

Pickleball
The
Referee's
Case Book

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By: Keith Wolverton

Author's Note:

The situations and answers indicated in this book are provided to the reader to help explain the USAPA rules and thus, gain a better understanding of pickleball play. The answers are the sole responsibility of the author.

The USAPA has not reviewed this case book. Thus, if you believe the author's answer is incorrect, check with the USAPA for their definitive ruling. Currently, this is Christine Barksdale, Managing Director of Competition.

As a suggestion, if you are hesitant about reading the entire book, read only those sections where you may have a question.

Hope this helps you improve your understanding of the game.

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Section 2 - Court and Equipment

2.A. Court Specifications.

The Play: As two teams are playing, one of the teams questions the length of the court on their side, feeling the court is longer than it should be.

Answer: Stop the game and measure the court. If the court is either too small or too large (either length or width), have the court retaped to specifications and continue play. If the court cannot be retaped, then discontinue using that court for tournament play. The game will continue on another court where it left off with the same score and that server. If either team feels that the incorrect court significantly affected the game, then replay the game in its entirety.

Rule: 2.A.1.

The court shall be a rectangle 20 feet (6.10 m) wide and 44 feet (13.41 m) long for both singles and doubles matches.

Rule: 2.A.2.

Court measurements shall be made to the outside of the lines. All lines should be 2 inches (5.08 cm) wide and the same color, clearly contrasting with the color of the playing surface.

Rule 2.A.3.

A minimum playing surface area measuring 30 feet (9.14 m) wide and 60 feet (18.29 m) long is recommended. A 10-foot (3.05-m) surrounding margin with a larger size of 40 feet (12.19 m) by 64 feet (19.51 m) is preferred.

2.C. Net Specifications.

The Play: During tournament play, one team questions the height of the net at the sideline. Play is stopped and the sideline height is measured at 35 inches.

Answer: The proper sideline height is 36 inches and net adjustments should occur to meet this standard. If the net height cannot be made to

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meet the 36 inch requirement with reasonable effort, then play should be discontinued using that net. If play must be continued, both teams must be made aware of the height discrepancy.

Rule 2.C.5. Height. The net shall be suspended over the center of the court and shall be 36 inches (91.44 cm) high at the sidelines and 34 inches (86.36 cm) high at the center of the court.

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2.D. Ball Specifications.

The Play: During play, one team takes exception to the outdoor ball being used for indoor play.

Answer: IFP rules do not specifically prohibit an outdoor ball being used inside or an indoor ball being used outside for tournament play. The tournament director chooses which ball may be used. The exception is overruled.

Rule 2.D.7. Approval. The tournament director will choose the tournament ball. The ball selected for play in any USAPA- or IFP-sanctioned tournament must be named on the official list of approved balls posted on the USAPA and IFP websites: www.usapa.org and ipickleball.org.

The Play: During the tournament one team indicates that due to color blindness, one of the players requests that a different color ball be used for play.

Answer: The tournament was advertised with a specific colored ball, which is used throughout the tournament and cannot be overridden. However, with the tournament director's approval and both teams concur to use a different colored ball, it may be done. Each opposing team must be given the option to either approve or disapprove. If the opposing team disapproves, the approved tournament ball must be used. (Note: This is a recommended action and is not effectively addressed in the current USAPA rules book.)

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2.E. Paddle Specifications.

The Play: As play continues, Team A has a score of 5 and Team B has a score of 9. Team A notices that one of the paddles on Team B appears to be different and asks the referee to check. The referee, after examining the paddle, determines that by its appearance, it is homemade, but otherwise meets paddle specifications.

Answer: Homemade paddles are not allowed in sanctioned tournament play. Remove the paddle and turn it over to the Tournament Director, who will retain it until that individual no longer has any play left in the tournament.

NOTE: One of the responsibilities of a tournament referee when meeting with both teams at the beginning of a match, is to examine all the paddles. Thus, the homemade paddle should have been identified by the referee.

The current match is forfeited for using an unapproved paddle.

Rule 2.E.7. Model Designation.

The manufacturer must have a clearly marked brand and model name or model number on the paddle. Paddles with different core material, surface material, or other significant differences must have a unique name or number.

Rule 2.E.8. Homemade Paddles.

Paddles that are not commercially made are not permitted (e.g., homemade paddles).

Rule 2.F.3. USAPA/IFP Approved Paddle List – Players are responsible for confirming that the paddle they are using for match play is listed as Pass on the USAPA/IFP Approved Paddle List. The lists of approved equipment may be posted on the USAPA and IFP websites: usapa.org and ipickleball.com.

Rule 2.F.3.a. Violation. If at any point during the tournament it is determined that a player is using a paddle that violates any of the paddle specifications or is not listed on the USAPA/IFP Approved Paddle List as Pass, the following penalties apply:

- *If the violation is identified prior to the match starting, the player may switch to a paddle listed as Pass on the USAPA/IFP Approved Paddle List without penalty.*
- *If the violation is identified after the match has started, the player or team forfeits the match.*

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2.E. Paddle Specifications.

The Play: While observing the game, the referee notices that one of the player's paddles appears to be rather old and faded. As play continues, the questioned player/paddle comes close enough to the referee that it's clear that the manufacturer's name and model name/number cannot be read.

Answer: Even though the paddle may be proper in all other respects, it must be switched out to conform to IFP rules so that the manufacture's name and model/number are readable. The match is forfeited.

NOTE: One of the responsibilities of a tournament referee when meeting with both teams at the beginning of a match, is to examine all the paddles. Thus, the referee should have identified the inappropriate paddle.

Rule 2.E.7. Model Designation.

The manufacturer must have a clearly marked brand and model name or model number on the paddle. Paddles with different core material, surface material, or other significant differences must have a unique name or number.

Rule 2.F.3.a. Violation. If at any point during the tournament it is determined that a player is using a paddle that violates any of the paddle specifications or is not listed on the USAPA/IFP Approved Paddle List as Pass, the following penalties apply:

- *If the violation is identified prior to the match starting, the player may switch to a paddle listed as Pass on the USAPA/IFP Approved Paddle List without penalty.*
- *If the violation is identified after the match has started, the player or team forfeits the match.*

2.E. Paddle Specifications

In a close game, a player on Team A questions the new paddle used by a Team B member as to whether it is authorized for sanctioned play. The referee takes the paddle and provides it to the tournament director for

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his ruling. The tournament director locates the paddle in the USAPA listing and it is listed as “Not Tested”.

Answer: As the specific paddle does not have a “Pass” designation on the approved USAPA listing, it may not be used in the tournament. The tournament director shall forfeit the match.

Rule 2.F.3. USAPA/IFP Approved Paddle List – Players are responsible for confirming that the paddle they are using for match play is listed as Pass on the USAPA/IFP Approved Paddle List. The lists of approved equipment may be posted on the USAPA and IFP websites: usapa.org and ipickleball.com.

Rule 2.F.3.a. Violation. If at any point during the tournament it is determined that a player is using a paddle that violates any of the paddle specifications or is not listed on the USAPA/IFP Approved Paddle List as Pass, the following penalties apply:

- *If the violation is identified prior to the match starting, the player may switch to a paddle listed as Pass on the USAPA/IFP Approved Paddle List without penalty.*
- *If the violation is identified after the match has started, the player or team forfeits the match.*

2.F. Clothing.

The Play: Team A and Team B are the middle of a match when Team A takes exception to Team B’s player who is wearing sandals. The sandals have a proper sole that does not damage the court in any way.

Answer: Per Webster’s dictionary, shoe is defined as follows: an outer covering for your foot that usually has a stiff bottom part called a sole with a thicker part called a heel attached to it and an upper part that covers part or all of the top of your foot.

If the player’s sandal meets the above definition, allow play to continue. If the sandal does not meet the definition of a “shoe”, then the questioned player on Team B must change his/her sandals or forfeit the match.

Rule 2.G.3. Footwear.

Must have soles that do not mark or damage the court’s playing surface.

Rule 2.G.4. Violation.

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The tournament director has the authority to enforce apparel changes. If the player refuses to comply with the apparel rules, the tournament director may declare a forfeiture of the match.

The Play: Team A has one player whose shirt is the same or a very similar color to the tournament ball being used. Team B complains to the referee that the ball is “lost” when it blends into the shirt color.

Answer: The shirt in question causes a distraction to the opposing team, which is not allowed. If the player refuses to change the shirt, the tournament director may forfeit the match.

Rule 2.G.1. Safety and Distraction.

A player may be required to change garments that are inappropriate.

DEFINITIONS

SECTION 3 - DEFINITIONS

The Play: As the match is progressing, Team A angles a cross-court shot into Team B's non-volley zone. In attempting to play the ball, the Team B player runs into the referee and fails to make the shot. Team B wants the point to be replayed.

Answer: The shot is not replayed. The referee is consider a permanent object and thus, it is the same as if the Team B player had run into the net post.

Rule 3.A.23. Permanent Object

Any object on or near the court, including hanging over the court, that can interfere with play. Permanent objects include the ceiling, walls, fencing, lighting fixtures, net posts, the stands and seats for spectators, the referee, line judges, spectators when in their recognized positions, and all other objects around and above the court.

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Section 4 - The Serve, Service Sequence, and Scoring Rules

The Play: The referee has not finished the score when Team A begins their serve. The referee calls a fault.

Answer: This is correct. The score must be finished before the serve can begin.

Rule 4.A.1. The entire score must be called before the server begins his or her service motion.

Rule 4.A.2. The service motion begins with the server's arm movement initiating the swing, backward or forward, to contact the ball.

Rule 4.C. Readiness. The service motion will not start until the score has been called in its entirety.

The Play: The server on Team A begins his/her serve with one foot touching the floor outside the imaginary side line but behind the baseline. As the serve begins with a backhand motion, the server hits the ball while stepping forward into the proper serving court with the foot that was outside the imaginary serving line. The ball was hit prior to foot contact with the serving court.

Answer: This is not a fault as long as the server's feet were both behind the baseline before the serve commencement and neither foot was touching the service area prior to the ball being struck.

Rule 4.A.3. At the beginning of the serve, both feet must be behind the baseline. At the time the ball is struck, at least one foot must be on the playing surface or ground behind the baseline, and the server's feet may not touch the playing surface in an area outside the confines of the serving area.

The Play: In a medal match, the line judge observes a potential foot fault when the toe of the server's shoe appears to be (1) above or (2) on

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the baseline at the beginning of the serve and calls a fault. In situation (1), the server takes exception explaining that the toe of the shoe is not touching the baseline but is above the line.

Answer: Both situations are a foot fault and must be called as the rule specifically states that the both feet have to be behind the baseline.

Shoes normally curl up at the toe and the player's explanation would be valid when the shoe is above the non-volley line and thus not touching the non-volley line. The argument is not valid at the serving baseline.

Rule 4.A.3. At the beginning of the serve, both feet must be behind the baseline. At the time the ball is struck, at least one foot must be on the playing surface or ground behind the baseline, and the server's feet may not touch the playing surface in an area outside the confines of the serving area.

The Play: As the game begins, the first server bounces the ball and hits the ball as it bounces upward. The referee calls a fault. The server then explains that he/she has a disability - color blindness - and is entitled to bounce the ball.

Answer: The rule does allow a bounce ball to be hit for players with a disability. The question is whether color blindness constitutes a "disability".

Disability is defined in the American Disabilities Act as a person who has a physical or mental impairment that substantially limits one or more major life activity. As the referee does not believe color blindness falls within the scope of the definition, he/she calls for the tournament director to make the decision. This is correct.

Note: Recommended that any player disabilities be identified before the game begins.

Rule 4.A.4. The ball must be struck without bouncing it. A person with a disability, such as having the use of only one arm, may bounce the ball before making the service motion.

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The Play: As Team A starts the game, the first server hits the ball using a side-arm motion such that the head of the paddle is partially above the server's wrist.

Answer: After the ball is hit, the referee shall call a fault and "illegal serve". The serve must use an upward stroke and the paddle head or any part of it must be below the player's wrist and be below the player's navel.

Rule 4.A.5. The serve must be made with an underhand stroke whereby the server's arm must be moving in an upward arc.

Rule 4.A.6. The paddle head must be below the server's wrist when it strikes the ball. The highest point of the paddle head cannot be above the highest part of the wrist (where the wrist joint bends).

Rule 4.A.7. Contact with the ball is made below waist level (waist is defined as the navel level).

The Play: The served ball (from the right-side court) goes cross court and hits just to the right of the center line. This is a fault.

Answer: Correct. The served ball must land in the diagonal court.

Rule 4.A.8. Placement. The server must serve to the correct service court (the court diagonally opposite the server). The serve must clear the net and the NVZ. The serve may land on any service court line.

The Play: After serving the ball, the ball goes over the net and hits the receiver's partner. The teams decide to redo the serve as the receiver's partner was not watching.

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Answer: The play is not redone. After the ball hits the receiver's partner, it is a fault and a point for the serving team.

Rule 4.A.9. If the serve clears the net or hits the net and then touches the receiver or the receiver's partner, it is a point for the serving team.

