

# DUTIES AND PROCEDURES FOR FIP OFFICIALS

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Any reference to the International Padel Federation shall hereinafter mean FIP.  
Except for specific reasons, in this document any gender reference indicated by "he" will include both sexes.

# 1 DUTIES OF FIP UMPIRES

## 1.1. PURPOSE AND APPLICABILITY

This article shall apply to all events authorized or recognized by FIP. The purpose of these rules is to regulate the duties of the Umpires at Official International Padel Tournaments and Championships organized, authorized or recognized by the International Padel Federation (hereinafter FIP) anywhere in the world.

No one may be a member of the Referee Team and a player or coach in the same Tournament/Championship.

## 1.2. TOURNAMENT MAIN REFEREE / SUPERVISOR

In some cases, a FIP-assisted local umpire manages all pre-tournament planning and assumes all corresponding duties and responsibilities. Upon arrival, the Tournament Main Referee will be in charge of all activities within the venue.

### Tournament Main Referee:

- 1 Act as final on-site authority for the interpretation of the tournament rules and regulations, Code of Conduct, Padel Rules, applicable Umpires' Duties and Responsibilities, as well as with respect to all matters requiring an immediate decision at the venue where the tournament is being held.
- 2 Before and during the event; shall conduct such training sessions and meetings as required to ensure that all Umpires are fully familiar with the applicable rules and procedures.
- 3 Designate the functions of each of the members of the Officials Team.
- 4 He shall remove, alternate or replace any Chair Umpire or Court Umpire when he considers that the refereeing of a match should be improved.
- 5 Evaluate the performance of all Chair Umpires.
- 6 Check that each court meets the specifications of the Rules of the Game:
  - 6.1. The net, the height of the net, the net posts, etc. comply with the Rules of Padel.
  - 6.2. Chair Umpire's Chair
    - The Chair Umpire's Chair is recommended to be a minimum of 1.75 meters and a maximum of 2.25 meters in height.
    - The Chair Umpire's Chair should be centred over the imaginary extension of the net.
    - If a microphone is to be used it must have an "on-off" switch, it must be easily adjustable and not handheld.
    - For outdoor tournaments there should be sunscreen available.
  - 6.3. Players benches.
    - Players' benches will be located on either side of the chair umpire.
  - 6.4. Net measurement.
    - A measuring tool, tape measure or other measuring device shall be used to measure the height of the net.
  - 6.5. Equipment measurement.
    - A measuring tool and calibre shall be used to measure the dimensions of the rackets.
  - 6.6. Handheld device/PDA or scorecard, stopwatch, etc.
    - At each match the chair Umpire will be provided with a handheld/PDA device, or a FIP referee scorecard and a stopwatch.
- 7 Check that all the balls required for the competition are in the playing venue and before the start of each day's play.
- 8 Prior to the start of the tournament, it shall determine and notify the players of the criteria he/she will follow in assigning the courts when they are of different types.
- 9 He shall designate an official notice board in an easily visible place in the general players' area and shall communicate its designation and location to all players. The daily order of play shall be posted on the notice board as soon as it is published.
  - Each player is responsible for making sure of his or her daily playing schedule.
- 10 Shall designate a visible clock located at a fixed point as the official tournament clock and shall notify all players of its designation and location. The time from wrist, hand or pocket watches will not be accepted, unless otherwise noted.

- 11 Identify the players involved in the competition.
- 12 It will not allow the participation of those players whose age or nationality does not correspond to the category of the event in which they intend to participate or of those players who, according to a written list to be submitted by the Organizer, have not paid the registration fee.
- 13 Will apply the W.O. (Walk-Over).
- 14 Order ball changes in competitions/rounds that are established.
- 15 Register all the results in the draws: winners, set scores, players' license numbers, etc.
- 16 Before the draw is made, the names of the wild cards will be requested from FIP to determine:
  - the final list of registered participants;
  - the ranking that will be used to select seedings;
  - any other relevant information to the draw.
- 17 It will prepare for the qualification and main competition draws.
- 18 Place all documents [preliminary round, main draws, alternates and lucky losers] in the supervisor/umpire's office and post appropriate notices on the official announcement board.
- 19 Shall prepare the daily order of play so that matches scheduled for particular courts are played consecutively and without delay, or where appropriate, shall include the scheduled matches and a note clearly stating that matches are "not to be played before" a specific time. Once published, the order of play should not be changed.
  - Before the tournament starts  
Prior to scheduling matches for the first day of play he shall contact the Tournament Main Umpire of the previous week's tournaments to determine if players still competing in those tournaments are going to have difficulty getting to play. To the extent possible, and provided that the fairness of the scheduling and completion of the tournament is not compromised, he shall schedule matches in a manner that reasonably accommodates the needs of players with reasonable hardship.
  - Qualification Draw  
Matches giving access to the next phase must be scheduled to end the day before the start of main draw, unless otherwise approved by FIP. Matches must be scheduled in such a way that a player does not play more than two qualifying matches on the same day, except when weather conditions or unavoidable circumstances alter the schedule. When more than one round of qualifying is to be played on the same day, the order of play must conform to the sections of the draw.
  - Main Draw  
Players should not play more than two matches per day, except when weather conditions or unavoidable circumstances alter the schedule.
- 20 In case the draws are made at the tournament venue, he/she will be in charge of explaining and making the draw.
- 21 Decide whether a court is fit for play.
- 22 Designate, by all available and reasonable means, a specific area from which to announce the start of a match, in accordance with the order of play. Players must be ready to play when called.
- 23 To control as much as possible the development of all matches being played through his presence on the courts and therefore, in the absence of the Chair Umpire, may perform functions that are proper to them, such as determining whether the players are properly dressed or tossing the courts and the serve or service.
- 24 Make the final decision when disagreements arise between players in a match played without the presence of the Chair Umpire. If the disagreement is prolonged, he shall demand the end of the conflict within 20 seconds, even if his intervention has not been required. If this does not occur, he shall make the final decision.
- 25 Make the final decision if there is a conflict between the players and the Chair Umpire in questions of application or interpretation of the Rules.
- 26 Appoint a temporary Tournament Main Referee if he/she has to act as Chair Umpire.
- 27 Decide whether to allow an extension of the warm-up period if the players have not had an opportunity to practice before the start of the match due to weather conditions.
- 28 Decide whether to move a match to another court. If inclement weather or other unavoidable circumstances cause a match to be interrupted or suspended. Whenever possible, the change of court shall be made at the end of a set or

- after an even number of games of the set being played.
- 29 Decide when the game is postponed due to inclement weather, insufficient light or other elements.
  - 30 He shall be always present during the tournament matches and if this is not possible, appoint a temporary Tournament Main Referee who will temporarily replace him in his absence.
  - 31 Send the results, incident reports of the members of the Referee Team and the Minutes at the end of the tournament, within the deadlines and by the channels to be determined by FIP.
  - 32 Propose sanctions to the Sports Disciplinary Committee approved by FIP in case of incidents during the competition.

