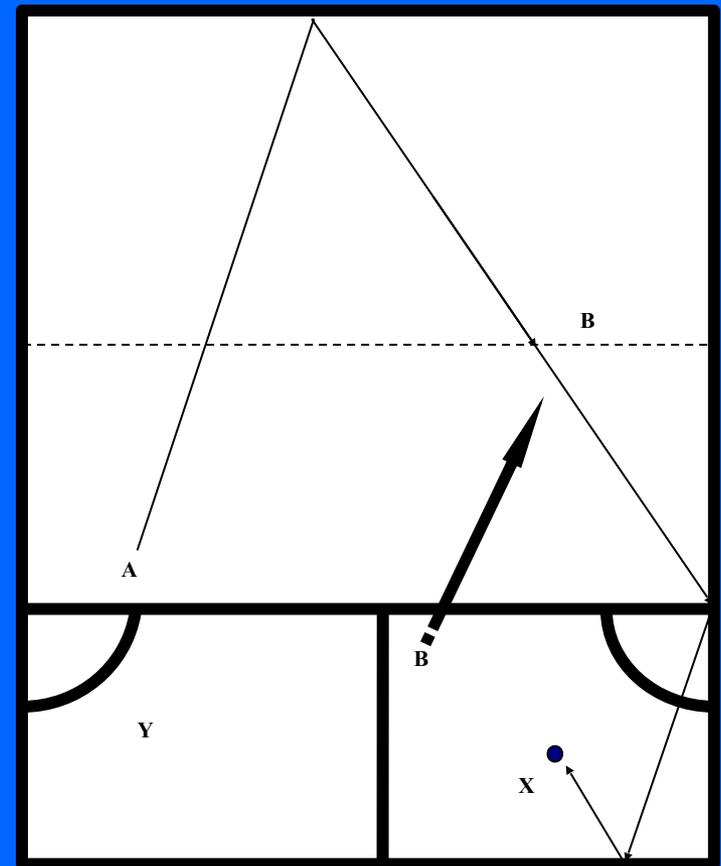
Decision: "Warning first then point to X". Player A (who is in the triangle) intentionally deprives X from playing a winning shot to front right corner.



Cross court situation 13: Cross court interference involving partner

Player A plays cross court, which comes out fat. His partner B moves into X's shot before he has played the ball, taking away X's winning shot.

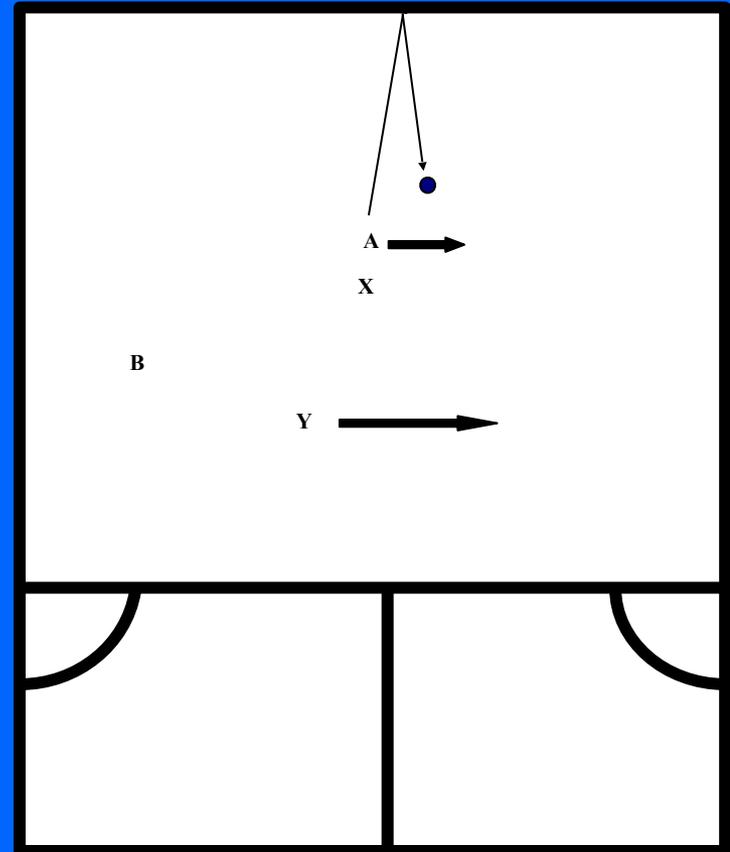
Decision: "Point to X".



Additional situations 1

A clears for X, but X allows ball to go through for Y to play. Y appeals for a “Let”, looking for a point.

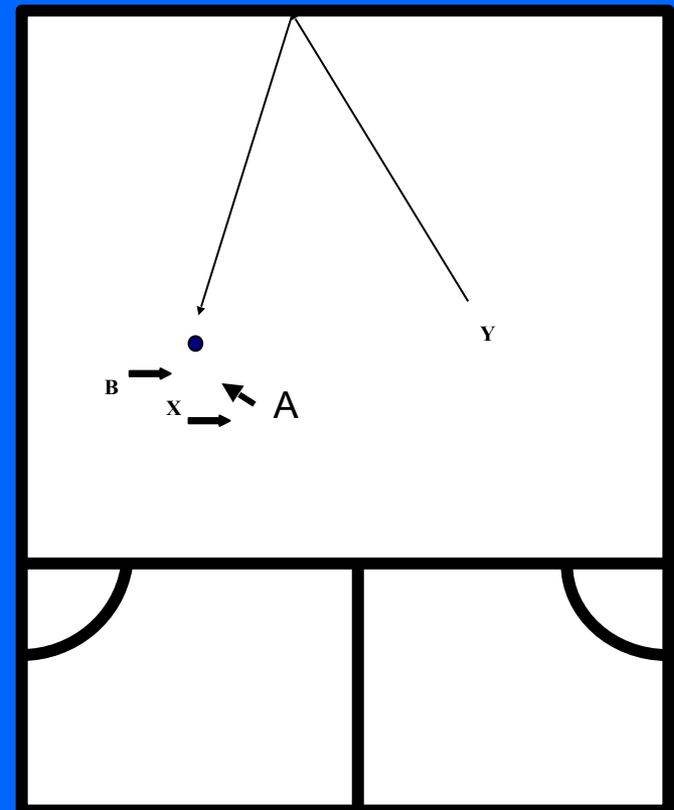
Decision: only a “Let” because A clears for player X who chooses not to play the ball.



Additional situations 2

Y plays a cross court. X clears to allow B to strike the ball, but A chooses to poach the shot and collides with X. A appeals for a “Let”, wanting a point.

Decision: Only a “Let”, because X clears for B whose shot is taken away by his partner A.



Any other situations you would like to discuss?

Do you have any questions about issues not covered in the presentation?