The Play: Team A is about to serve and notices that the non-receiving Team B player is standing off the court and asks the referee to place the individual back within the play area. The referee declines.

Answer: This is correct. The non-serving or non-receiving partner in doubles may stand anywhere on their side of the net.

Rule 4.B.7. Partner Positions. In doubles, there is no restriction on the position of the partners of the server and receiver as long as they are on their respective team's side of the net. They can be positioned on or off the court.

The Play: The receiver is standing in the middle of the receiving court. The server questions whether this is legal.

Answer: The receiver is allowed to position him or herself anywhere in the playing area.

Rule 4.B.7. Partner Positions. In doubles, there is no restriction on the position of the partners of the server and receiver as long as they are on their respective team's side of the net. They can be positioned on or off the court.

The Play: Prior to the serve, serving Team A asks whether they are in the right position and whether the right player is serving. The referee indicates they are in the correct positions with the correct server. Team B objects.

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Answer: Team B is correct. It's no longer allowed to tell players whether they are in the correct position or not. The referee can advise who the right server is.

Rule 4.B.8. Prior to the start of the service motion, to determine the correct server and correct service court, the serving team may ask the referee the score and "Am I the correct server?" Players may not ask if they are in the correct position.

The Play: Prior to the serve, Team B asks whether they are in the right receiving position. The referee gives the score.

Answer: The referee is correct in giving the score. The correct position is no longer a question to be allowed.

Rule 4.B.9. Prior to the start of the service motion, to determine the correct receiver and his or her position, the receiving team may ask the referee to confirm the score. Players may not ask if they are in the correct position.

The Play: Team A is serving to Team B. The referee and the opposing team notice that the incorrect player for Team A is serving. Both remain silent. Immediately after the serve, the referee or the opposing team calls a fault.

Answer: This is correct procedure. The referee may call a fault as soon as the server hits the ball.

If the receiver was in the wrong position, the referee should not call a fault until the receiver has hit the ball.

Rule 4.B.10. The referee will not correct players' positions. When an incorrect player serves or receives, or a player serves from an incorrect position, the referee will immediately stop play and identify the fault.

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The Play: In an extremely fast rally, Team B loses the point. But then Team B asks the referee to nullify the point as well as the two previous Team A points as Team A began those rallies in the wrong court positions. The referee partially declines.

Answer: As Team A players were in the wrong positions, the referee should eliminate the current point won in the rally, but the prior points are good.

Rule 4.B.11. Incorrect Server or Player Position. When an incorrect server or player position is discovered after a rally, the offending team can be faulted until the next serve occurs. A point scored during the rally will not count. Any previous points scored by the incorrect server or with players in the incorrect positions will stand.

The Play: Team B is in the serving position and the referee notices that the non-receiving player on Team A has his non-paddle hand in the air while he waits for his partner to tie his shoe. Team A questions whether this is the proper methodology for indicating not ready.

Answer: The answer is no. Only the serving or receiving player may technically indicate a not ready signal. However, the referee would not call the score until the receiver is in a ready position.

Safety issues are always a major concern in a tournament. If in the referee's judgement the safety issue can potentially be the cause of an injury, he/she should call a time-out.

*Rule 4.C.1. **Not-Ready Signals.** The server and receiver must use one of the following signals to indicate that he or she is not ready to serve or receive the serve, respectively: 1) raising the paddle above his or her head, 2) raising the non-paddle hand above his or her head, or 3) completely turning his or her back to the server. These signals are not valid if used by the server's or receiver's partner.*

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The Play: Prior to the serve the referee notices that the receiver's partner is not in a ready position and delays the game until the all players are in readiness.

Answer: This is incorrect. The referee determines whether the receiver is ready to play and announces the score. If the receiving player's partner is not ready, it is the receiver who is responsible for signaling a delay.

Rule 4.C.1. Not-Ready Signals. The server and receiver must use one of the following signals to indicate that he or she is not ready to serve or receive the serve, respectively: 1) raising the paddle above his or her head, 2) raising the non-paddle hand above his or her head, or 3) completely turning his or her back to the server. These signals are not valid if used by the server's or receiver's partner.

Although not explicitly stated, the server is responsible for his/her partner to be in the ready position prior to the serve.

The Play: Both Teams A and B are in the ready position, the referee calls the score, and then the receiving team raises their paddle hand to ask for a delay. The referee stops the play.

Answer: The referee is incorrect. Once the score is called, neither side may ask for a delay unless a valid hinder occurs.

Rule 4.C.2. Once the score has been called, the receiver cannot become "not ready" unless there is a valid hinder.

The Play: Team B is ready to receive, and the referee turns his head to announce the score, focusing on the server for proper server procedure. Prior to completing the score's announcement, the Team B receiver raises his/her paddle to signal not ready. Team A serves the ball, and Team B loses the point. Team B appeals to the referee indicating that they had signaled not ready before the score was completely called.

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Answer: As the referee did not see the raised paddle, the appeal is denied. However, if Team A concurs that Team B did signal a delay prior to the referee finishing the score, then the referee may elect to redo the point.

Rule 4.C.2. Once the score has been called, the receiver cannot become “not ready” unless there is a valid hinder.

The Play: Concluding the point, the referee sees that the serving team is ready and calls the score. The receiving team was not ready and loses the point. They appeal to the referee indicating they were not ready for the serve.

Answer: The referee erred when calling the score. The score is called only after the referee sees that the receiving team is ready or should be ready.

*Rule 4.D. **Calling the Score.** The referee shall call the score when he or she determines that the receiver is in position or should be ready to play. In doubles, when calling the score, the referee does not have to wait for the receiver’s partner or the server’s partner to be ready.*

The Play: In verifying that the receiving team is ready, the referee sees that the non-receiving partner is busy talking to another player in the next court and the receiver is showing a not ready signal. The referee calls the score, the receiving team loses the point and appeals the play.

Answer: The referee is correct in calling the score. In this case, the receiving team should have been ready to play.

*Rule 4.D. **Calling the Score.** The referee shall call the score when he or she determines that the receiver is in position or should be ready to play. In doubles, when calling the score, the referee does not have to wait for the receiver’s partner or the server’s partner to be ready.*

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The Play: Team A has shown a limited pattern of delaying the game, drinking water, wiping the paddle handle, wiping the forehead, etc. Before the score is called, they again signal not ready while one of the Team A players wipes his forehead. Based upon the delay pattern shown by Team A, the referee calls the score even though the not ready signal is given.

Answer: The referee is correct in calling the score to start the ten-second rule. Purposely delaying the serve is not acceptable.

Rule 4.D.1. If it appears the server or receiver is delaying the game, the referee will call the score to start the 10-Second Rule.

The Play: The referee has called the score and (1) the serve has begun or (2) the serve has not yet begun. The receiving team calls time and fails to play the serve.

Answer: In situation (1), the receiving team may not call a time out and the receiving team loses the point. In situation (2), time out is allowed as the serve has not started.

Rule 4.D.2. Any player may call a time-out once the score has been called but not after the service motion has begun.

The Play: After determining the Team B receiving player is ready, the referee calls the score. Team A is not ready and after ten second, they had yet to serve the ball. The serve is subsequently completed, and Team B loses the point. They appeal to the referee indicating the point is invalid as the ten-second rule was exceeded.

Answer: Once the score is called, the serving player must serve the ball within ten seconds. Failure to do so results in a fault. If the referee does

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not have a means of measuring ten seconds, he/she may decline to honor the appeal. In this case Team B should appeal to the tournament director for a ruling.

Rule 4.E. The 10-Second Rule. Once the referee determines the receiver is in position and ready or should be in position and ready and the score has been called, the server is allowed 10 seconds to serve the ball.

Rule 4.E.1. If the server exceeds 10 seconds to serve, a fault will be declared.

The Play: The referee is calling the score when the receiving team player raises his/her arm to signal not ready. The receiving team is given the benefit of the doubt and is allowed to get ready. The referee is again calling the score when the not ready signal is again shown by the receiving team. The serving team objects and wants a fault called.

Answer: The serving team is correct, and a fault should be called on the receiving team unless an actual hinderance is present for the second not ready signal.

Rule 4.E.2. A fault will be called against a receiver who signals “not ready” after the score has been called, unless there is a hinder. A player or team out of position is not considered a valid hinder.

The Play: Team A is serving the ball when Team B’s receiver is briefly distracted by a flying insect. Regardless of the distraction, the receiver attempts to play the ball and hits it into the net. He then calls for a replay due to the distraction.

Answer: Unfortunately, any attempt to play the ball nullifies any appeal by the receiver. Thus, the serve stands.

Rule 4.E.3. A receiver who attempts to return a serve shall be considered to have been ready, whether or not contact with the ball was made.

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Rule 4.E.3.a. If no attempt was made, the referee will determine if the receiver had a valid reason.

Rule 4.E.3.b. A valid reason will result in a service replay. Some valid reasons are court safety issues or hinders that occur as the ball is served.

The Play: During play, the referee inadvertently calls the wrong score in reverse order; 8-6-1 instead of the correct score of 6-8-1. The receiver (1) did not play the serve and asked for a correction; or (2) played the serve and the serving team stopped play to correct the score.

Answer: If an incorrect score is called, any player may call for a correction. In situation (1), play is stopped, the score is corrected, and the point replayed. In situation (2) the serving team committed a fault by stopping play.

Rule 4.K. Wrong Score Called. If the server or referee calls the wrong score, any player may stop play before the return of serve to ask for a correction.

Rule 4.K.1. If the score was incorrect, the player or referee will call the correct score and the ball will be re-served with no penalty.

Rule 4.K.3. A player who stops play after the return of serve will have committed a fault and shall lose the rally.

The Play: During play, the referee correctly calls the score; however, the receiving team stops play as one of the players misheard the score. The referee again says the score and play continues.

Answer: The referee erred as this is a fault by the receiving team and they lose the rally. An incorrect score call must be corrected before the receiver returns the ball.

Rule 4.K.2. A player who stops play after the serve when there is no error in the score will have committed a fault and shall lose the rally.

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The Play: As the Team A server begins his serve, both planted feet straddle the imaginary sideline extension. However, when ball contact is made, the outside foot is lifted; thus, no longer touching the outside space. Team B calls this a fault and asks the referee for a ruling.

Answer: The serve as described is legal. The appeal is denied.

Rule 4.L. Service Foot Faults. During the serve, when the ball is struck, the server's feet shall:

Rule 4.L.1. Not touch the area outside the imaginary extension of the sideline.

Rule 4.L.2. Not touch the area outside the imaginary extension of the centerline.

Rule 4.L.3. Not touch the court, including the baseline.

The Play: During intensive play, Team A partners switch courts and fail to return to their proper positions before the next serve. Team A again serves and wins that point. Team B appeals to the referee. This is the second service.

Answer: Team B wins the appeal, the point is negated, and a side-out is called. The referee may also call the fault with an appeal from Team B if he/she identifies Team A's error. The fault may be called anytime after the serve has started.

Rule 4.M. Service Faults. During the service, it is a fault against the server resulting in loss of serve if:

Rule 4.M.1. The server serves from the incorrect serving area.

Rule 4.M.2. In doubles, the incorrect player serves the ball.

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The Play: The server has begun the serve when the ball is accidentally dropped, and the swinging paddle misses the ball. Both teams are willing to do a replay.

Answer: A missed serve is a fault and cannot be replayed. It is either second service or side out.

*Rule 4.M. **Service Faults.** During the service, it is a fault against the server resulting in loss of serve if:*

Rule 4.M.3. The server misses the ball when trying to hit it. If the ball lands on the ground without the server swinging at the ball, it is not a fault.

The Play: Attempting a high lob serve serve, the ball makes contact with the basketball net in the indoor stadium. The serving team immediately asks for a replay.

Answer: A replay is not allowed as the ball made contact with a permanent object before it hit the ground.

*Rule 4.M. **Service Faults.** During the service, it is a fault against the server resulting in loss of serve if:*

Rule 4.M.4. The served ball touches any permanent object other than the net, the receiver, or the receiver's partner before it hits the ground.

The Play: Team A is serving the ball and immediately after it crosses the net, the ball barely touches the Team B player. Both teams are agreeable to replaying the serve.

Answer: A replay is not allowed. This is a fault and a point for the serving team.

*Rule 4.M. **Service Faults.** During the service, it is a fault against the server resulting in loss of serve if:*

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Rule 4.M.5. The served ball touches the server or server's partner, or anything the server or server's partner is wearing or holding.

The Play: Team A serves the ball and it lands within the non-volley zone. Team A asks for a replay.

Answer: A replay is not allowed. This a service fault and either second service or side out.

Rule 4.M. Service Faults. During the service, it is a fault against the server resulting in loss of serve if:

Rule 4.M.6. The served ball lands in the non-volley zone.

*Rule 2.B.3. **Non-Volley Zone (NVZ).** The area of court bounded by three lines and the net: the parallel line 7 feet (2.13 m) from the net (non-volley-zone line) and the two sidelines, which are perpendicular to the net. All NVZ lines are inside the NVZ.*

The Play: Team A serves the ball and it lands outside the court due to a strong wind. Team A asks for a replay.