### **1.3. MAIN REFEREE**

In some Championships, due to the size of the event, a Main Referee will be appointed and he will be responsible for administrative control. He will assist the Tournament Supervisor in the exercise of his duties.

#### **The Main Referee shall:**

- 1 Conduct the necessary pre-tournament instruction of the officials, including a review of the Rules of Padel, tournament rules and regulations, the Code of Conduct and the Duties and Responsibilities of the Officials.
- 2 Determine the duties of the Court Umpires each day of the tournament, subject to the approval of the Tournament Supervisor.
- 3 Meet with all Umpires to establish court assignments and procedures used for scoring, rotations and other responsibilities.
- 4 Evaluate the performance of all Umpires.
- 5 Be always present on the premises during the matches.
- 6 All the referees must be thoroughly familiar with live scoring hand-held devices and the correct use of these devices.
- 7 He may replace the Tournament Supervisor when he must perform the duties of Chair Umpire or any situation prevents him from performing his functions.

### **1.4. CHAIR UMPIRE**

#### **The Chair Umpire:**

- 1 Be completely familiar with all aspects of the Rules of Padel, the appropriate Tournament Rules and Regulations, Code of Conduct and the Duties and Procedures for Officials. His/her duties shall be carried out in accordance with FIP procedures.
- 2 Dress uniformly with other Chair Umpires as directed by the Tournament Main Referee.
- 3 Shall have normal vision and hearing, even if being corrected by surgery.
- 4 Find out the correct pronunciation of players' names.
- 5 Before his match:
  - If it is the first match of the day, he will arrive 20 minutes early, first checking the net height and that the electronic scoring device is working correctly. He will be punctual for the rest of the matches assigned to him, arriving at the court before the players.
  - Before entering the court, he will wait for the Chair Umpire of the previous match to leave it. There must not be two Chair Umpires on court at the same time.
  - Be responsible for having the appropriate number of balls on court for the match, including used replacement balls.
  - Will check any anomaly found in the game area.
  - If you do not have an electronic scoring device, you must use an official scorecard and have it properly prepared before the match.
  - It shall have a stopwatch to monitor the courtesy rally time [normally three (3) minutes], the twenty (20) seconds between points, the ninety (90) seconds during side changes and the one hundred and twenty (120) seconds allowed during the break between sets. It shall also be used for all other specific times designated under the provisions of any rule or regulation.
  - Will check all the coaches joining a pair are correctly validated.
  - Determine if the player's rackets comply with the Rules and Regulations.
  - Determine whether each player is dressed in accordance with the provisions of the Code of Conduct. A player who must correct his attire shall have 5 minutes to do so without losing his right to participate in the courtesy rally.

- 6 Will enter inside the court before the players with the new balls for the match in hand and meet with the players to:
  - State any relevant information for the players; If there is an official picture before the toss, the Chair Umpire shall not participate.
  - Toss a coin in the presence of both players/teams to determine choice of serve and side at the beginning of the match prior to the warm-up. If play is suspended before the match begins, the players may choose again the result of the toss stands.
  - After the toss, he will give the new balls to the pair serving before the warm-up.
- 7 In matches with Video Review, he will do a test communication device with the Review Official.
- 8 Determine all questions of fact arising during the match.
- 9 Ensure that players follow the rules.
- 10 He shall make the first decision on rules issues arising during the match, subject to the right of a player to appeal to the Main Tournament Umpire.
- 11 Announce the score after each point in accordance with the procedures established by FIP.
- 12 Mark a FIP scorecard during the match according to established procedures. All chair umpires must be thoroughly familiar with the handheld devices for live scoring and ensure they use thereof.
- 13 He shall do his best to control the crowd. In the event that spectators disturb the progress of the match, the chair Umpire shall respectfully address them and request their cooperation.
- 14 Be responsible for the direction of the ball-kids during the match so that they assist, but do not disturb, the players.
- 15 He must not leave the chair, unless it is completely necessary. Example: if there are no ball-boys, he must go down and make the ball change himself.
- 16 Shall be responsible for all ball changes and for determining if a ball is fit for use. Check that the correct number of balls are used. Lost balls shall be replaced as soon as possible. If a ball needs to be replaced, a new ball shall be introduced during warm-up or within two (2) games after a ball change (before the first point of the third game has begun); otherwise, a used ball with the same usage shall be used.
- 17 The balls shall be opened and inspected sufficiently in advance (normally in the previous change-over) of each ball change to avoid any delay in the match.
- 18 He/she shall determine whether a court is still suitable for its purpose. If during the match there is a change in conditions that the chair umpire considers sufficient to make the court unsuitable, or if weather or other conditions make it necessary to stop play, he/she shall stop play and so inform the Main Tournament Umpire.
- 19 If play is suspended due to darkness, it shall be done at the end of a set or after an even number of games if the set has already started. If the Main Tournament Umpire interrupts or postpones the game, the umpire shall record the time, points, game and set, as well as the name of the server, the side on which each player is located and shall keep all balls used in the match.
- 20 Maintain absolute impartiality in relation to all players.
- 21 Always behave in a professional and ethical manner respecting the authority of the Tournament Supervisor, Tournament Main Referee, the rest of the officials, players and the public.
- 22 Will update the Supervisor and Main Referee with the walkie-talkie the result at the end of each set.
- 23 At the end of a match:
  - Will inform the Main Referee through the walkie-talkie the court where the match finished, the winner and result.
  - Will check the net height.
  - Won't leave the court if at least one of the pairs has not left it or the next chair umpire arrives to the court if there is a match followed by.
  - Shall prepare a full report to the Tournament Main Referee with all actions taken during the match in accordance with the Code of Conduct.

