

# MARKER'S CALLS

The recognised Marker's calls are defined below.

Calls made by the Marker as referred to in Rule 19 DUTIES OF A MARKER

<b>FAULT</b>	To indicate that the service is a fault. See Rules 4.4.3 and 4.4.4.
<b>FOOT-FAULT</b>	To indicate that the service is a foot-fault. See Rule 4.4.1.
<b>NOT UP</b>	To indicate that the player did not strike the ball in accordance with the Rules (See Definition in Appendix 2).
<b>DOWN</b>	To indicate that an otherwise good service or return has struck the floor before reaching the front wall or has struck the tin (See Definition in Appendix 2).
<b>OUT</b>	To indicate that an otherwise good service or return has gone out (See Definition in Appendix 2).
<b>HAND OUT</b>	To indicate that the server has become the receiver, i.e. a change of server has occurred (See Definitions in Appendix 2).
<b>STOP</b>	To stop play as appropriate when the Referee has failed to do so and other calls are not relevant.

Calls made by the Marker as referred to in Rule 2 THE SCORING

<b>4-3</b>	An example of the score. The server's score is always called first, thus in this example the server leads by four points to three. If points are equal the wording used is "all" (e.g. "love-all").
<b>10-All</b>	A player must win by 2 points: To indicate how a game is won after the score has reached 10-all.
<b>GAME BALL</b>	To indicate each time it occurs that a player requires one point to win the game in progress. See Definitions "GAME BALL".
<b>MATCH BALL</b>	To indicate each time it occurs that a player requires one point to win the match. See Definitions "MATCH BALL".

Calls made by the Marker as referred to in Rule 19 DUTIES OF A MARKER (Repeating Referee Decisions).

<b>YES LET</b>	Repeating the Referee's decision that a rally is to be replayed.
<b>STROKE TO</b>	(PLAYER or TEAM NAME) Repeating the Referee's decision to award a stroke to that player or team.
<b>NO LET</b>	Repeating the Referee's decision that an appeal for a let is disallowed.

# REFEREE'S CALLS

The recognised Referee's calls are defined below

<b>STOP</b>	To stop play.
<b>TIME</b>	To indicate that a period of time prescribed in the rules has elapsed.
<b>HALF TIME</b>	To advise players of the midpoint of the warm-up period.
<b>YES LET</b>	When allowing a let, following a player's appeal for a let.
<b>NO LET</b>	When disallowing a player's appeal for a let.
<b>STROKE TO</b>	(PLAYER or TEAM) To advise that the player or team named is being awarded a stroke.
<b>FIFTEEN SECONDS</b>	To advise the player(s) that fifteen seconds of a permitted interval remain.
<b>LET</b>	To advise that a rally is to be replayed in circumstances where the wording "Yes let" is not applicable. May be accompanied by an explanation.
<b>CONDUCT WARNING</b>	To advise a player of an offence committed under Rule 17 and that the Referee is giving a warning.
<b>CONDUCT STROKE</b>	To advise a player of an offence committed under Rule 17 and that the Referee has awarded a stroke to the opponent.
<b>CONDUCT GAME</b>	To advise a player of an offence committed under Rule 17 and that the Referee has awarded a game to the opponent.
<b>CONDUCT MATCH</b>	To advise a player of an offence committed under Rule 17 and that the Referee has awarded the match to the opponent.

# Guidelines for Referees

## Application of Rule 17



Referees will apply the following Guidelines in the appropriate circumstances. While the Referee under Rule 17 retains discretion in deciding whether or not there has been an offence under that Rule, once the Referee has decided that an offence has occurred, the following actions must be taken:

### 1. Abuse of equipment (racket or ball or other equipment):

- 1.1.1. Minor offence (e.g. throwing the racket onto the floor after losing a game, hitting the ball hard after the rally is over): **Conduct Warning**
- 1.1.2. Major offence (e.g. deliberately breaking the racket; smashing the racket against the wall; hitting the ball or throwing the racket out of the court): **Conduct Stroke**