Answer: A replay is not allowed. A served ball that lands outside the playing court is a fault.

*Rule 4.M. **Service Faults.** During the service, it is a fault against the server resulting in loss of serve if:*

Rule 4.M.7. The served ball lands outside the service court.

The Play: Attempting to put lots of spin on the ball, the serve hits the net and falls into the receiving team's non-volley zone.

THE SERVER, SERVICE SEQUENCE, AND SCORING RULES

Answer: This is a fault and either second service or a side out.

Rule 4.M. Service Faults. During the service, it is a fault against the server resulting in loss of serve if:

Rule 4.M.8. The served ball hits the net and lands inside the non-volley zone.

The Play: Hitting the serve ball horizontally, the ball hits the top of the net and lands outside the service court. The serving team asks for a replay.

Answer: This is a service fault and becomes either second service or a side out.

Rule 4.M. Service Faults. During the service, it is a fault against the server resulting in loss of serve if:

Rule 4.M.9. The served ball hits the net and lands outside the service court.

The Play: As the referee is calling the score, the server begins the serve. The referee calls a fault.

Answer: This is correct procedure. The entire score must be said before the start of service.

Rule 4.M. Service Faults. During the service, it is a fault against the server resulting in loss of serve if:

Rule 4.M.10. The server begins the service motion before the entire score is called.

The Play: After determining that the receiver is ready to play, the referee begins to call the score. However, before the score call is completed, the server (a) starts the serve or (b) hits the ball.

THE SERVER, SERVICE SEQUENCE, AND SCORING RULES

Answer: In both cases this is a serving fault. The serve begins when the player starts the back swing of the serve.

Rule 4.M. Service Faults. During the service, it is a fault against the server resulting in loss of serve if:

Rule 4.M.10. The server begins the service motion before the entire score is called.

The Play: Team A serves the ball with the paddle head partially above his/her wrist. Team B asks the referee to rule this an illegal serve.

Answer: The referee must have observed the serve and if he/she concurs with Team B, then a fault is called. If the serve was not observed, then the appeal will likely be denied unless Team A agrees with Team B.

Rule 4.M. Service Faults. During the service, it is a fault against the server resulting in loss of serve if:

Rule 4.M.11. The server uses an illegal service motion.

Rule 4.A.6. The paddle head must be below the server's wrist when it strikes the ball. The highest point of the paddle head cannot be above the highest part of the wrist (where the wrist joint bends).

The Play: Team A has started serving the ball when the server's partner calls for time out. The referee calls a fault on the serving team.

Answer: This is correct procedure. A time out cannot be legally called after the score has been given and the serve has begun. It is either side out or second service.

4.M. Service Faults. During the service, it is a fault against the server resulting in loss of serve if:

4.M.12. The server or his/her partner calls a time-out after the score has been called and the server has started the service motion.

THE SERVER, SERVICE SEQUENCE, AND SCORING RULES

The Play: Team A has begun serving the ball, but stops mid-service and questions the referee about the score and whether he is the correct server. The referee answers the question and play continues.

Answer: This is incorrect procedure. It is a service fault as the serving team cannot stop service once it begins. Further the server cannot ask whether he is the correct server at that point in time.

*Rule 4.M. **Service Faults.** During the service, it is a fault against the server resulting in loss of serve if:*

Rule 4.M.13. The serving team asks the referee to confirm the correct server and/or the team's score after the score has been called and the server has started the service motion.

The Play: Team A serves the ball, it's returned, and Team A stops play indicating that the Team B receiver is the incorrect player. They ask that the point be awarded to them.

Answer: If the Team B receiver is in the incorrect position and has returned the ball, then Team A is correct. They win the point. If the Team B receiver is correct, then Team A loses the point.

Now - what happens when or if the Team B receiver attempts to hit the ball but misses the ball or simply let's the ball go by. By the stated rule, this is not a fault as the ball was not returned. If challenged, the tournament director may need to be called.

*Rule 4.N. **Receiver Faults.** It is a fault against the receiving team resulting in a point for the server if:*

Rule 4.N.1. The incorrect player returns the serve.

THE SERVER, SERVICE SEQUENCE, AND SCORING RULES

The Play: Team B is serving the ball when it hits the Team A player prior to hitting the service court. Team A says this is a service fault and they should be awarded the results of the play.

Answer: Team A is incorrect. If a served ball hits the opposing team prior to it hitting the court, then a point is awarded to the serving team.

Rule 4.N. Receiver Faults. It is a fault against the receiving team resulting in a point for the server if:

Rule 4.N.2. The receiver or the receiver's partner is touched by or interferes with the flight of the ball before it bounces.

The Play: The served ball hits the top of the net and then hits the receiver's partner who is standing next to the center line. The receiver claims the ball was obviously out when it hit the net and thus, it is a lost serve.

Answer: Incorrect. This is a fault and the point is awarded to the serving team.

4.N. Receiver Faults. It is a fault against the receiving team resulting in a point for the server if:

4.N.2. The receiver or the receiver's partner is touched by or interferes with the flight of the ball before it bounces.

The Play: As Team B is serving the ball, Team A calls for a time out and fails to return the served ball. Team B requests that they be awarded the point.

Answer: This is correct. Once the serve has begun, the receiving team cannot call a time out to stop play.

THE SERVER, SERVICE SEQUENCE, AND SCORING RULES

Rule 4.N. Receiver Faults. It is a fault against the receiving team resulting in a point for the server if:

Rule 4.N.3. The receiver calls time-out after the score has been called and the server has started the service motion.

The Play: The referee is stating the score when the receiving team, Team B, signals not ready. The serving team excitedly says this is a fault and wants the point.

Answer: The serving team is incorrect. Normally, signaling not ready after the score is called is a fault against the receiving team. However, as the referee had not finished stating the score when Team B signaled, Team B has followed procedure.

Rule 4.N. Receiver Faults. It is a fault against the receiving team resulting in a point for the server if:

Rule 4.N.4. The receiver signals “not ready” after the score has been called.

The Play: Not sure about the given score, the Team B receiver asks the referee for the score after Team A has started the serve.

Answer: Once the serve has started, the receiving team may not ask for the score to be re-given. This is a fault on the receiving team and point for the serving team.

Rule 4.N. Receiver Faults. It is a fault against the receiving team resulting in a point for the server if:

Rule 4.N.5. The receiving team asks the referee to confirm the score after the score has been called and the server has started the service motion.

THE SERVER, SERVICE SEQUENCE, AND SCORING RULES

The Play: Team B is serving and has twice hit the net with the ball falling into Team A's service court. Team A asks the referee if there is a limit on the number of "lets" a server may have before a fault is called.

Answer: There is no limited to the number of serving lets allowed.

Rule 4.O. Service Lets. There is no limit to the number of lets a server may serve.

The Play: Team B is serving, and the hit ball strikes the net strap but stills falls into the service court. Team A asks the referee for a fault as the serve failed to properly clear the net as well as being outside of the court boundary when it hit the strap.

Answer: Team A is incorrect. This situation is a service let and must be replayed.

4.O. Service Lets. The serve is a let and will be replayed if:

4.O.1. The serve touches the net, strap, or band and is otherwise good and lands in the service court.

The Play: Once served, the referee sees the ball hit the top of the net and immediately calls a "Let". Play is stopped and both teams approach the referee indicating that in their opinion, it was not a let serve.

Answer: Either players or the referee is allowed to call a let serve. However, on occasion, situations arise where the referee may see one thing that is not seen by others. In this case, simply play the point over.

Rule 4.O. Service Lets. The serve is a let and will be replayed if:

Rule 4.O.1. The serve touches the net, strap, or band and is otherwise good and lands in the service court.

Rule 4.O.2. The referee calls a service let.

THE SERVER, SERVICE SEQUENCE, AND SCORING RULES

The Play: Team A is serving, the ball clears the net, and the receiver calls a “let”. Team A did not see the let and challenges the call.

Answer: If the referee agrees with Team A, then Team B loses the point. If the referee did not see the serve, then a let should be allowed, and play continues.

Rule 4.O. Service Lets. The serve is a let and will be replayed if:

Rule 4.O.3. Any player may call a service let. If the referee determines that a let called by a player did not occur, a fault will be declared against the offending player.

SERVICE AND SIDE SELECTION RULES

SECTION 5 - SERVICE AND SIDE SELECTION RULES

The Play: As the two teams come onto the playing courts to start the game, the first team, indicating they were on the court first, asks to be the first serving team and wants the side not facing the large stadium window. The referee concurs.

Answer: Incorrect. The first team on the court does not allow for a fair method for determining first service or side. A fair method is usually flipping a coin or guessing a number written on the back of the scoring sheet. The team winning the selection can call either (1) to serve or receive or (2) the side, but not both. The opposing team calls whatever the first team did not select.

Rule 5.A. Selection of Side, Service, or Receive.

Rule 5.A.1. Any fair method can be used to determine which player or team has first choice of side, service, or receive. (Example: Write a 1 or 2 on the back of the score sheet.) If the winner chooses to serve or receive first, the loser picks the starting side. If the winner chooses starting side, the loser chooses to serve or receive.

The Play: Team A calls the winning number and gets to select either serve/receive or the side. They select the side. Team B requests the first service. Just before Team B serves, they approach the referee and asks that rather than serve, they would like to receive. As play hasn't started, the referee agrees and advises Team A. Play begins.

Answer: The referee erred in allowed Team B to switch from serving to receiving. A selection may not be changed once made.

Rule 5.A.2. Once a selection has been made, it cannot be changed.

The Play: In a two out of three match, Team A loses the first game and feels that in the second game, they want to change the first server on

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their team. The first server is identified with a red wrist band and they properly change the band before the service to the second partner. The game is almost completed, and Team B determines that Team A made a serving change. They question the referee whether Team A properly advised him. He wasn't so advised.

Answer: Teams are allowed to change the server prior to the commencement of any game. However, they must inform the referee prior to game start. As they didn't so advise the referee, the penalty lies with an incorrect server/receiver for the last point. If Team A had won the last point, it is now lost.

Team A must make a service change to properly reflect the even/odd scoring to match the first game. If they don't make a change, then continue to call a fault for incorrect positions on the next play.

Team A was correct when they changed the wrist band to the first person serving.

Rule 5.A.3. In doubles, the starting first server may be changed before the start of any game with notice given to the referee.

Rule 5.A.4. The starting first server for each doubles team must visibly wear the form of identification determined by the tournament director.

Rule 4.B.11. Incorrect Server or Player Position. When an incorrect server or player position is discovered after a rally, the offending team can be faulted until the next serve occurs. A point scored during the rally will not count. Any previous points scored by the incorrect server or with players in the incorrect positions will stand.

The Play: In match play, the two teams fails to change sides after the first game. In the middle of the second game, the losing team states that they want the game cancelled and a new game started as sides were not changed as required.

Answer: Both teams are responsible for following the rules. That neither team changed sides lies upon both of them equally and thus, the losing team should not be able to now claim that a new game has to be started.

SERVICE AND SIDE SELECTION RULES

The tournament director should be called, and his/her instructions followed.

Rule 5.B. Change of Sides.

Rule 5.B.1. Sides and initial service will be switched upon the completion of each game.

The Play: Game 1 is completed, and the referee advises both teams that they have two minutes until the next game. At 1 minute 45 seconds, the referee gives a warning that 15 seconds remain. One of the Team B players comes to the referee and indicates that his partner is in the restroom and should be back within the next 15-20 seconds. The referee indicates OK and advises the other team that they will wait until the second Team B player returns, which ended up being approximately 30 seconds later.

Answer: The referee did not follow correct procedure. Both teams are aware of the rules and the two minutes between games. The referee should have told the Team B player that play starts two minutes after the last game.

Rule 5.B.2. The maximum of 2 minutes is allowed between games. The referee will announce a 15-second warning and then call the score after the full 2 minutes has elapsed and apply the 10-Second Rule even if all players are not on the court and/or not ready to play. See Rule 4.E.

*Rule 4.E. **The 10-Second Rule.** Once the referee determines the receiver is in position and ready or should be in position and ready and the score has been called, the server is allowed 10 seconds to serve the ball.*

The Play: While playing the third games of the 11-point match, both teams realize that they failed to switch sides when the point score of six was first reached. The winning team now has nine. The losing team requests that the play return to when the winning team had six.

Answer: The losing team's request is denied. Both teams were aware of the correct score to change sides and both teams failed to follow the

SERVICE AND SIDE SELECTION RULES

applicable rule. The teams will switch side and play will continue at the current score. The tournament director is called if either team challenges this decision.

Rule 5.B.3. In a match with two out of three games to 11 points, in game three, sides will be switched when the first team reaches a score of 6. Serve remains with the player holding serve.

Rule 5.B.4. In a game to 15 points, sides will be switched when the first team reaches a score of 8. Serve remains with the player holding serve.

Rule 5.B.5. In a game to 21 points, sides will be switched when the first team reaches a score of 11. Serve remains with the player holding serve.

The Play: In a two out of three match, the teams conclude the first game and are given 60 seconds to switch sides. At 45 seconds, both teams are advised of 15 seconds remaining. The receiving team is not ready at the end of one minute and the referee calls the score starting the ten second clock. Ten seconds expire, and the referee calls a fault on the receiving team.