## **1.5. VIDEO-REVIEW UMPIRE**

### **The video-review Umpire (hereinafter RO) shall:**

- 1 Be completely familiar with all aspects of the Rules of Padel, particularly with the Electronic Review Procedures, the appropriate Tournament Rules and Regulations and the Duties and Procedures for Officials. His/her duties shall be carried out in accordance with FIP procedures.
- 2 He/she shall dress in the same attire as the other chair umpires, as directed by the Main Tournament Umpire.
- 3 Be at the electronic review booth at least fifteen (15) minutes prior to the start of play of the first match or session of the day on the court assigned to him/her, and ten (10) minutes prior to the start of following matches.
- 4 Check the available means of communication with the Chair Umpire, Main Tournament Umpire, Screen Operator and Television.
- 5 Confirm with the operator that the system is configured for the appropriate event.
- 6 During the warm-up, he/she will examine at least one (1) sample of a review that will not be shown on television or

- on the screen.
- 7 Confirm with the system operators that all systems are fully operational prior to the start of the match.
  - 8 Be responsible for identifying each play whose review may be requested.
  - 9 Determine whether the play requested for review is available.
  - 10 Manage the replay process or its broadcasting to television.
  - 11 Will be responsible for monitoring the operation of the system.
  - 12 In case of failure of the system, he/she shall immediately notify the chair umpire and the Main Tournament Umpire. When the system is working again and has been tested, he/she shall immediately inform the chair umpire and the Main tournament Umpire.
  - 13 Notify the chair umpire that the original decision will stand when:
    - the review umpire is unable to retrieve the image to review the play.
    - the review cannot be clarified with the available images.
  - 14 In the event that the play displayed on the screen does not correspond to the text or graphic disclosed, he/she should inform the chair umpire of the correct result of the challenge and if possible, display the corrected textual graphic on the screen.
  - 15 Immediately inform the chair umpire when his or her review monitor is working properly, but the rest of the screens available in the stadium are not working well.
  - 16 Keep a record of the number of successful and unsuccessful challenges for each team and may confirm the number of pending unsuccessful challenges to the chair umpire.
  - 17 Act as the final authority on the number of pending unsuccessful challenges for each team. Verify with the chair Umpire which team has one (1) or no (0) challenges pending.
  - 18 He/she will not leave his position until he/she has been replaced by the next RO. All necessary information and situations must be fully communicated to the replacing RO. This change should only occur during a changeover or during an established break.
  - 19 Shall not use any electronic devices in the booth unless approved by the tournament during ongoing matches. This includes personal smartphones, smart watches and personal tablets/laptops.
  - 20 You will be viewing the match on the LIVE screen and anticipate "potential" review plays.
  - 21 Alerting system operators of a possible review, confirming that a review has been requested or anticipating that there will be no review.
  - 22 Will be responsible for submitting the correct shot for review. must listen to the Chair Umpire's request and understand what the requested review is.
  - 23 Once the best image has been determined, he/she informs the chair umpire of the decision and gives the order to send to the video scoreboard.

## 1.6. COURT UMPIRE

### The court umpire:

- 1 Collaborates with the Chair Umpire in the control and supervision of the matches.
- 2 He/she shall dress in the same attire as the other chair umpires, as directed by the Main Tournament Umpire.
- 3 He/she shall place him/herself in the position designated to him/her and shall perform the function indicated by the Main Umpire.
- 4 Will make an imperceptible signal immediately when unable to call a decision.
- 5 Immediately correct an erroneous decision.
- 6 Remain silent if the chair Umpire corrects a decision.
- 7 Immediately inform the chair umpire if he/she has witnessed a violation of the Code that he/she has not witnessed.
- 8 Escort a player taking a toilet or change of clothes break to check that he/she is not using the break for any other purpose. If a violation of the procedure occurs, he/she shall inform the player that he/she is in violation of the rules and report it to the chair umpire.
- 9 Shall not pick up balls or hold players' towels.
- 10 Shall not leave the court without permission of the chair umpire.

## 1.7. RESPONSIBILITIES

The Officiating team shall be liable to the Disciplinary Committee of FIP when intentionally or ignorantly:

- 1 Failed to comply with the Regulations.
- 2 Has made errors in the drawing.
- 3 He/she has falsified the results.
- 4 He/she has clearly and unjustifiably favoured or disadvantaged a player with his decisions.
- 5 He/she has falsified the tournament report.
- 6 He/she has allowed the participation of a player who is not registered, or who, being registered, has substituted a third

- player acting in his place, or who has not paid the registration fee.
- 7 Has arrived late at the start of each day.
  - 8 Has arrived in inappropriate attire.
  - 9 And, in general, has not complied with the obligations of his position.

The decisions of the Main Tournament Umpire are final as far as the rules of the game are concerned, without prejudice to possible appeals to FIP Sports Disciplinary Committee. The Main Tournament Umpire is also empowered to make decisions on any incident that may occur during the tournament, even if not covered by the Regulations with prior authorization of the FIP supervisor.

## 2 PROCEDURES

### 2.1. DECISION MAKING

The umpires are directly responsible for controlling and directing the matches they are assigned to arbitrate and to do so, they have to make two types of decisions:

- 2.1.1. Based on the correct application and interpretation of the Rules of the Game of Padel, Regulations, Tournament Regulations and Code of Conduct in relation to the specific plays that may have occurred.

During a match, the chair Umpire, in the first instance, shall determine questions of the Rules. If the chair umpire is uncertain, or if a player appeals his decision, the Main Tournament Umpire shall make the decision, which shall be final and not subject to appeal.

#### Player appeals:

Players shall have the right to appeal any rules decision in accordance with the procedures set forth below.

When a player feels that a chair Umpire's decision on a rules issue is incorrect, he/she may appeal by notifying the chair Umpire in a professional and non-offensive manner.

The chair Umpire must then stop play, turn off all microphones near the chair and immediately call the Tournament Main Referee.

Upon arrival, the chair Umpire shall state the facts of the incident to the Tournament Main Referee so that he/she may know them accurately.

The chair umpire shall then inform the player of his or her decision on the applicable Rule and the player shall indicate his or her position on the matter.

The Main Tournament Umpire shall briefly review the applicable rules with the player and the chair umpire and confirm or reverse the decision.

Thereafter, play shall be resumed as soon as the Tournament Main Referee has pronounced the phrase "Play", after which the players shall proceed to resume play. Every effort shall be made to resolve the appeal as soon as possible, and after hearing the word "Play", a countdown of twenty-five (20) seconds shall begin.

- 2.1.2. Based on the reality of the facts (e.g. a player stepping on the service line when serving or whether a serve was good or bad). These decisions must be followed by both the players and the Main Tournament Umpire.

A player may request that the chair Umpire confirm a decision. The request, confirmation and resumption of play must be made within the twenty (20) second period allowed between points, unless the chair umpire determines it necessary to extend the time. If an extension is necessary, it shall be terminated with the phrase: "Let's play".

- A player may never appeal a decision on a question of fact to the Tournament Main Referee.
- A Chair Umpire should never correct an error as a result of a player's protest or appeal.
- A Court Umpire may not change his or her decision as a result of a player's protest or appeal.