### 2. Audible or Visible Obscenity:

- 2.1.1. Minor offence (e.g. muttered expletive; blaspheming): **Conduct Warning**
- 2.1.2. Major offence (e.g. audible obscenity): **Conduct Stroke**

### 3. Time-wasting:

- 3.1.1. Minor offence (e.g. a few seconds late back on court; taking excessive time to serve): **Conduct Warning**
- 3.1.2. Major offence (e.g. very late back on court; prolonged discussion with Referee): **Conduct Stroke**

### 4. Dissent:

- 4.1.1. Minor offence (e.g. questioning a decision): **Conduct Warning**
- 4.1.2. Major offence (e.g. prolonged or repeated questioning of or disagreement with decisions): **Conduct Stroke**

### 5. Abuse of Official:

- 5.1.1. Minor offence (e.g. unflattering comments about official or decisions): **Conduct Warning**
- 5.1.2. Major offence (e.g. pejorative comments about official or decisions): **Conduct Stroke**
- 5.1.3. Severe offence (e.g. hitting ball at official or into spectators; throwing racket at official or into spectators): **Conduct Game or Match** (depending on the severity of the offence and the danger caused)

### 6. Excessive physical contact:

- 6.1.1. Minor offence (e.g. running into the opponent): **Conduct warning**
- 6.1.2. Major offence (e.g. physical abuse of the opponent): **Conduct Stroke**
- 6.1.3. Severe offence (e.g. deliberately injuring the opponent; dangerous play that injures the opponent): **Conduct Game or Match** (depending on the severity of the offence and the extent of the injury caused)

## 7. Unsporting conduct:

- 7.1.1. Minor offence (e.g. making negative comments to the opponent): **Conduct Warning**
- 7.1.2. Major offence (e.g. repeated negative or pejorative comments to the opponent; any attempt at intimidation of the opponent): **Conduct Stroke**
- 7.1.3. Severe offence (e.g. extreme behaviour that brings the game into disrepute): **Conduct Game or Match** (depending on the severity of the offence)

## 8. Coaching:

- 8.1.1. First occurrence: **Conduct Warning**
- 8.1.2. Second occurrence: **Conduct Stroke and expulsion of offending person**

## 9. Repeated and excessive bad conduct:

- 9.1.1. When, in the Referee's opinion, the player is guilty of repeated acts of unacceptable conduct on court following the imposition of the penalties outlined above, the Referee may impose for the next occurrence of the offence either the same penalty for the second offence or a more severe penalty than the one already imposed. However, if a Conduct Warning has been given for both the first and the second offences, for the third offence of a similar nature a Conduct Stroke must be applied. (Example: If a player has received a Conduct Warning for Dissent, on the next occurrence of this offence, either a Conduct Warning or a Conduct Stroke may be imposed. On the third occurrence, however, a Conduct Stroke is mandatory.)

# Conduct on Court Violation Reporting Process

When a conduct penalty (other than a warning) is imposed against a player, the Match Referee must report the incident using the Conduct on Court Report Form. Should the committee have to take action against a player for any other (off-court) conduct violation, it is essential that a written report be sent to the club/centre within ten (10) days of the incident. The report should cover the following details:

1. Name of competition, date and venue.
2. Name of individual against whom the complaint is made.
3. The name(s) and status (e.g. Official, Referee, Marker, Social, Committee, Spectator, Press or Administrator) of those involved.
4. A detailed report of the incident from the event administrator. The report may also cover incidents involving the organisation and administration of the event including:
  - 4.1. Late withdrawal.
  - 4.2. Punctuality: any player not ready to play within ten (10) minutes after the match is called and where the competition administrator defaults the player.
  - 4.3. Dress and Equipment: wearing of unacceptable attire and failing to change as requested by the referee or event administrator.
  - 4.4. Leaving Court: leaving the court area during a match without the permission of the Referee.
  - 4.5. Best Efforts: failing to use best efforts to win a match.
  - 4.6. Failure to complete a match unless reasonably unable to do so.