Answer: The referee was correct, and a point is awarded to the serving team.

Rule 5.B.6. The maximum time allowed to switch sides during a game is 60 seconds. The referee will announce a 15-second warning, then call the score after the full 60 seconds and apply the 10-Second Rule even if all players are not on the court and/or not ready to play. See Rule 4.E.

Rule 4.E. The 10-Second Rule. Once the referee determines the receiver is in position and ready or should be in position and ready and the score has been called, the server is allowed 10 seconds to serve the ball.

Rule 4.E.1. If the server exceeds 10 seconds to serve, a fault will be declared.

LINE CALL RULES

SECTION 6 - LINE CALL RULES

The Play: Team A serves the ball and it softly drops on the base line. Team B thought the ball was going long and failed to play the serve. A point is awarded to Team A.

Answer: This is correct procedure.

Rule 6.A. A served ball that clears the non-volley zone and lands in the correct service court or on any correct service court line is in.

The Play: The served ball clears the net and lands on the non-volley line. The receiving team plays the ball and subsequently loses the play.

Answer: As soon as the served ball hit the non-volley line, it is a service fault and the ball is dead - regardless of whether the receiving team plays the ball. If not called by the receiving team and the referee clearly sees the ball strike the non-volley line, the referee should call a fault immediately. If it is a question whether the served ball hit the non-volley line, then it is the receiving team's responsibility to make the call.

Rule 6.A. A served ball that clears the non-volley zone and lands in the correct service court or on any correct service court line is in.

Rule 4.A.8. Placement. The server must serve to the correct service court (the court diagonally opposite the server). The serve must clear the net and the NVZ. The serve may land on any service court line.

Rule 3.A.19 Non-Volley Zone (NVZ) – The 7-foot-by-20-foot area adjacent to each side of the net. All lines bounding the NVZ are part of the NVZ.

The Play: In a heavy rally, both teams make great plays and finally Team A hits a shot that lands squarely on the middle of the outside court line. Team B calls the ball out. The referee is asked make a ruling.

LINE CALL RULES

Answer: Based upon the detail, the shot is good and not out. If the referee saw the shot, then he/she can make the call as good. If the ball made contact beyond the middle of the line, then it can be called out.

Rule 6.B. Except the serve, any ball in play that lands in the court or touches any court line is in.

Rule 6.C. A ball contacting the playing surface outside of the baseline or sideline, even though the edge of the ball overlaps the line, is considered out of bounds

The Play: Team A hits a hard drive that lands on or just beyond the middle of the base line. Team A calls the ball in and begins to line up to serve the next point. Team B calls the ball out. Team A appeals to the referee.

Answer: Team B makes the call in this situation as the ball landed on their side of the court. Team A can appeal to the referee, who if seeing the play, is authorized to make a call. Team A should be cautioned that only the side the ball lands on can make a call.

Rule 6.D.1. Players will call the lines on their side of the court (excluding service foot faults and all non-volley-zone lines, if being called by a referee).

Rule 6.D.2. Players' only line call is the centerline on the serve in matches that have line judges.

The Play: Team B hits a smash that may have hit the side line. Team A is uncertain, but calls the ball in. Although not asked, Team B, who had a better view of the shot, calls the ball out.

Answer: If a shot is in doubt as to whether it was in or out, it is always considered to be in. However, as Team B called the ball out, the referee will let this call stand and Team A wins that play.

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Rule 6.D.3. The opponent gets the benefit of the doubt on line calls made. Any ball that cannot be called “out” will be considered “in.” A player cannot claim a “let” because the ball was not seen or there is uncertainty. A player may appeal to the referee to make the call if he or she did not clearly see the ball land. If the referee is unable to make the call, the ball is “in.”

The Play: Team B questions whether Team A stepped on the non-volley line during a heated exchange of shots. The audience heartily concurs that Team A did step on the line. The referee hearing spectators calls a fault although he/she did not see the fault.

Answer: The referee erred in listening to the spectators. If the referee did not see the fault, then it cannot be called. Opinions of the audience should not be considered.

Rule 6.D.4. Spectators should not be consulted on any line call.

The Play: The play is intense and Team B hits what it believes to be a winning shot that just hits the line. Team A calls the shot out. Team B, upset at the call, challenges Team A to explain how they could call the shot out.

Answer: Team B was not correct in challenging Team A for an explanation. If Team B has a problem with the call, an appeal is made to the referee. In this case, the referee should remind Team B that appeals should only be made to the referee and they should not question an opponent’s call.

Rule 6.D.5. A player should not question an opponent’s call, although any player may appeal a call to a referee.

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The Play: Team B's soft shot to the outside kitchen line is questionable and Team A asks Team B for assistance as they were in a better position to see the shot. Team B expresses their opinion that it was "in" and Team A disagrees.

Answer: Once Team A asks for assistance from Team B, Team A is obligated to accept Team B's opinion as to whether the ball was in or out.

Rule 6.D.6. Requesting opponent's help. A player may ask the opponent's opinion if the opponent was in a better position to see a line call on the player's side of the court. The vision of a player looking down the line is more likely to be accurate than one looking across the line. An opponent's opinion, if requested, must be accepted.

The Play: The same situation as previous stated; however, Team B was not in a better position to see the ball strike the court line. After Team B expresses their opinion indicating the ball was in, Team A states they were incorrect in asking for Team B's assistance as Team B was not in a better position and asks that Team B's call be nullified.

Answer: The referee denies Team A's request for nullification indicating that once asked, the opposing team's opinion must be accepted.

Rule 6.D.6. Requesting opponent's help. A player may ask the opponent's opinion if the opponent was in a better position to see a line call on the player's side of the court. The vision of a player looking down the line is more likely to be accurate than one looking across the line. An opponent's opinion, if requested, must be accepted.

The Play: A player not involved with the shot calls it out from the far side of the playing court. His partner does not make any call. The opposing team challenges the out call by asking the referee for assistance.

Answer: If the referee did not clearly see the ball hit the court, then he should question the calling player as to whether he/she actually saw

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space between the ball and the line. If the response is “no”, then the ball is considered in. If the response is “yes”, then the call stands.

Rule 6.D.7. Do not call a ball “out” when you are looking across the line, unless you can clearly see a space between the line and the ball as it hits. The player’s depth of field judgment, based on the laws of parallax, prevents accurate judgment in these cases.

The Play: The two teams are battling back and forth when one shot hits just outside the court line. Team A hits the ball back and Team B returns the ball. The Team A player that didn’t hit the ball stops play and indicates that the ball was out.

Answer: Team A cannot stop play once the ball was returned by Team B. The out call must occur prior to the opposing team hitting the ball.

Rule 6.D.8. All “let” or “out” calls must be made “instantly”; otherwise, the ball is presumed good and still in play. “Instantly” is defined as calling “let” or “out” prior to the ball being hit by the opponent or before a dead ball is declared.

The Play: In a hit ball to the sideline, one Team B players calls the ball out and the second Team B player calls the ball in. The first Team B player subsequently talks with the partner and they now both agree that the ball was out. Team A challenges the out call.

Answer: As doubt exists based upon the first calls made, the hit ball is considered to be “in”.

Rule 6.D.9. In doubles play, if one player calls the ball “out” and the partner calls it “in,” then doubt exists and the team’s call will be “in,” (except that any player may appeal a call to the referee).

LINE CALL RULES

The Play: Team A hits a smash that just misses the base line. Team B, thinking the out was obvious, neither calls the ball out nor properly signals an out signal. Team A appeals to the referee for a call. The referee declines the appeal, stops play, and questions Team B whether the ball was in or out.

Answer: This is correct procedure. The appeal cannot be accepted until the ball is called in or out. Once Team B calls the ball “out”, Team A can then make an appeal. Team B should also be cautioned that all out calls must be voiced or signaled.

Rule 6.D.10. “Out” line calls should be promptly signaled by voice and/or hand signals (see 13.E.2.), regardless of how obvious they may seem.

The Play: The Team B player is about to hit a questionable out ball when his partner yells “out”. Upon hearing the out call, Team A stops play even though Team B plays the ball.

Answer: Team A was incorrect in stopping play and loses the point. Yelling “out” was simply player communication.

Rule 6.D.11. While the ball is in the air, if a player yells “out,” “no,” “bounce it,” or any other words to communicate to his or her partner that the ball may be out, it shall be considered player communication only and not considered a line call.

The Play: Team A hits a questioned “in” ball to the opposite court’s outside line. The ball bounces and an “out” call is voiced by Team B but Team B returns the ball to the other court. Team A stops play and challenges the out call. The referee indicates the ball was in. Team A wins the play.

Answer: This is correct.

Rule 6.D.12. If an “out” call is made after the ball bounces, it will be considered a line call. The ball will be considered dead and play shall stop. If a player on the receiving

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team or the referee upon appeal then indicates the ball was in, it is a fault against the receiving team. Exception: If the match has line judges, the baseline and sideline judges are responsible for the call. See 13.E.

FAULT RULES

SECTION 7 - FAULT RULES

A fault is any action that stops play because of a rule violation.

The Play: Team A serves a deep base line serve that catches the Team B receiver in front of the base line. The Team B receiver plays the ball before it bounces. Team A calls a fault.

Answer: This is correct. The served ball must bounce before the it can be legally returned.

A fault will be declared for the following:

Rule 7.A. If the serve or service return does not bounce before striking the ball (Two-Bounce Rule).

The Play: Team A is serving the ball and attempts a low, fast serve over the net. However, it goes into the net. The referee calls a fault.

Answer: Correct procedure.

A fault will be declared for the following:

Rule 7.B. Hitting the ball into the net on the serve or any return.

The Play: During normal play, the Team B player hits the ball off the very edge of his paddle, which then goes out of bounds. The referee calls a fault.

Answer: Correct procedure.

A fault will be declared for the following:

Rule 7.C. Hitting the ball out of bounds.

FAULT RULES

The Play: Team B hits a very fast serve that clears the net and doesn't rise on the bounce but slides over the floor causing two bounces before the Team A receiver can play the ball. Team A asks for a replay.

Answer: The referee will deny Team A's request and call a fault for the two-bounce rule.

A fault will be declared for the following:

Rule 7.D. Failure to hit the ball before it bounces twice on the receiving player's court.

The Play: Team B hits a high lob that comes down barely on the opposite side of the net. The Team A player waits for it to bounce and smashes the ball for a winning shot. However, his paddle hits the net on the downswing.

Answer: This is a fault as the paddle hit the net. Team B wins the play. The same call would be made if the player's shoes or clothing touched the net during the smash.

A fault will be declared for the following:

Rule 7.F. A player, a player's apparel, or a player's paddle touches the net system when the ball is in play.

The Play: Team A hits a smash where the ball barely touches the handkerchief the Team B player has in his pocket and goes out of bounds. Team A calls for a point and Team B, who didn't feel the ball striking the handkerchief, challenges the call.

Answer: If the referee saw the contact between the ball and the handkerchief, then the point is awarded to Team A. If the referee didn't see the contact, then Team A loses the serve.

A fault will be declared for the following:

Rule 7.G. The ball in play strikes a player or anything the player is wearing or carrying, except the paddle or the player's paddle hand below the wrist.

FAULT RULES

The Play: Team B smashes the ball. The Team A player attempts a two-handed backhand shot. The smashed ball hits below the wrist one of the hands on the paddle and bounces over the net. Team B calls for a fault.

Answer: This is not a fault as any ball hitting either hand on a two-handed backhand shot below the wrist is considered in play. Team B loses the play.

A fault will be declared for the following:

Rule 7.G If the player is in the process of changing hands with both hands on the paddle, or is attempting a two-handed stroke and either hand is hit below the wrist, then the ball is still in play.

The Play: Team A hits the ball so that it is going out of bounds. The Team B player sees that the ball will not land in the court and catches the ball in out of bounds territory. The referee calls a fault on Team B and Team B challenges the call.

Answer: Team B loses the challenge. A ball going out of bounds must be allowed to make floor contact prior to being touched or caught.

A fault will be declared for the following:

7.H. A live ball that is stopped by a player before it becomes dead. Example: catching or stopping a ball in flight before it makes contact with the court.

The Play: Team B hits a high lob that touches the basket ball net frame above the court. Team B calls for a replay.

Answer: No replay is allowed. This is a fault.

A fault will be declared for the following:

Rule 7.I. A ball in play strikes any permanent object before bouncing on the court.

FAULT RULES

The Play: Team A smashes the lob that subsequently bounces once on Team B's court and then hits a chair placed on the court in the out of bounds area. As Team B didn't get a chance to return the ball, they ask for the point to be replayed.

Answer: No replay is allowed as the ball is a permanent object after fairly hit in Team B's court. This is a point for Team A.

A fault will be declared for the following:

Rule 7.J. If the ball in play hits a permanent object after it has bounced on the court, the player who hit the ball wins the rally.

7.K. Violation of the non-volley-zone rules. See Section 9.

7.L. Violation of the other rules. See Sections 11 and 12.