The appealing player must make his claim in such a way that the game is stopped, or the chair Umpire stops the game.

If a complaint is made to the chair Umpire, then the chair Umpire must first determine that the correct appeal procedure was followed.

If it was incorrect or performed too late, then the chair Umpire may determine that the opposing team was deliberately harassed, and in that case the appealing team loses the point.

#### Procedures for electronic review.

In tournaments where an electronic review system is used, the following procedures shall be followed for matches on the courts where it is used.

- A request for review by a player (or team) will be allowed only after a definite hit or when a player (or team) stops play when in dispute of a point during a rally (returns are allowed, but then the player must stop play immediately).
- The chair Umpire should decide to use the review when there is doubt about the accuracy of the call. However, the chair umpire may refuse the electronic review if he/she believes that the player's request is unreasonable or was made too late.
- The appealing player must make his or her claim so that play is stopped, or the chair umpire stops the play. If a claim is made to the chair umpire, then the chair umpire must first determine that the correct appeal procedure was followed. If it was incorrect or done too late, then the chair umpire may determine that the opposing team was deliberately harassed, in which case the appealing player loses the point.
- The original decision or correction will always prevail if, for any reason, a decision or correction cannot be made by electronic review.
- The chair Umpire's final decision will be the result of the electronic review and is not appealable.

## **2.2. START OF THE COMPETITION / MATCH**

A tournament will officially start when the registration deadline closes. A match will officially start when the courtesy warm-up rally begins.

## **2.3. PLAYERS' REST, MEDICAL CONDITIONS**

- Between tournaments

If the Main Tournament Umpire receives notice from a player of the date and time of his or her last match in a FIP sanctioned or recognized event played the previous week, he or she shall, whenever possible, grant the player a full day's rest between that match and the player's first match in the main draw of the subsequent tournament, unless weather conditions or other unavoidable circumstances have altered the schedule, or unless the player was a Monday finalist or other delayed final.

- Between matches

When it is necessary to play more than one match on the same day, the team will receive the following minimum rest periods:

- |                                    |   |                     |
|------------------------------------|---|---------------------|
| • If played less than 1 hour:      | - | 1 h of rest period  |
| • If played between 1 and 1½ hour: | - | 1½ h of rest period |
| • If played more than 1½ hour:     | - | 2 h of rest period  |

- Rest due to medical conditions

#### Medical conditions

A medical condition is a medical illness or musculoskeletal injury that warrants medical evaluation and/or medical treatment by the sports physiotherapist during warm-up or match play.

- Treatable medical conditions:
  - Acute medical condition: the sudden development of a medical illness or musculoskeletal injury during warm-up or match play that requires immediate medical attention.
  - Non-acute medical condition: a medical illness or musculoskeletal injury that develops or is aggravated during warm-up or match play and requires medical attention at the changeover or is established.
- Non-treatable medical conditions,
  - Any medical condition that cannot be adequately treated, or that will not be improved by available medical treatment within the time allowed.
  - Any medical condition (including symptoms) that did not develop or was not aggravated during the warm-up or the match.
  - General player fatigue
  - Any medical condition requiring intravenous injections or infusions: except diabetes, for which prior medical clearance has been obtained, and for which subcutaneous insulin injections may be administered.
  - Any medical condition requiring oxygen: except as permitted by this provision, the use of supplemental oxygen is not permitted at any time. Unless prior medical approval has been given by FIP.

#### Medical evaluation.

During the warm-up or match, the player may request through the chair umpire to be evaluated by the sports physiotherapist during the next changeover. (Immediate evaluation without waiting for the changeover will only be given in the event that a player develops an acute medical condition that requires an immediate stoppage in play).

The purpose of the medical evaluation is to determine whether the player has developed a treatable medical condition and, if so, to determine when medical treatment is warranted. Such evaluation must be performed within a reasonable period of time, balancing the player's safety on the one hand, and continued play on the other. At the discretion of the sports physiotherapist, such evaluation may be performed in conjunction with the tournament physician and may be performed off-court.

If the physical therapist or sports physician determines that the Player has an untreatable medical condition, the Player will be informed that no medical treatment will be allowed. medical treatment will not be allowed.

#### Medical Treatment

The supervisor/umpire allows a medical timeout when the sports physiotherapist has evaluated the player and determined that additional time for medical treatment is required. Medical time-out is conducted during a changeover or a break is established, unless the sports physiotherapist determines that the player has developed an acute medical condition that requires immediate medical treatment. One 3-minute break will be granted for treatment, which may be repeated in two non-consecutive changes of side but within the regulation time.

- Medical waiting time begins when the sports physiotherapist is ready to begin treatment.
- Each player is allowed medical treatment time for each distinct treatable medical condition:
- All clinical manifestations of heat illness should be considered as a treatable medical condition.
- All treatable musculoskeletal injuries that manifest as part of a kinetic continuum will be considered a treatable medical condition.

A maximum of two (2) consecutive medical treatment times may be allowed by the supervisor/chair umpire for the special circumstance in which the sports physiotherapist determines that the player has developed at least two (2) distinct acute, treatable medical conditions.

- This may include: a medical condition in conjunction with a musculoskeletal injury;
- Two or more distinct acute musculoskeletal injuries.

In such cases, the sports physical therapist will perform a medical evaluation for the two or more treatable medical

conditions during a single evaluation and then may determine that two consecutive medical wait times are required.

A player may receive medical treatment and/or supplements from the sports physiotherapist and/or tournament doctor during any change of side or at the end of the set.

As a guideline, such medical treatment should be limited to two (2) established changes for each treatable medical condition and need not be consecutive. Players may not receive medical treatment for non-treatable medical conditions.

#### Muscle cramps:

A player may receive treatment for muscle cramps only during the time assigned for the change of ends and/or set breaks. Players may not receive a Medical Time-Out for muscle cramping.

In instances where there is uncertainty as to whether the player suffers from an acute medical condition, non-acute medical condition, including muscle cramps, or a non-treatable medical condition, the decision of the sports physiotherapist, in conjunction with the tournament physician, if applicable, is final.

If the sports physiotherapist believes that the player has heat stroke, and muscle cramps are one of the symptoms, then muscle cramps can only be treated as part of the sports physiotherapist's recommended treatment.

**Note:** A player who has stopped playing claiming an acute medical condition, but the sports physiotherapist and/or tournament doctor determines that it is muscle cramps, the chair umpire shall order play to resume immediately.

If the player is unable to continue playing due to severe muscle cramps, as determined by the sports physiotherapist and/or tournament doctor, the player may forfeit the points or games necessary to reach a change of side to receive treatment.

