

Referee and Markers Crib Sheet

Duties of a Referee

The Referee shall rule on all appeals, make decisions where the rules call for them and shall decide on all appeals against the Marker's calls or lack of calls.

The decision of the Referee is final.

The Referee shall exercise control not only of the behavior of the players but also of any spectator, official, manager or coach.

The Referee shall decide upon permissible encouragement or improper coaching and may penalize any coaching during play by applying rule 17 to the player being coached

Rule 17

Warning (Conduct Warning)

Stroke awarded to opponent (Conduct Stroke)

Game awarded to opponent (Conduct Game)

Match awarded to opponent (Conduct Match)

Progressive or same penalties awarded for similar offence to same player – not regressive

Duties of a Marker

The Marker shall call the play, followed by the score, with the server's score first. The Marker shall call services and returns which are not good and shall repeat the Referee's decision.

Marker's opening statement at the beginning of Match

Statement		Example
Tournament/Match		Inter County Premier Division Group B
String/Grade		3 rd String
Player Serving		David Campion of Yorkshire serving
Player receiving		Scott Handley of Oxfordshire receiving
Best of x games		Best of 5 games
Love all		Love all

Referee Calls		Marker Calls
Stop		Fault
Time		Foot-fault
Half Time		Not up
Yes Let		Down
No Let		Out
Stroke to		Hand Out
Fifteen Seconds		Stop
Let		Set One
Conduct Warning		Set Two
Conduct Stroke		Game Ball
Conduct Game		Match Ball
Conduct Match		Yes Let
		Stroke to
		No Let

Timings

10 minutes after match starting time – liable for disqualification

5 minutes warm up (Referee calls half-time at 2 ½ minutes)

90 seconds interval after knock-up, between all games and for defective equipment

15 seconds warning call before end of all intervals

Referee's line of thinking for Rule 12