The Play: The Team B player, without a disability, bounces the ball and hits it on the upward bounce to serve to Team A. Team B returns the serve and Team A subsequently wins the point. The referee does not call a fault.

Answer: This is a fault as a ball may not be bounced on the serve unless a verified disability is present. Team B loses the serve.

A fault will be declared for the following:

Rule 7.M. The serve is made by bouncing the ball before hitting it. Exception: See 4.A.4.

The Play: Team A hits a high lob that appears to be coming down close to the net. The Team B player steps up to the net and hits the ball before it crosses the imaginary plane of the net. The referee calls a fault.

Answer: This is correct procedure. The ball returned ball cannot be legally hit before it crosses the plane of the net.

A fault will be declared for the following:

Rule 7.N. Once the ball is in play, a player hits the ball before it passes the plane of the net.

FAULT RULES

DEAD BALL RULES

SECTION 8 - DEAD BALL RULES

8.A. A dead ball is declared after any action that stops play.

8.B. A ball is declared dead once it has bounced twice before being returned or has violated one of the fault rules. See Section 7.

The Play: While the two teams are battling it out, a ball from another court rolls into their playing court. The referee stops play and orders a replay.

Answer: This is correct procedure although any player may also call a hinder. It doesn't have to be the referee. Various hinders might be water dripping from a ceiling, an unexpected distraction, people walking onto the court, a cell phone going off, a tree limb falling, and a whole host of other possible actions. If the called hinder is valid, a replay is in order.

Rule 8.C. A hinder called by the referee or player will result in a dead ball. The referee will determine if the hinder called by the player was valid. A valid hinder will result in a replay.

NON-VOLLEY-ZONE RULES

SECTION 9 - NON-VOLLEY-ZONE RULES

The Play: The two teams are fiercely slamming the ball back and forth when one of Team A's members accidentally steps on the non-volley zone line while hitting a volley. The referee calls a fault and awards the play to Team B.

Answer: This is correct.

Rule 9.A. All volleys must be initiated outside of the non-volley zone.

The Play: The Team B player is volleying the ball when his name tag falls off and lands in the non-volley zone. Team A stops play and calls for an awarded point.

Answer: Correct. While volleying, the player or anything contacting the player (the name tag) may not touch the non-volley zone. The point goes to the opposing team.

Rule 9.B. A fault will be declared if, in the act of volleying the ball, a player or anything contacting the player touches the non-volley zone.

The Play: The two teams are dinking back and forth when one player's paddle in an upward swing first hits the non-volley zone (the floor) prior to hitting the ball. The referee calls a fault.

Answer: This is correct procedure. Even the though the paddle hit the floor prior to hitting the ball, by definition, it is a fault.

Rule 9.B.1. The act of volleying the ball includes the swing, the follow-through, and the momentum from the action.

Rule 9.B.2. If the paddle touches the non-volley zone during the volley motion, before or after contacting the ball, it is a fault.

NON-VOLLEY-ZONE RULES

The Play: Running forward and hitting the ball with a strong forehand swing, the player stops his forward momentum by grabbing onto his partner who is (1) standing on the non-volley zone line or (2) standing outside of the non-volley zone.

Answer: In situation (1), this is a fault even if the ball has already been called dead. In situation (2), this is NOT a fault.

Rule 9.C. It is a fault if the player's momentum causes the player to contact anything that is touching the non-volley zone, including the player's partner.

Rule 9.C.1. It is a fault even if the ball is declared dead before the player contacts the non-volley zone.

The Play: Team A reaches for a soft shot in the non-volley zone and steps in to return the shot. Team B immediately returns the ball not allowing the Team A player to replant out of the non-volley zone. The Team A player makes a fantastic return that wins the point. The referee calls a fault.

Answer: The referee was correct. Both feet must have made contact outside of the non-volley zone prior to again hitting the ball.

Rule 9.D. If a player has touched the non-volley zone for any reason, that player cannot volley a return until both feet have made contact with the playing surface completely outside the non-volley zone. A maneuver such as standing within the non-volley zone, jumping up to hit a volley, and then landing outside the non-volley zone is prohibited.

The Play: The Team A player enters the non-volley zone waiting for a soft shot from Team B. However, the ball is hit to his partner and he

NON-VOLLEY-ZONE RULES

remains in the non-volley zone. Team B stops play and asks the referee to call a fault on Team A for the player standing in the non-volley zone.

Answer: Team A is NOT at fault. Any player may be in the non-volley zone at any time as long as he/she is not involved in a volley situation.

Rule 9.E. A player may enter the non-volley zone at any time except when that player is volleying the ball.

Rule 9.F. A player may enter the non-volley zone before or after returning any ball that bounces.

Rule 9.G. A player may stay inside the non-volley zone to return a ball that has bounced. There is no violation if a player does not exit the non-volley zone after hitting a ball that bounces.

Rule 9.H. There is no violation if a player returns the ball while his or her partner is standing in the non-volley zone.

The Play: In a non-sanctioned match, a Team B player calls a fault on Team A for being in the non-volley zone while volleying the ball. Team A takes exception to the call indicating only their own team may call a foot fault.

Answer: Incorrect. In non-officiated play, any player may make a non-volley zone fault call.

Rule 9.I. For non-officiated play, non-volley-zone faults may be called by any player on either team. Benefit of the doubt goes to the player who makes the call.

TIME-OUT RULES

SECTION 10 - TIME-OUT RULES

The Play: After Team B has called two time-outs in an (1) 11-point game or (2) a 21-point game, Team B again calls for another time-out. The referee approves the time-out.

Answer: In situation (1), a third time-out is not allowed. Only two time-outs are allowed in an 11-point game. The referee should reverse his/her call. If the referee declines to reverse the call, then the tournament director should be called.

In situation (2), a third time-out is allowed in games played to 21 points.

Rule 10.A. Standard Time-Out. A player or team is entitled to two time-outs per 11- or 15-point game. For games to 21 points, each team is allowed three time-outs per game.

The Play: Team A calls for its first time-out and one of the partners heads to the restroom. The referee advises both teams when 45 seconds has passed, and that play begins in 15 seconds. The Team A partner is missing at the end of one minute and the other Team A player calls for a second time-out. Team B takes exception to the second consecutive time-out.

Answer: If Team A has not previously used both time-outs, then a second time-out may be called.

Rule 10.A.1. Each time-out period may last up to 1 minute.

Rule 10.A.2. Play must be resumed within 1 minute or when all players are ready to resume play, whichever occurs first, unless another time-out is called by either side.

Rule 10.A.6. The referee will give the players a warning when there are 15 seconds remaining. At the end of the time-out, the referee will call "time in", and announce the score to begin the 10-Second Rule even if all players are not on the court and/or not ready to play. If the server does not serve within 10 seconds after the score is called, and no additional time-outs are called or available, a fault will be called.

TIME-OUT RULES

The Play: The referee has said the score and Team A is (1) about to serve the ball or (2) has begun serving. Team B calls for a time-out. Team A stops the serve in both situations and takes exception to the time-out call.

Answer: In situation (1) a time-out may be called as the service has not yet started with the backward arm motion.

In situation (2) Team A should not have stopped the serve and should have continued play. For this situation only, the author suggests that Team A be cautioned that they erred in not continuing play and Team B should be cautioned that further improper time-out calls may result in a technical warning. Reset, call the score, and set the ten second clock. Play continues.

Rule 10.A.3. Time-outs may not be called once the referee has called the score and the server has begun the service motion or the ball is in play.

The Play: With the temperature in the high 90s, Team B requests a water time-out to hydrate. As Team B has previously used all of its time-outs, the referee declines the request.

Answer: Normally, water time-outs are not allowed. However, if the tournament directors had authorized water time-outs, it can be allowed as long as there is not player communication during the time-out period.

Rule 10.A.4. Additional time-outs for player hydration are not allowed. Exception: See 10.B.4.

Rule 10.B.4. The tournament director may authorize referees to allow players to quickly drink water or other hydration as long as it does not impact the flow of the game. During this time, partner communication is not allowed.

TIME-OUT RULES

The Play: Team B has used all of its time-outs during normal play. Team B then calls for another time-out. The referee disallows this third request.

Answer: This is correct procedure. There is no penalty for requesting additional time-outs. However, if this becomes a pattern, then the referee could give Team B a technical warning for delaying the game.

Rule 10.A.5. There is no penalty for calling a time-out when none is available if all other time-out rules are complied with.

The Play: During a singles match, one of the players is injured with what he believes to be a pulled muscle. His opponent questions the injury feeling that the player is simply attempting to break up the play.

Answer: A medical time-out may be allowed; however, either medical personnel or the tournament director must make this decision. Generally, if no medical personnel are available, the benefit of the doubt will go the player's request for time. If a medical time-out is authorized, then no more than 15-minutes is allowed for treatment. If the injured player cannot continue after 15 minutes, then the game is forfeited to the opponent.

Rule 10.B. Medical Time-Out. If a player is accidentally injured during a match, that player may take a medical time-out. On-site medical staff should be summoned to assess the situation and render appropriate first aid. If blood is present, play may not resume until the bleeding has been controlled and any blood on clothing and the court has been cleaned up.

Rule 10.B.1. Medical personnel, or the tournament director if no medical personnel are present, must agree that there is a valid reason for a medical time-out to take place and that the player is not just stalling to rest or recuperate.

Rule 10.B.1.a. If medical personnel, or the tournament director if no medical personnel are present, determine that there is a valid medical condition, then that player will be allowed no more than 15 minutes for the medical time-out. If the player cannot resume play after the 15-minute medical time-out period, the match shall be awarded to the

TIME-OUT RULES

opponents. Rule 10.A.6 procedures will be followed to resume play during a medical time-out.

Rule 10.B.1.b. If medical personnel, or the tournament director if no medical personnel are present, determine that there is not a valid medical condition, the player or team will be issued a technical warning. If a technical warning has already been issued, then a technical foul will be called. The medical time-out is still available.

Rule 10.A.6. The referee will give the players a warning when there are 15 seconds remaining. At the end of the time-out, the referee will call "time in", and announce the score to begin the 10-Second Rule even if all players are not on the court and/or not ready to play. If the server does not serve within 10 seconds after the score is called, and no additional time-outs are called or available, a fault will be called.

The Play: Team B has taken one medical time-out and use approximately five minutes before play was resumed. The same Team B player is again injured and requests another time out claiming he is entitled to another ten minutes as only five minutes of the allowed 15 minutes was used previously.

Answer: Only one medical time-out is allowed per game. No additional time is available even though the maximum time was not previously used on the first time-out.

Rule 10.B.2. A player may take only one medical time-out per match.

Rule 10.B.3. The time used must be continuous and may be up to 15 minutes. If less than 15 minutes is used, no additional medical time is available to the player during that match.

The Play: Team A partners clash paddles when both players attempt to smash the high lob ball. One paddle breaks and an equipment time out is called. Team A has used one regular time-out so far in the game.

TIME-OUT RULES

Answer: An Equipment time-out is not allowed as Team A has not used all of its regular time-outs. The referee calls time-out and warns Team A that they have now used two time-outs and no more will be allowed.

10.C. Equipment Time-Outs. Players are expected to keep all apparel and equipment in good playable condition and are expected to use regular time-outs and time between games for adjustments and replacement of equipment. If a player or team is out of time-outs and the referee determines that an equipment change or adjustment is necessary for fair and safe continuation of the match, the referee may award an equipment time-out not to exceed 2 minutes. Rule 10.A.6 procedures will be followed to resume play during an equipment time-out.

Rule 10.A.6. The referee will give the players a warning when there are 15 seconds remaining. At the end of the time-out, the referee will call "time in", and announce the score to begin the 10-Second Rule even if all players are not on the court and/or not ready to play. If the server does not serve within 10 seconds after the score is called, and no additional time-outs are called or available, a fault will be called.

The Play: The first game finishes and the referee advises that the next game starts in two minutes. The players from Teams A and B leave the court but fail to make it back within the two minutes. The referee advises when 15 seconds are left. At the end of two minutes, the referee announces the score and begins the ten second clock. Both teams return approximately 15 second later.

Answer: The referee was correct in his procedure. At the end of the ten second clock, he would have called a fault, side out, and again, said the score and started the ten second clock.

Rule 10.D. Time Between Games. The period between each game in a match shall not exceed 2 minutes. Rule 10.A.6 procedures will be followed to resume play.

Rule 10.A.6. The referee will give the players a warning when there are 15 seconds remaining. At the end of the time-out, the referee will call "time in", and announce the score to begin the 10-Second Rule even if all players are not on the court and/or not ready to play. If the server does not serve within 10 seconds after the score is called, and no additional time-outs are called or available, a fault will be called.

TIME-OUT RULES

The Play: Team A battled to win the first match and requests that for the next match they be given additional time to rest and hydrate. The referee, after checking with the tournament director, agrees.

Answer: Correct. The minimum time between matches is ten minutes. If additional time is requested, normally it will be authorized.