There may be a total of two (2) treatments per player in two changeovers to treat muscle cramps in a match, not necessarily consecutive. If the umpire or supervisor/referee determines that treatment has been used to break the opponent's concentration and win games, a code violation may be issued for unsportsmanlike conduct.

#### Bleeding:

If a player is bleeding, the chair umpire should stop the match as soon as possible and call the sports physiotherapist for on-court evaluation and treatment. The sports physiotherapist, along with the tournament doctor, if applicable, will assess the source of the bleeding, and request a medical time-out for treatment if necessary.

If requested by the sports physiotherapist and/or tournament physician, the chair supervisor/umpire may allow up to a total of 15 minutes to ensure bleeding control.

If blood has been spilled on or in the immediate vicinity of the court, play must not resume until the bloodstain has been adequately cleaned.

#### Vomiting:

If a player is vomiting, the chair umpire should stop the match if vomit has spilled onto the court, or if the player requests a medical evaluation.

If the player requests a medical evaluation, then the sports physical therapist must determine whether the player has a treatable medical condition, and if so, whether the medical condition is acute or non-acute.

If vomit has spilled on the court, play should not resume until the vomit spill has been properly cleaned up.

#### Disability:

If any concerns arise about a player's medical condition (either physical or psychological) that would prevent them from continuing in the competition, or pose a serious health risk to players, officials, organizers or tournament staff, the sports physiotherapist and/or tournament doctor should be called in to assist the player.

If the problem arises during a match, the chair umpire should immediately request the tournament doctor and/or sports physiotherapist to assist the player. The tournament doctor is responsible for ensuring that the player has received the best medical care, that his well-being is not put at risk, and that his medical condition is not a risk to other players or the general public.

All discussions between the tournament physician and the player are conducted in the context of a doctor-patient relationship and, therefore, are confidential and may not be disclosed to a third party without the player's informed consent. However, if the tournament physician determines that the Player's medical condition renders the player unable to safely participate in the tournament, the player must allow the tournament physician to advise the supervisor/umpire of his determination (only disclosure of medical information to which the Player has consented to.).

Upon receipt of such a report from the tournament doctor, the supervisor / umpire will decide whether to remove the player from the match in play or remove the player from the draw (as appropriate). The umpire will use great discretion before taking this action and should base the decision on the best interests of professional Padel, as well as taking all medical opinions and advice, and any other relevant information into consideration.

#### Penalties.

After completing a medical treatment, any delay in resuming play will be penalized for violations of the code. Any abuse by players of this medical rule is subject to sanction in accordance with the unsportsmanlike conduct section of the Code of Conduct.

## **2.4. SUSPENSION AND POSTPONEMENT OF PLAY**

The Chair Umpire may stop or suspend a match temporarily due to insufficient light or due to court conditions or weather conditions. This should be notified immediately to the Main Tournament Umpire. When a match is suspended and until the Main Umpire decides to postpone it, the players, the chair umpire and all court umpires must be ready to resume the match.

Upon suspension/postponement of a match, the chair Umpire shall record the time, point, game and set score, the server's name, the sides on which each team was playing, and shall take all balls used during the match.

In the event that a match has been stopped, suspended or postponed, the new courtesy warm-up rally period shall be as follows:

- |                               |   |                                      |
|-------------------------------|---|--------------------------------------|
| ○ Delay of 0-5 minutes        | - | No courtesy rally.                   |
| ○ Delay of 5-20 minutes       | - | One (1) minute of courtesy rally.    |
| ○ Delay of 20 minutes or more | - | Three (3) minutes of courtesy rally. |

(Different balls from the match will be used for this warm-up. They must be of a similar waste from the balls of the match)

## **2.5. ANNOUNCING**

Chair Umpires must announce matches in the language of the tournament if this is a Spanish/French/Italian native language host country and thereafter in English. If the host country is not one of the previous languages mentioned, the announcement will be only in English. Conversations between the chair Umpire and the player may be in any language; however, if the language used is not English, the chair Umpire should be prepared to inform the other players of the nature of the discussion.

#### **Courtesy rally:**

- ***“Three minutes”*** – With three (3) minutes remaining in the rally.
- ***“Two minutes”*** – With two (2) minutes remaining in the rally.
- ***“One minute”*** – With one (1) minute remaining in the rally.
- ***“End of the rally”*** – at the end of the rally.
- ***“One minute to start the match”***
- ***“Time”*** – Once the one (1) minute finishes
- ***“First set. Name / Last Name to serve “,” Play”*** - immediately before the server gets ready to serve.

### Player's introduction:

If the chair Umpire must introduce the players, after the "Two minutes" warning, he/she shall announce:

- ***(Name of the tournament), Ladies & Gentlemen this is a (round of the tournament) played at the best of 3 tie break sets***

(Start the introduction with the lowest ranked team, when a player is a local player or any other reason justifies it, the order may be modified)

- ***To the left of the chair “\_\_Name & Last Name / Name & Last Name \_\_”, to the right of the chair “\_\_Name & Last Name / Name & Last Name \_\_”.***
- ***“\_\_Last Name / Last Name \_\_” won the toss and chose to “serve / receive”.***

If the introduction of the teams is carried out by someone else, then, after the "One minute" announcement, it will say.:

- ***The match will be played best of 3 tie break sets.***
- ***“\_\_Last Name / Last Name \_\_” won the toss and chose to “serve / receive”.***

### Crowd control:

Address the crowd respectfully with phrases such as the following (preferably in the local language):

- ***“Silent, please. Thank you”***
- ***“Please be seated”***
- ***“Please take your seats, please”***
- ***“As a courtesy to both teams.”***
- ***“No flash photography while playing, please”***

### Score:

- The server's score will always be called first, except during a tie-break.
- In the first service rotation in every set the four players shall be announced in the following way, at the service "Name and Surname" and the name of the server shall not be announced again until the beginning of a new set.
- The score shall be announced as follows:
  - ***“Fifteen-love, Love-fifteen, Thirty-love, Love-thirty, forty-love, Love-forty, Fifteen-all, fifteen-Thirty, Thirty-fifteen, fifteen-forty, Forty-fifteen, Thirty-all, Forty-Thirty, Thirty-forty, Deuce (never forty all), Advantage \_\_\_\_\_ (Name of the team, never advantage server or receiver), Game \_\_\_\_\_.”***
- When the no-advantage scoring system is used, the following shall be announcing after deuce:
  - ***“Deuce. Golden point.”***
- When the Star point scoring system is used, the following shall be announcing after deuce:
  - ***“Deuce.”***
  - ***“Advantage \_\_\_\_ / \_\_\_\_.”***
  - ***“Second deuce.”***
  - ***“Second advantage \_\_\_\_ / \_\_\_\_.”***
  - ***“Deuce. Star point.”***
- The score shall be called loudly and clearly at the end of each point. The score shall be announced promptly before being noted on the scorecard, unless circumstances arise in which it is more efficient to delay the score.
- At the end of a match or set, the chair umpire, in addition to "Game", shall call the score in games, according to the following examples:

- **“Game Last name / Last name. Last name / Last name lead 4 games to 2, first set” or**
- **“Game Last name / Last name, 3 games all, second set” or “game and first set Last name / Last name, 7 games to 5.**

(When the score in a set is 1-0, the chair umpire must say “First game”. Don’t use “One game to love”.  
When calling the 1<sup>st</sup> game in the second or third set it will be “1<sup>st</sup> game, second set / final set”.)