*Rule 10.E. **Time Between Matches.** The minimum time between matches shall be 10 minutes. If all players are ready to play prior to 10 minutes, the match may be called early.*

Rule 10.E.1. In a championship match with a tie-breaker match: If the winner of the losers bracket defeats the winner of the winners bracket, then a tie-breaker match to 15 points must be played. Maximum time between the championship match and the tie-breaker match is 10 minutes. Rule 10.A.6 procedures will be followed to begin play for the tie-breaker match.

10.A.6. The referee will give the players a warning when there are 15 seconds remaining. At the end of the time-out, the referee will call "time in", and announce the score to begin the 10-Second Rule even if all players are not on the court and/or not ready to play. If the server does not serve within 10 seconds after the score is called, and no additional time-outs are called or available, a fault will be called.

The Play: Due to a power failure, court lights went out. The tournament director calls for a new game the following day.

Answer: This is incorrect. This is a suspended game and it should begin where it left off. The referee is responsible to properly mark the server, score, and any time-outs taken.

*Rule 10.F. **Suspended Games.** A game suspended due to extenuating circumstances shall be resumed with the same server, score, and remaining time-outs as when interrupted.*

TIME-OUT RULES

The Play: As the two teams meet to begin the match, Team B calls for a time-out in order to have their coach present at the first game. The referee declines the request and commences the game.

Answer: No time-outs may be called before the match actually starts. A match start is defined as all players present and the starting score called. Team B may request a time-out as soon as the score is called.

*Rule 10.G. **Other Time-Out Rules:** No time-outs may be taken before a match starts. A match begins when all players are present and the starting score is called. Failure to be present on time shall result in match forfeiture. See 13.H.2.*

Rule 13.H.2. A referee may impose a forfeit when a player fails to report to play 10 minutes after the match has been called to play. The tournament director may permit a longer delay if circumstances warrant such a decision.

OTHER RULES

SECTION 11 - OTHER RULES

The Play: While volleying back and forth, a player on Team A suddenly catches the ball with his paddle and throws it forward for a winner. Team B takes exception claiming that the motion was not continuous. The referee (1) did not see the play, (2) saw the play.

Answer: In Situation (1) The referee declines the exception and Team A wins the point. In Situation (2) the referee either supports Team B's challenge if he agrees or declines if he disagrees.

*Rule 11.A. **Carry and Double Hits.** Balls can be hit twice or carried, but this must occur during a continuous, single-direction stroke. If the stroke is not continuous or not in a single direction, the hit is not allowed and a fault will be declared.*

The Play: A player on Team B is switching hands when making shots. As Team A hits a hard drive, the Team B player uses both hands on a back-hand shot and wins the point. Team A calls for the referee to rule this illegal.

Answer: The referee rules the two-handed shot legal and that Team B wins the point.

*Rule 11.B. **Switching Hands.** A paddle may be switched from hand to hand at any time.*

*Rule 11.C. **Two-Handed Shots.** Are allowed.*

The Play: Team A hits a winner that the Team B player misses. Seeing the miss, Team A stops their play but doesn't realize that the other Team B player has hit the missed ball before it hits the ground a second time. It crosses the net and lands in Team A's playing court. Team A calls foul.

Answer: As long as a hit ball has not bounced twice or otherwise caused a fault, it may be played regardless if it was first missed.

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*Rule 11.D. **Missed Shot.** A player completely missing the ball when attempting to strike it does not create a dead ball. The ball remains in play until it bounces twice or until any other fault has occurred.*

The Play: At the end of a rally, Team A examines the ball and determines that it is cracked. They appeal to the referee to replay the point as Team B won the play.

Answer: If the referee believes that the cracked ball affected the play, it may be replayed. Generally, the replay will be allowed in most instances.

*Rule 11.E. **Broken or Cracked Ball.** Play continues until the end of the rally. Players may appeal to the referee to determine if a broken or cracked ball impacted the rally. If, in the judgment of the referee, a broken or cracked ball impacted the outcome of the rally, the referee will call for a replay with a replacement ball. In non-officiated sanctioned play, if the players do not agree, the rally stands as played.*

The Play: During a fast volley back and forth across the net, Team A suddenly stops play, and identifies a cracked ball. Team B agrees with the Team A and both decide to replay the point.

Answer: Technically, this is incorrect, and Team B could be awarded the point as Team A did not allow the play to end. However, the referee should evaluate the play and he/she concurs that the play was significantly affected by the cracked ball, a replay could be done.

*Rule 11.E. **Broken or Cracked Ball.** Play continues until the end of the rally. Players may appeal to the referee to determine if a broken or cracked ball impacted the rally. If, in the judgment of the referee, a broken or cracked ball impacted the outcome of the rally, the referee will call for a replay with a replacement ball. In non-officiated sanctioned play, if the players do not agree, the rally stands as played.*

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The Play: Team B is playing the ball when he turns his ankle and falls to the floor. The injured player's partner calls time and Team A stops play due to the observed injury and time-out call.

Answer: Team A is at fault as they didn't continue to play. Technically, the point or play should be awarded to Team B as Team A is at fault. However, most referees will simply see to the injured player and if play subsequently continues, that point will be replayed.

Rule 11.F. Injury During Game. The rally continues to its conclusion despite an injury to any of the players.

The Play: In singles play, a player breaks her paddle in a strong volley and (1) is unable to continue the point or (2) the broken paddle slides into the non-volley zone during the volley. In both situations, the ball had been hit to the other side and the other singles player stopped play before the point was concluded.

Answer: As the rule requires that play must be continued, the player with the unbroken paddle should have finished the point. As she didn't do this, the point or side out is awarded to the player with the broken paddle in situation (1). In situation (2) the paddle in the non-volley zone is a fault and the point or side out is awarded to the player with the unbroken paddle. Note that for Situation (2) if it was not a volley and the paddle had slid into the NVZ, this is not a fault.

Rule 11.G. Player Equipment Problem. A rally will not be stopped if a player loses or breaks a paddle or loses an item, unless the action results in a fault.

The Play: Team A is playing the ball when a hat one player is wearing falls to the floor outside of the non-volley zone. Team B returns the ball which hits the hat and causes the ball to go in an unusual direction. Team A asks for a replay and Team B agrees.

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Answer: Incorrect. There is no replay. If Team A fails to return the ball after it has hit the hat, Team B wins the point.

*11.H. **Items on the Court.** If any item a player is/was wearing or carrying lands on his/her side of the court, unless the item lands in the non-volley zone as a result of a volley, the ball remains in play even if it hits the item.*

The Play: The Team A player waits in the non-volley zone for a high lob to come down, bounce, and then slam the ball. When he hits the ball, his paddle goes over the net and into Team B's court space. Team B requests a fault be called for crossing the imaginary line of the net.

Answer: Team B's request is denied. Once the ball is hit, the follow-through may cross the net line without fault as long as it does not touch the net.

*Rule 11.I. **Plane of the Net.** After striking the ball, a player or anything the player is/was wearing or carrying may cross the plane of the net or the imaginary extension line of the net beyond the posts but may not touch any part of the net system or the opponent's court.*

*Rule 11.I.1. **Exception.** If the ball bounces into a player's non-volley zone with enough backspin as to cause it to return over the net, the player may reach over or around the net to hit the ball but may not touch the net system or the opponent's court.*

The Play: Team B hits high backspin lob that bounces on Team A's side and then returns back over the net to Team B's side. Team A leans over the net and hits the ball back into the net without touching the net. Team B calls for a fault for crossing the imaginary plane of the net.

Answer: This is not a fault. If enough backspin causes the ball to return back over the net, the other team may legally cross the net and hit the ball.

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*Rule 11.I. **Plane of the Net.** After striking the ball, a player or anything the player is/was wearing or carrying may cross the plane of the net or the imaginary extension line of the net beyond the posts but may not touch any part of the net system or the opponent's court.*

*Rule 11.I.1. **Exception.** If the ball bounces into a player's non-volley zone with enough backspin as to cause it to return over the net, the player may reach over or around the net to hit the ball but may not touch the net system or the opponent's court.*

Rule 11.L.4. If a player hits the ball over the net into the opponent's court, and then the ball bounces back over the net without being touched by the opponent, the striking player wins the rally.

The Play: Team B is about to play the ball when one of the Team A players has an extremely loud sneeze. Team B loses its focus and hits the ball into the net. They ask the referee to call a distraction on Team A.

Answer: If in the referee's judgement the sneeze was so distracting as to temporarily cause a player to lose focus, then a fault may be called on Team A and Team B is awarded the point.

*Rule 11.J. **Distractions.** Players may not distract an opponent when the opponent is about to play the ball (Example: making loud noises, stomping feet, intentionally waving the paddle around in a distracting manner).*

Rule 11.J.1. A player may ask the referee to determine if a distraction occurred at the time the opponent was about to strike the ball. If, in the judgment of the referee, a distraction did occur, a fault will be declared against the offending player or team and will result in a loss of the rally.

In non-officiated sanctioned play, if players do not agree that a distraction occurred, any player may request a decision by a referee or the tournament director. See 13.A.1.

Rule 13.A.1. Unless otherwise stated in the rules, officiating decisions may be appealed to the tournament director. After appeal, decisions of the tournament director are final.

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The Play: Team A and Team B are in the middle of play when a spectator trips/falls onto an outer boundary of the court. Team B, whose loses the play on the next shot, immediately calls for a replay due to the distraction.

Answer: If in the referee's judgement, the spectator fall did cause a distraction, then a replay is appropriate. If the play had continued with several more shots by both teams after the fall, then the referee should consider disallowing the distraction call.

NOTE: Currently the USAPA rules do not address distractions other than those caused by opposing players. If players challenge the referee's ruling, the tournament director should be called.

*Rule 11.J. **Distractions.** Players may not distract an opponent when the opponent is about to play the ball (Example: making loud noises, stomping feet, intentionally waving the paddle around in a distracting manner).*

Rule 11.J.1. A player may ask the referee to determine if a distraction occurred at the time the opponent was about to strike the ball. If, in the judgment of the referee, a distraction did occur, a fault will be declared against the offending player or team and will result in a loss of the rally.

Rule 13.A.1. Unless otherwise stated in the rules, officiating decisions may be appealed to the tournament director. After appeal, decisions of the tournament director are final.

The Play: Team A is about to hit the returned ball when one of the Team B players tells the other partner to back up. Team A loses the point and asks the referee whether a distraction occurred.

Answer: The opposing may communicate before the ball is hit without a distraction or fault call made. Team A's request for a distraction call is denied.

Rule 11.J.2. In doubles play, team communication before the opponent strikes the ball shall not be considered a fault.

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The Play: During normal play, the ball hits the (1) net post or (2) the net cable and lands back into the play area. Both teams continue to play.

Answer: If a ball hits the net post, a fault is immediately called. In situation (2), the ball remains in play as the net cable may be hit. If the ball lands in the play courts, play continues.

Rule 11.K. The Net Posts. The net posts are positioned out of bounds. If a ball contacts the net post, it is a fault and a dead ball is declared.

Rule 11.K.1. A ball contacting the net, the net cable, or rope between the net posts remains in play.

Rule 11.L.1. The net and the wires or strings holding up the net are positioned (mostly) on the court. Therefore, if the ball strikes the top of the net or strikes the top net wire or string and lands inbounds, then it remains in play.

The Play: Team A returns the ball which hits the connecting wires from the post to the net with the ball subsequently landing in the legal play area. The receiving team calls the ball out, stops play, and indicates the serving team lost the service.

Answer: This is not correct. The ball was still in play after it hit the connecting wires and the legal play area. The receiving team loses the serve.

Rule 11.L.1. The net and the wires or strings holding up the net are positioned (mostly) on the court. Therefore, if the ball strikes the top of the net or strikes the top net wire or string and lands inbounds, then it remains in play.

The Play: Team A hits a hard drive that goes between the net post and the net and lands in the play area. Team B fails to return the ball and Team A is awarded the point.

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Answer: This is incorrect. A hit ball may not legally travel between the net post and the net. The opposing team wins the play.

Rule 11.L.2. The ball may not travel between the net and the net post.

The Play: Team B hits an angle shot that causes the Team A player to jump the non-volley zone to hit the ball in the air. However, his momentum caused him to go beyond the imaginary extension of the net into Team B's territory. Team B stops play and calls for a fault.

Answer: Team B's request is denied. As long as the Team A player did not touch the non-volley zone when hitting the ball, he may travel legally beyond the net extension plane with no fault called.

Rule 11.L.3. The player is allowed to go around the net post and cross the imaginary extension line of the net after the ball is hit, so long as the player or any item he or she is/was wearing or carrying does not touch the opponent's court. If the player goes around the net post and crosses the imaginary extension line of the net but does not make contact with the ball, a fault will be declared.

The Play: Team A hits an angle shot that bounces and goes into the side lines area. The Team B player runs to make the shot, misses, and continues into Team A's side of the net. The ball bounces a second time. The referee immediately calls a fault.

Answer: This is correct procedure. Crossing into the other teams play area without making contact with the ball is a fault. The point could also be awarded to the other team as Team B missed the ball and it bounced twice.

Rule 11.L.3. The player is allowed to go around the net post and cross the imaginary extension line of the net after the ball is hit, so long as the player or any item he or she is/was wearing or carrying does not touch the opponent's court. If the player goes around the net post and crosses the imaginary extension line of the net but does not make contact with the ball, a fault will be declared.

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The Play: Team B hits the ball that crosses over the net and due to the backspin on the ball, it returns back over the net after it has hit the floor. Team A did not touch the ball.

Answer: This is a point for Team B as Team A failed to hit the ball.

Rule 11.L.4. If a player hits the ball over the net into the opponent's court, and then the ball bounces back over the net without being touched by the opponent, the striking player wins the rally.

The Play: Team B hits a high lob that coming down, barely misses the net, and hits (1) the net's horizontal cross bar, (2) the center base.

Answer: In situation (1), this is a let and will be replayed. In older rules the ball was considered as live and in play. This no longer applicable. In situation (2), this is also a let ball and it will be replayed.

Rule 11.L.5. When net systems have a horizontal bar that includes a center base: If the ball hits the horizontal bar or the center base before going over the net, it is a fault. If the ball goes over the net and hits the center base or the horizontal bar or the ball gets caught between the net and the horizontal bar before touching the court, it is a let and will be replayed.

The Play: After the referee says the score, the server hits the ball which strikes the top of the net, falls, and hits the horizontal cross bar. The referee calls a "Let".

Answer: This is incorrect. The USAPA Rules Committee states that Rule 11.L.5 does NOT cover a served ball. Further, that in the Play above, this is a fault.

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Rule 4.A.8. Placement. The server must serve to the correct service court (the court diagonally opposite the server). The serve must clear the net and the NVZ. The serve may land on any service court line.

The Play: Team B hits an angle shot that Team A returns going around the post and below the top of the net into Team B's playing court. Team B takes exception indicating the ball must travel over the net.

Answer: Team B is wrong. A hit ball may travel around the net post at any height and if it lands into the playing area or hits the opposing team member, it is legal. A fault is not called.

*Rule 11.M. **Shots Around the Net Post.** A player may return the ball around the outside of the net post.*

Rule 11.M.1. The ball does not need to travel back over the net.

Rule 11.M.2. There is no restriction to the height of the return, so a player may return the ball around the net post below the height of the net.

The Play: During play, a Team B player goes to the audience area and briefly has a discussion with an audience member. Upon his return, Team A takes exception to this incident and asks that Team B be given a warning.

Answer: As players may not receive any coaching during regular play except for a time-out or between games, Team B's discussion can be questioned. The referee should ask the Team B player what the discussion was about. If about pickleball play and the referee determines it includes (directly or indirectly) coaching advice, then Team B can be given a technical warning. If it's undetermined whether any coaching had occurred, Team B should still be advised that future incidents of the same nature will not be allowed and will result in a technical warning.

*Rule 11.N. **Coaching.** During play, except from their partner, players may only receive coaching during time-outs and between games. Once play has begun, any*

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communication between a player and any person not on the court, if determined by the referee to be coaching, shall result in a technical warning to the offending player or team. If the communication occurs a second time, it shall result in a technical foul and a point will be awarded to the opponent.

The Play: A Team A player arrives on the court with two paddles and indicates that he normally plays with a paddle in both hands. The referee instructs the player to remove one of the paddles to an out-of-play area.

Answer: This is correct procedure. Only one paddle may be used during play.

*Rule 11.O. **One Paddle.** A player shall not use or carry more than one paddle while playing.*

The Play: Team A hits a hard drive down the sideline. The Team B player, realizing he cannot get to the ball, throws his paddle, hits the ball, and it returns back over the net. Team A fails to return the ball.

Answer: Losing possession of the paddle is a fault against Team B. When ball contact is made, the player must be in possession of the paddle.

*Rule 11.P. **Paddle Possession.** A player must have possession of the paddle when it makes contact with the ball.*

SANCTIONED TOURNAMENT RULES

SECTION 12 - SANCTIONED TOURNAMENT POLICIES

The Play: Mixed play is about to start when Team A quietly questions the referee about the female player on Team B. The referee asks the Team B female about her status and learns that she is going through transgender treatments but has not yet been recognized by her state as a female.

Answer: The referee should call the tournament director to make a decision. (Currently individual States vary in the extent to which they recognize transgender people's gender identities, often depending on the steps the person has taken in their transition (including psychological therapy, hormone therapy), with some states making sex reassignment surgery a pre-requisite of recognition.) Possibly the simplest decision criteria (if it has to be made immediately) is having the individual show his/her driver's license. Go with the gender shown on the driver's license.

Rule 12.A.1. In events described by gender, only members of that gender shall be allowed to play in that event.

Rule 12.A.2. Mixed doubles – A mixed doubles team shall consist of one male and one female player.

The Play: During a sanctioned tournament, one partner of Team A is injured, but he completes the game/match. Between matches the injured player determines that he cannot continue. Another player volunteers to temporarily step in as a substitute. Team A subsequently wins a bronze medal in their division. However, the fourth-place team questions the legitimacy of the substitute.

Answer: The fourth-place team is correct, and Team A must forfeit the bronze medal. Partners cannot change once tournament play has started.

Rule 12.J. Partner change may be made prior to the first-round match, with the consent of the tournament director, if the change is due to injury, illness, or circumstances beyond the control of the player.

Rule 12.J.1. Under no circumstances can a partner change be made after the partners have begun team play.

SANCTIONED TOURNAMENT RULES

The Play: A championship game is about to begin when the referee indicates a new court will be used. Team B is hesitant about this decision and asks for the tournament director to decide.

Answer: The tournament director is allowed to change courts for valid, playable reasons.

Rule 12.K. Court Changes. In USAPA-/IFP-sanctioned tournaments, the tournament director or designee may decide on a change of courts after the completion of any tournament game if such a change will accommodate better spectator or playing conditions.

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SECTION 13 - TOURNAMENT MANAGEMENT AND OFFICIATING

The Play: In an email to all players prior to the tournament, the tournament director states that there are no appeals - referee decisions are final. After games have started, Team B appeals a referee decision and calls for the tournament director. The referee denies the request for the tournament director.

Answer: This is not correct. USAPA rules indicate referee decisions may be appealed to the tournament director.

*Rule 13.A. **Tournament Director.** A tournament director shall manage the tournament. It is the tournament director's responsibility to designate the officials and their areas of responsibility.*

Rule 13.A.1. Unless otherwise stated in the rules, officiating decisions may be appealed to the tournament director. After appeal, decisions of the tournament director are final.

The Play: As the game begins, the referee fails to see that the Team A server is not wearing the red wrist band as required by tournament rules. Team B subsequently stops play and asks which individual is the proper server.

Answer: Team B may ask in this instance which of Team A is the first server. The referee enforces the first server to wear the red wrist band and play continues. If the first server does not or declines to wear the wrist band, then the game is forfeited.

Rule 13.A.2. In all USAPA-/IFP-sanctioned tournaments, the tournament director will provide some method of identifying each team's starting first server for each game. This identification must be visible to all on the court during play. Refusal to wear this identification will result in forfeiture of the match.

TOURNAMENT MANAGEMENT AND OFFICIATING RULES

The Play: One member of Team A physically assaults Team B. The tournament director immediately expels the Team A player from the tournament.

Answer: Correct procedure. A physical assault cannot be condoned.

Rule 13.A.4. The tournament director has the authority to expel any player from the tournament for misconduct.

The Play: Tournament players are advised that a local rule will be implemented that prohibits lobs from being used. The tournament director states that the local rule is in effect. When asked whether he had obtained USAPA approval for this modification, he said no.

Answer: Local rules may not be used if not approved by the USAPA in advance. Lobs may be legally used in this instance during the games.

Rule 13.B. The tournament director may not impose any local rule or use any interpretation of any rule not stated within the current USAPA/IFP rules. Any exception to the rules that is desired because of physical limitations of the court or other local conditions must be approved in advance by the USAPA/IFP.

The Play: During the game Team A asks the referee whether a ball was in or out. The referee did see the play and calls the ball in. Team A asks for the tournament director as they disagree with the call.

Answer: The referee may be asked for assistance in line calls. However, once his decision is made, it stands and may not be appealed to the tournament director.

Rule 13.C.1. The referee calls non-volley-zone infractions, short serves, and service foot faults.

Rule 13.C.2. If the players or line judges make the line calls and there is a disputed line call, the players may request that the referee determine the line call. The referee's call will stand. If the referee cannot make the line call, the player's or line judge's call

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stands. If doubles partners appeal a line call that they disagree on and the referee cannot make the call, the ball will be declared “in.”

Rule 13.C.2.a. Spectators should not be consulted on any calls.

The Play: One of Team A’s players becomes aggressive to Team B after a questioned “out” ball. This aggression is demonstrated through physically pushing the Team B player. The referee forfeits the match.

Answer: Normally, Teams will go through technical warning and fouls before a match is forfeited. However, if a team shows any violence, the referee can immediately forfeit the game.

Rule 13.C.5. During the match, the referee must:

Rule 13.C.5.h. Maintain player conduct. In USAPA-/IFP-sanctioned tournaments, the referee is empowered to call technical warnings and technical fouls and to forfeit a match if an individual player or team’s behavior is detrimental to the tournament.

The Play: In a medal round, the line judge is unable to make a call after a player blocked his view as the ball hit the floor. The referee, when questioned, also did not see where the ball hit. The referee suggests that the point be replayed, but Team A declines the replay. The referee indicates then by rule, the ball is in.

Answer: A replay as suggested by the referee is not appropriate. If both teams do not agree as to whether a ball is in or out, then the ball must be considered as “in”.

Rule 13.D.3. Officiated sanctioned play with line judges.

Rule 13.D.3.c. If neither the line judge nor the referee is able to make a line call, unless all four players agree to replay the point, the ball will be considered “in.”

TOURNAMENT MANAGEMENT AND OFFICIATING RULES

The Play: In a questioned double bounce call, Team B asks for the tournament director after seeing the referee consult with the opposite team. Their concern is that the referee is showing favoritism to Team A.

Answer: The referee denies the request for the tournament director and explains that referees may consult with either side when deciding a judgment call.

Rule 13.F. Appeals. Appeals to the referee regarding judgment calls (line calls, double bounce, etc.) will be decided by the referee. The referee may consult players or line judges to decide the outcome of the appeal.

Rule 13.F.1. A player may appeal a procedural or judgment call to the referee. The referee will consider procedural appeals and will provide a decision.

Rule 13.F.2. A referee's decision will result in a point awarded, a service loss, or a replay.

The Play: Team A makes an “out” call that Team B questions. As the referee did not see where the ball landed, Team A is awarded the point. The Team B player, visibly upset at the decision, turns, and throws his paddle into a backstop approximately four feet behind him. There was no safety issue and the referee gives Team B a technical warning for unsportsmanlike conduct.

Answer: The referee was incorrect in assigning a technical warning to the team. By rule, throwing the paddle should have resulted in a technical foul and a point to the opposing team. Had there been a safety issue involved (the paddle potentially hitting another player, spectator, etc.) the referee could have forfeited the match.

Rule 13.C.5. During the match, the referee must:

*Rule 13.C.5.h. **Maintain player conduct.** In USAPA-/IFP-sanctioned tournaments, the referee is empowered to call technical warnings and technical fouls and to forfeit a match if an individual player or team's behavior is detrimental to the tournament.*

Rule 13.G. Technical Warnings and Technical Fouls.

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*Rule 13.G.1. **Technical Warning.** A referee will impose a technical warning when a player refuses to abide by the referee's decision or engages in unsportsmanlike conduct. Once a technical warning has been issued, a second technical warning for any reason, given to the same player or team during the match, will result in a technical foul being issued to the player or team.*

Rule 13.G.3. Actions or behavior that will result in a technical warning/technical foul:

Rule 13.G.3.e. Intentionally throwing a paddle will result in a technical foul being assessed against the offender and a point shall be awarded to the opponent.

The Play: Team A has already sustained one technical warning for profanity on the court when it vehemently disagrees with the referee's call on a foot fault. The referee advises the player to stand down, but the player continues to argue. The referee calls a technical foul on Team A. One point is awarded to Team B.

Answer: This is correct procedure. A technical foul is given whenever a second technical warning is called for the same team/player. One point is given to the opposing team not committing the technical foul.

*Rule 13.G.1. **Technical Warning.** A referee will impose a technical warning when a player refuses to abide by the referee's decision or engages in unsportsmanlike conduct. Once a technical warning has been issued, a second technical warning for any reason, given to the same player or team during the match, will result in a technical foul being issued to the player or team.*

*Rule 13.G.2. **Technical Fouls.** The referee is empowered to call technical fouls. When a technical foul is called, one point shall be added to the score of the opposing side. A second technical foul will result in a forfeit of the match.*

Rule 13.G.3. Actions or behavior that will result in a technical warning/technical foul:

Rule 13.G.3.a. A player using objectionable or demeaning language directed at another person will incur a technical warning or a technical foul, depending upon its severity. Excessive profanity used for any reason will incur similar action. The referee will determine the severity of any violation.

Rule 13.G.3.b. Excessive arguing.

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The Play: A player on Team B stops play and strongly advises a spectator to discontinue making remarks about the game play. Should such remarks continue, the player indicates more forceful action may be in order.