If there is a scoreboard visible to all spectators, the result in sets and/or the number of sets in play need not be mentioned, except when it is the first game of the set. The surnames must be announced exactly as they appear on the public scoreboard.

At the beginning of each set, the Chair Umpire will announce: **“Second set, Name and Last name to serve”, “final set, Name and Last name to serve”.**

**h** When a set reaches a tie-break, he/she shall announce:

- **“Game Last name / Last name, 6 games all. tie-break”.**

**i** During the tie-break, the score is announced first followed by the surnames of the team that is winning:

- **“1-0 Last name / Last name”**
- **“1-all”**
- **“2-1 Last name / Last name”**

Use “Zero” instead of “Love” in the tie-break.

Once tie-break is over:

- **“Game and First/Second set Last name / Last name 7 games to 6”**

**j** At the end of the match, winners should be announced:

- **“Game, set and match Last name / Last name, 2 sets to 1, 6-4, 1-6, 7-6”**

In each set, the number of games won by the winner of the match will be announced first.

If there is a decisive super tie-break to the best of 10 points the announcement must be:

- **“Game, set and match Last name / Last name, 2 sets to 1, 6-4, 1-6, 10-0”**  
(Use ZERO here instead of LOVE for the result of the super tie break)

#### **Ball change:**

When there is a ball change, after announcing the score it will be called:

- **“New balls, please.”**

#### **Code of Conduct for players:**

Violations of the Code of Conduct for players will be announced according to the following examples:

- **Code Violation, ball abuse. Warning “Name and Last Name” and first for the team “Last name / Last name”.**
- **Code Violation, ball abuse, “Name and Last Name”. Second warning and point penalty for the team “Last name / Last name”. The new score will be announced.**
- **Code Violation, ball abuse, “Name and Last Name”. “The Supervisor has been called to the court”.**

***Third warning and default for the team “Last Name / Last Name”. The team “Last name / Last name” wins the match by 6-3, 2-3 and default for “Last Name / Last name”.***

**VERY IMPORTANT:** The umpire must be certain that both players in the team have clearly heard the Code violation notice.

At international competitions, code of conduct violations must be announced in English (and optionally in the local language as well).

#### **Code of Conduct for coaches:**

Violations of the Code of Conduct for coaches will be announced according to the following examples:

- ***Code Violation. Warning to the coach of the team “Last Name, Last Name”.***
- ***Code Violation. Expulsion of the coach of the team “Last Name, Last Name”.***

#### **Time Violation:**

The Time Violations will be announced according to the following examples:

- ***Time Violation. Warning “Name and Last Name”.***
- ***Time Violation. Second service “Last Name, Last Name”.***
- ***Time Violation. Point penalty “Last Name, Last Name”.***

#### **Medical Time-out:**

When the chair umpire decides to call the sports physiotherapist, he/she shall announce it as follows:

- ***“The Physiotherapist has been called to the court”***

When a time-out of three (3) minutes is authorized, the chair umpire shall announce:

- ***“Name/ Last Name is now receiving a medical time-out”***

In order to keep the opponent and the physiotherapist informed of the time remaining during the time-out, he/she shall inform them (without making a public announcement) of the remaining time:

- ***“Three minutes” “Two minutes” “one minute” “30 seconds”***
- ***“Treatment completed”***

After announcing "Treatment completed" if necessary, the player should be given the time required to put on the necessary items before announcing "Time". If play is not resumed after twenty (20) seconds have elapsed following the announcement "Time", such delay shall be penalized in accordance with the Code of Conduct.

If the time-out is taken at a change of sides or a break between sets, such time-out shall be added to the time allowed for such breaks.

If a player chooses to forfeit points or games in order to receive treatment for cramp, the chair umpire will announce:

- ***Name / Last Name is requesting immediate medical treatment for cramping. he/she may receive this treatment only on a changeover/set break and therefore is conceding all points and games up to the next changeover/set break”.***

#### **Video Reviews**

When the chair Umpire deems that a proper request for review has been made, he should clarify with the team what fact they want reviewed and then he will announce:

- **Ex: “Ladies and Gentlemen, ...../.....have requested the video review. The ball was called IN/OUT”**
- **Ex: “Ladies and Gentlemen, ...../..... has requested a video review to determine whether player X touched the net / touched the ball / made a foul shot / committed a foot fault or service fault / if the ball bounced twice. The chair umpire decided that the player X touched the net (or a similar description).”**

He will indicate to the Review Umpire the play he wants to be reviewed and will wait for the decision while controlling the players and coaches.

Once he has the result of the review umpire, he/she will wait for the play to be shown on the video scoreboard and will announce it as follows:

- **According to the video review: the ball was IN/OUT - the player X touches the net / etc.)**

Announce the score again and then indicate the number of revisions that the team maintains just in case of unsuccessful announce:

- **Last Name/Last Name have 1 Video Review remaining.**
- **Last Name / Last Name have NO MORE Video Review remaining.**

If the review is not possible, it shall announce (after informing the players):

- **“The video review is not available, the original call stands”**

## 2.6. CALLS

Verbal notifications from chair Umpires shall be made loudly and clearly, as follows:

- Service fault (those occurring in the server's court, foot fault or high serve)
  - Serve fault “Fault”
  - Foot fault “Foot fault”
- Fault. If the serve is not in.
  - “Fault”
- Net. When a ball hits the top of the net and passes over to the other side.
  - “Net”
- Touch. If a player touches the net while the ball is in play.
  - “Touch”
- Double bounce. When a player hits the ball after the second ground bounce.
  - “Not up”
- Through (ball passing through the net through a hole) When the ball passes through the net.
  - “Through”
- Illegal hit (Hitting the ball in the opponent's field without being able to do so, double touch, with the hand, etc.)
  - “Foul shot”
- Let. If the point must be replayed.
  - “Let”
- Annoyances. Deliberate or unintentional interference or nuisance produced by a player, which disturbs opponents.
  - “Hindrance”

- Out. When the ball touches the walls or bounces where the rules consider it a foul.
  - “Out”
  - Never “Over” or something similar.

Rectifications and slowdowns.

- Correction, the ball was good or Correction, the ball was out/fault.
- Wait, please. (To delay service when certain circumstances make it advisable to do so).

## 2.7. SCORECARD / SCORING DEVICE.

### 2.7.1. SCORECARD

The chair Umpire must fill out his or her scorecard as follows:

#### **Before the match**

Before the pre-match meeting with the players, you should write down the required information on the scorecard, such as tournament name, round, ball change, player names, etc.

#### **Toss**

After the toss, note who won the toss and the players' choices.

#### **Time/Interruptions**

You must note the start and end time of each set. You must indicate the time and reason for interruptions during the match.

#### **Sides for Serve**

Note the initials of each player in the order of serving in the set, in the “Server Side” column corresponding to their proper sides on the court.

#### **Ball change**

Mark in advance the game at which a ball change will be made on the right hand side of the FIP Scorecard.

#### **Points**

Points should be made by slanted marks in the boxes on the FIP Scorecard

#### **Games**

The "Games" column will include the total number of games accumulated by the winner of the last game.

#### **Code of Conduct violations**

When a sanction for a Code of Conduct violation is imposed on a player, a "C" shall be entered in the appropriate box on that player's scorecard. Violations of the Code shall also be noted in their respective sections.

#### **Reports**

A report should be made of all facts relating to a violation, quoting exactly - but not limited to - any comments made that are considered obscene or abusive.

### 2.7.2. SCORING DEVICE

The chair umpire shall enter all scoring data into his or her hand-held device in accordance with the following:

#### **Before the match**

Prior to the pre-match meeting with the players, verify that all match-related data is correctly loaded into the handheld scorekeeping device. The match data includes player names, score format, ball change, etc.

**Toss**

After the toss, input who won the toss and the players' choices.

**Time/ interruptions/ suspensions**

Immediately and accurately enter all interruptions during a match, e.g., toilet/change of clothes break.

**Points**

Points will be recorded timely and accurately.

**Time and Code Violations**

When a Code or time violation is applied to a player, such violation shall be immediately entered on the manual scoring device. In addition, a full written report shall be made detailing all facts of the violation, including, but not limited to, exact quotations of all statements made that are considered obscene or abusive.

### 3 DISCLAIMERS

#### 3.1. HINDRANCE

Outside hindrance

If a player is hindered by circumstances beyond his control (a ball falling on the court, a paper flying across the court, etc.) during play or during his service, the point shall be replayed.

Crowd noise and other similar distractions shall not be considered interference, and the point shall stand as it was.

Player hinders the opponent.

A player's disturbance of his opponent may be considered voluntary or involuntary.

Any interference by a player to his opponent unintentionally (dropping a ball from his pocket, dropping his cap on the floor, etc.), the first time the point will be repeated warning the player that any disturbance on future occasions may be considered deliberate.

Any interference by a player that is considered deliberate will result in the loss of the point.

#### 3.2. CONTINUOUS PLAY / DELAY OF GAME

At the end of the courtesy rally players will have (60) seconds to get ready to start the match. It is to be considered Time Violation if a player is not ready to serve at the end of the (60) seconds.

Once the courtesy rally period has ended play shall be continuous and a player shall not unreasonably delay a match for any reason.

A maximum of twenty (20) seconds shall be allowed from the time the ball is out of play until it is resumed on the next point, except for the ninety (90) seconds of the change of sides or the one hundred and twenty (120) seconds at the end of each set. The procedures for applying this rule are as follows:

Time rules between sets of points.

The stopwatch shall be started when the player is commanded to play or when the ball is out of play.

Change of side [ninety (90) seconds] and break between sets [one hundred and twenty (120) seconds].

The stopwatch shall be started at the moment the ball goes out of play.

"Time" shall be announced after the seventy (70) /ninety (90) seconds have elapsed.

"15 seconds" shall be announced if one or both players are still seated in their chairs or if they have not moved to their

respective playing positions after seventy-five (75)/hundred and five (105) seconds have elapsed.

A penalty for Time Violation (after a time-out for medical reasons or treatment) will be considered if the ball is not served for the next point within the ninety (90) / one hundred and twenty (120) seconds allowed, provided that no discomfort has occurred that would have prevented service in that time.

The receiver does not play at the server's reasonable pace.

The stopwatch shall be started at the time the ball is out of play or when the player is ordered to play.

A penalty for Time Violation will be considered if the receiver obviously and consistently slows the server's pace, thus demonstrating "unsportsmanlike conduct".

#### Toilet break - Interruption to go to the toilet or to change clothes

A player may request permission to leave the court to go to the restroom/toilet, change clothes or both ("Authorized Break"), but not for any other reason.

Each pair is entitled to a maximum of two (2) Authorized Breaks per match. If the teammates leave the court together, it counts as one (1) of the authorized breaks for each of the players, regardless of whether their opponents have also left the court for the same purpose.

<b>Break Requested</b>	<b>Authorized</b>	<b>Maximum Time</b>
Restroom Break	At the end of a set	3 minutes
Clothing change break	At the end of a set	3 minutes
Break for changing clothes with restroom breaks.	At the end of a set	5 minutes

Each time a player leaves the court to use the restroom or change clothes after a rally has begun, it is considered an Authorized Break or an Additional Break, regardless of whether the player's opponent has left the court.

Breaks taken beyond a player's authorized breaks taken at times other than those permitted for authorized breaks ("additional breaks") will be permitted but will be penalized with Time Violation if the player is not ready to play within the time applicable to that break.

#### Toilet Break Protocol

- The chair umpire authorizes the player to use the restroom and will communicate the player's name via walkie-talkie to the assistant umpire.
- The assistant umpire will accompany the player and inform the chair umpire when the player enters the restroom. At this signal, the chair umpire will start counting 3 minutes. The chair umpire will then inform the assistant umpire of the authorized time remaining when 3 minutes, 2 minutes, 1 minute, and 30 seconds remain.
- The assistant umpire will notify the chair umpire when the player leaves the restroom and returns to the court.

### **3.3. PLAYER MISCONDUCT**

Throughout a match, the chair Umpire is ultimately responsible for the enforcement of the Code of Conduct. Violations of the Code of Conduct will be imposed immediately after a player violates the Code. Each infraction will receive a new Code violation sanction.

At the conclusion of the match, the chair Umpire shall continue to enforce the Code of Conduct by reporting the facts to the Main Umpire.

Regardless of the above, the Competition Committee may indicate in the Minutes of Incidents what happened and request the Disciplinary Committee to study to impose other possible sanctions for the same fact, resulting from the application of the Rules of Sports Discipline.

### **3.4. DIRECT DISQUALIFICATION**

In case of a very serious infraction (very serious physical or verbal aggression) the Umpire may determine the immediate disqualification of the player or coach who has committed the offense. If the disqualification falls on a player who is playing a match, he loses the match and the disqualified player has to leave the competition.

If it falls on a coach or player accredited or registered in the competition being held, they are disqualified and must leave the competition.

The decision to proceed with immediate disqualification by skipping the Point Penalty System is a drastic measure and will only be taken in extreme cases of misconduct.

### **3.5. ELECTRONIC DEVICES**

During matches, unless authorized by the Main Referee, the player is not allowed to use any electronic device that has not been approved.

### **3.6. PARTICULAR GAME SITUATIONS**

- If a player's safety cord breaks or drops from the wrist during a point, this player will lose the point.
- If two opponents come into contact involuntarily during a point, whether on or off the court with outside game, the following will be assessed:
  - If there is some kind of involuntary interference with the game. In this case a LET will be called.
  - If there is no interference with the game, the point must continue.
- During the point, a player is allowed to direct the ball towards the body of an opponent, whether on or off the court with outside game.
- If a player hits the ball against the net and it touches the opponent before the ball bounces on the ground, the player who has been touched by the net loses the point.
- If a ball goes through a hole in the net, it will be point lost for the player who hit that shot.
- Players may drink water during the changeovers without a break in the first game of each set and the changeovers in the tie-break; they may not speak to their coach in any of these cases.
- If there is no ball boy to keep the ball that is not used during the point, players must leave it under the net post or put it in their pocket. It must never be left in the middle of the net. If the ball is left under the post, if it moves due to an external factor such as the wind or if a player moves it unintentionally, if it causes interference with the game, a LET will be called. If no interference has been perceived by the chair umpire or the players, the point will be considered as continued.
- A player may not touch the fence of the opponent's court either inside or outside the court, including the half of the opponent's court's door frame. However, a player may touch the glass of the opponent's court from the outside.
- If, as a result of a referee's decision, one of the pairs decides to concede a situation or a point against their benefit as fair play, contradicting the decision of the chair umpire, the Chair Umpire/Referee will modify his decision. The same will apply if there is a consensus among the 4 players opposing the decision of the chair umpire. Circumstances such as questions of the rules and a video review already carried out will be considered as irrevocable decisions.
- Dress code: Sleeveless shirts are permitted. Tank tops are not.
- When a player reglementary invades the opponent's court during his turn to play and is interfered by an opponent, it is up to the chair umpire to determine whether the interference was deliberate or not in order to proceed according to the rules.

- When a pair is penalized with a point penalty of the code of conduct, the chair umpire must notify the Supervisor by walkie-talkie.
- If the chair umpire consider that a player's action must be a default, he must call the Supervisor onto the court to make a decision.
- When a supervisor is required on court regarding a rule decision: if the supervisor is on site at the competition venue, he/she will be the authority to come onto the court. The Main Referee will attend this kind of situations under the supervisor's authorization.
- The chair umpire must determine whether the supervisor's request on court is urgent. If it is for a consultation that does not require immediate resolution, the chair umpire will inform the players that the supervisor will come during the next change-over break.
- If a let is given on a decisive golden / star point, the receiver selection will not be repeated; the initial receiver selection will be maintained.

### **3.7. MATCHES WITHOUT CHAIR UMPIRE**

The special characteristics of the game of padel, which can be played between opaque walls, in facilities with limited spaces, make it impossible to require the presence of a chair umpire in all matches. Or, because a competition does not have a chair umpire on each court and this requires a single umpire to be in charge of several courts. When this occurs, it will be the athletes themselves who must apply the Rules of the Game. In the event that it is not possible to reach an agreement, the presence of the main referee will be requested, who will make the final decision after hearing both parties.

Any reference to the referee in these procedures includes any of the referees of the refereeing team who are in the competition.

Obviously, various problems can arise in these matches, and it is very important that the referee controls the matches as much as possible. Players like to have easy access to a Referee when problems arise. Referees should use the following procedures:

#### **SITUATIONS**

- When the referee is in charge of several matches at the same time, he cannot intervene by his own will in any situation of game (fault, out, ...), unless a player asks him to.
- When there is a disagreement on the court about a play or a move in the game and the time allowed has been exceeded, the referee should intervene, ask the players what happened and make the decision he or she considers appropriate.
- If the referee is off the court watching a game and a player makes an obvious mistake in calling a ball, the referee may come on the court and tell the player that the error was an unintentional annoyance to his or her opponent and that the point must be replayed, unless it was a decisive hit in which case the point is awarded to the opponent. The referee should also inform the player that any other obvious error will be considered deliberate and that the player will lose the point. In addition, if the referee is convinced that the player is calling points incorrectly on purpose, he or she may impose a penalty for violation of the Code for Unsportsmanlike Conduct.
- Referees must be careful not to become too involved in matches when it is not necessary, and not to use the Hindrance rule when a questionable point is incorrectly called. Before using the Hindrance rule, the referee must be absolutely certain that an obvious error has been made.
- The referee must intervene in all cases whenever a breach of the code of conduct occurs, including pausing play if necessary.

## SCORING ERRORS

- If the referee is called to the court to resolve a scoring dispute, he or she must discuss the relevant points or games with the players to find out which points or games they agree on. All points or games on which the players agree will count, and only those on which they disagree will be replayed. For example, one player claims the score is 40-30 and his or her opponent says it is 30-40. You review the points with the players and discover that they disagree only on who won the first point of the match. The correct decision will be to continue play at 30-30, since both players agree that each of them has won two points in that game.
- The same principle applies when there is a disagreement about a game. For example, one player claims to be leading 4-3, but his opponent disagrees, saying that he is leading 4-3. After examining the games, he discovers that both players claim to have won the first game. The correct decision will be to continue play at 3-3, since both players agree that each of them has won three games. The receiver of the last game will serve in the next game.
- After resolving any disagreement about the score, it is important for the referee to remind players that before each first serve the server must call out the score loud enough for the opponent to hear.
- Players who unsportsmanlike fail to follow these procedures may be subject to a Code of Conduct penalty for Unsportsmanlike Conduct, but this should only be used in very clear situations.