Answer: This is not allowed. Depending on the severity of the threat, either a technical warning or a technical foul is appropriate. Match forfeiture is also an option that can be considered. The referee should also advise the spectators to discontinue any loud language while play is in progress.

Rule 13.G.3. Actions or behavior that will result in a technical warning/technical foul:

Rule 13.G.3.c. Threats of any nature to any person.

The Play: A Team B player is so disgusted with his own play that he picks the ball off the floor and forcibly strikes the ball into the net. The referee doesn't do anything, and the two Team A players continue play.

Answer: This is incorrect. The referee should have given the Team B player a technical warning indicating that purposely striking the ball into the net is not allowed.

Rule 13.G.3. Actions or behavior that will result in a technical warning/technical foul:

Rule 13.G.3.d. Purposely breaking the ball or striking the ball between rallies.

The Play: Team B is taking longer between points than normally observed on the court. The referee sees no valid reason for the unusual delays and issues a technical warning to the Team B players.

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Answer: Players purposely delaying the rallies, the games, or the matches are subject to technical warnings. Such delays are not allowed.

Rule 13.G.3. Actions or behavior that will result in a technical warning/technical foul:

Rule 13.G.3.f. Delay of game, either in the form of taking too much time during time-outs or between rallies or games.

The Play: Team A has one player who rather consistently questions the referee about the rules and frequently asks for the tournament director on appeal. The referee subsequently issues a technical warning to the player.

Answer: The referee is authorized to issue technical warning/fouls for excessive questioning/appeals during the game. If appeals are made to the tournament director and the player loses the challenge, a technical warning may also be given for the failed challenge.

Rule 13.G.3. Actions or behavior that will result in a technical warning/technical foul:

Rule 13.G.3.g. Excessive questioning of the referee on the rules.

Rule 13.G.3.h. Excessive or unnecessary appeals.

Rule 13.G.3.i. Challenging the referee's interpretation of a rule and losing the challenge (i.e., referee's ruling was correct).

The Play: A player on Team B requests a time-out for an alleged leg cramp. Although the player displays some limping, the referee questions the validity of the medical time-out. The tournament director is called, and the player becomes suddenly well. The referee issues a technical warning to the Team B player.

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Answer: This is correct. If a valid medical reason cannot be found to support the player's alleged condition, then a technical warning may be appropriate.

Rule 13.G.3. Actions or behavior that will result in a technical warning/technical foul:

Rule 13.G.3.j. Requesting a medical time-out without a valid medical condition.

Rule 13.G.3.k. Any other actions that are considered unsportsmanlike behavior.

The Play: After Team B was cautioned two times for delaying the game, on the third delay, the referee issues a technical warning and assigns one point to Team A without an explanation to Team B. Play continues.

Answer: Incorrect. With any technical warning, an explanation must be given to the offending team. Further, assigning an extra point to the opposing team is not appropriate for a technical warning. Play should be stopped, and play resumed with the score prior to the point awarded.

Rule 13.G.4. Effect of Technical Fouls and Technical Warnings. *The assessment of a technical warning or technical foul shall be accompanied by a brief explanation of the reason.*

Rule 13.G.4.a. A technical warning shall not result in a loss of rally or point awarded.

The Play: Team A had already received one technical warning for use of profanity when a second technical warning is given for arguing with the referee. The referee explains the second technical warning and the assignment of a technical foul. A point is awarded to Team B. Play continues.

Answer: This is correct procedure. Two technical warning, for any reason, results in a technical foul. A point is awarded to the non-offending team.

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Rule 13.G.4.b. Once a technical warning has been issued, a second technical warning for any reason, given to the same player or team during the match, will result in a technical foul being issued to the player or team.

The Play: Team A is issued a technical foul and a point is given to Team B. However, Team B fails to rotate to their correct playing positions by the new score. After Team A serves the ball and Team B returns it, the referee calls a fault for Team B being out of position. Team A receives the point.

Answer: Correct. Once a point is awarded, the respective team must move to their new positions or incur a fault for being out of position.

Rule 13.G.4.c. If a referee issues a technical foul, one point shall be added to the non-offending player's or team's score. After the point is awarded, the player or team awarded the point must move to the correct position(s) that reflects their score.

The Play: Team B is issued a (1) technical warning or a (2) technical foul. They are about to receive a serve when they change positions.

Answer: In Situation (1), Team B was incorrect to change positions. Team A will receive the point. In Situation (2), Team B is correct to change positions.

Rule 13.G.4. Effect of Technical Fouls and Technical Warnings.

Rule 13.G.4.d. A called technical warning or technical foul shall have no effect on server change or side out.

The Play: The referee issues a technical warning to Team B for hitting the ball into the fence and briefly explains this to Team B. The referee then immediately calls the score for play to continue.

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Answer: This is incorrect procedure. Once the technical explanation is provided to the offending team, the referee will give 15 seconds for both teams to become ready. The score is then announced and the ten second rule applies.

Rule 13.G.4.e. After assessing a technical warning or a technical foul, the referee will call a 15-second warning for the players to become ready. At the end of 15 seconds, the referee will announce the score to begin the 10-Second Rule even if the server and receiver are not on the court and/or not ready to play. See Rule 4.E.

*Rule 4.E. **The 10-Second Rule.** Once the referee determines the receiver is in position and ready or should be in position and ready and the score has been called, the server is allowed 10 seconds to serve the ball.*

The Play: Team A receives the first technical foul in game 1 of the match. In game 3, the referee issues a second technical foul for a different reason and calls a match forfeit. Team A disagrees indicating that a forfeit is only allowed if the technical fouls are for the same reason.

Answer: Team A is incorrect, and a forfeit is called whenever any two technical fouls are called in the same match.

Rule 13.G.4.f. The referee will call a forfeiture of the match if a player or team receives two technical fouls during the match.

The Play: Two players are quietly drinking alcoholic beverages in the facility's parking lot, which is prohibited by facility rules. This infraction is reported to the tournament director and is asked to take appropriate action.

Answer: The definition of a premise is a house or building, together with its land and outbuildings, occupied by a business or considered in an

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official context. By rule, the tournament director may call a forfeit match for the violation. It is his/her discretion for the action taken.

Rule 13.H. Match Forfeiture.

Rule 13.H.1. The tournament director may impose a match forfeiture for failure to comply with the tournament or host facility's rules while on the premises, or for improper conduct on the premises between matches, or for abuse of hospitality, locker room, or other rules and procedures.

The Play: The match is called, and the ten-minute clock is started for the match to begin. At the end of the ten minutes one of Team B's players is not present and his partner is uncertain where he is at. The referee calls a forfeit as Team B players are not ready to play. As he is walking back to the administration table, the referee sees the missing player talking with the tournament director.

Answer: Tournament directors have the right to extend the ten-minute rule at their discretion. In this situation, the referee should consult with the tournament director and question whether he/she would like to allow additional time for the match to begin as the missing player was with the tournament director in a discussion. If the tournament director authorizes the additional time, have all players return to the court and begin play.

Rule 13.H.2. A referee may impose a forfeit when a player fails to report to play 10 minutes after the match has been called to play. The tournament director may permit a longer delay if circumstances warrant such a decision.

The Play: Team B had incurred one technical foul in their first game when they were again given a technical foul in the second game for a different infraction. As the technical fouls were not for the same reasons, the referee did not impose a game forfeit. Team A took exception to the referee's decision and asked for the tournament director.

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Answer: The referee in this case was incorrect. Whenever any two technical fouls are given to the same team in the same match, that team forfeits the match.

Rule 13.H.3. A player or team receiving two technical fouls in a match shall automatically forfeit that match.

The Play: Team A received a technical foul in their first match. In their second match, they again incur another technical foul. Their opposing team asks the referee to forfeit the current match for two technical fouls.

Answer: The opposing team is incorrect. By rule, a forfeiture is called when two technical fouls are given in the same match. A new match starts the clock over.

Rule 13.H.3. A player or team receiving two technical fouls in a match shall automatically forfeit that match.

The Play: In a singles match, one of the players becomes abusive and uses excessive profanity and then actually strikes the referee. The referee forfeits the game and reports the misconduct to the tournament director, who subsequently expels the players from the tournament.

Answer: This is correct procedure. A tournament director should expel any player from the tournament for any excessive misconduct.

Rule 13.H.4. The tournament director has the authority to expel any player from the tournament for misconduct.

Rule 13.H.4.a. At the discretion of the tournament director, if a player has been expelled from a tournament, any prizes and ranking points gained from the tournament may be forfeited.

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The Play: In a singles match with both timeouts already taken, the player disagrees with the referee's ruling regarding a let for the ball hitting the crossbar on the net and demands to see the applicable rule. The referee stops the game, obtains the USAPA rule book, and shows the explicit wording that supports the referee's decision. The player apologizes, and play continues.

Answer: This is incorrect. If a player challenges a referee's ruling and it is subsequently determined that the ruling was correct, then the referee shall issue a technical warning to the player and take away a time-out. If no time-outs exist as both have been previously used, then a technical foul is issued to the player.

Rule 13.I. Rules Interpretations. If a player thinks the referee has interpreted a rule incorrectly, that player may request that the referee, the head referee, or the tournament director show the applicable rule in the rulebook. If the referee's ruling is correct, the player or team will lose a time-out and be given a technical warning. If no time-outs are available and the referee's ruling is correct, the player or team will be given a technical foul.

The Play: In three different situations, the line judge makes a call that is questioned by the players. After the third questioned call, the players as a group approach the referee and ask that the line judge be replaced. The referee declines the request. They then ask for the tournament director.

Answer: This is correct as far as it goes. Referee or line judge removals upon player request are not automatic; however, it would have been best for the line judge to be replaced if all players concur with this action.

Rule 13.J. Removal of a Referee or Line Judge. A referee or line judge may be removed when all players agree to the removal. A referee or line judge may also be removed at the discretion of the tournament director. If a referee or line judge is removed, the tournament director will appoint the new referee or line judge.

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The Play: In a non-sanctioned tournament, Team A believes that Team B's refusal to accept a non-volley zone infraction as inappropriate after two apparent violations. They call a time-out and seek out the tournament director's assistance to explain the rule to Team B.

Answer: A tournament director's help may be requested in a non-sanctioned tournament whenever players are unable to resolve any rule issue or when players appear to consistently or purposely disregarded a rule.

Rule 13.K. Non-Officiated Sanctioned Play. Any player may request a referee or tournament director if:

Rule 13.K.1. The player reasonably believes that a rule is being consistently and intentionally violated by his or her opponent.

Rule 13.K.2. A situation arises where players are not able to quickly and easily resolve a dispute.

WHEELCHAIR RULES

SECTION 14 - WHEELCHAIR RULES

The Play: Team B hits a hard drive that glances off Team A's wheelchair and goes out of bounds. Team A calls the play their point.

Answer: Incorrect. The point is awarded to Team B as the wheelchair is considered the same as being touched by the player.

Rule 14.A. Basic Play. The wheelchair is considered to be part of the player's body, and all applicable rules that apply to a player's body will apply to the wheelchair except in the non-volley zone as listed below. All applicable rules that apply to standing players apply to players in a wheelchair except as listed below.

The Play: In singles play, Player A hits the ball at an angle so that it bounces once in the court and bounces a second time outside the court. Player B calls the ball out as it hit outside the court lines.

Answer: Incorrect. In the two bounce rule, the ball's second bounce may be either inside or outside the court and is not dead until it hits the floor on the third bounce.

Rule 14.B. Double-Bounce Rule. The wheelchair pickleball player is allowed to double bounce the ball on his or her side of the net. The second bounce can be anywhere inside or outside of the court boundaries.

The Play: A wheelchair player begins his serve by pushing his wheelchair forward and hitting the ball. His opponent takes exception to the push and asks the referee to call this a fault.

Answer: Incorrect. Once in a stationary position, the wheelchair player is allowed one push prior to striking the ball.

Rule 14.C. Service.

WHEELCHAIR RULES

Rule 14.C.1. Server shall be in a stationary position and is then allowed one push before striking the ball.

The Play: As the wheelchair player is hitting the ball on the serve, two of the wheelchair wheels are touching the base line. The referee calls a fault.

Answer: This is correct. None of the wheelchair wheels may touch either the base or imaginary service lines.

Rule 14.C.2. At the time the server strikes the ball, the server shall not touch any lines, including the sidelines or the imaginary extension of the centerline, with any wheel.

The Play: The Team B player hits a soft dink shot just over the net and it bounces twice in the non-volley zone before the Team A wheelchair player softly returns the shot down the middle for a winner. Team B takes exception to the double bounce.

Answer: The double bounce rule is applicable for all play when wheelchair players are involved.

*Rule 14.D. **Non-Volley Zone (NVZ).** The double-bounce rule applies to the NVZ.*

The Play: As the Team B player hits a soft dink shot over the net, the Team A player rolls into the non-volley zone and hits a cross-court winner. The rear wheels of the Team A player were in the non-volley zone.

Answer: This is a fault on Team A. The rear wheels may not be in the non-volley zone.

Rule 14.D.1. A wheelchair player may strike a ball in the NVZ on a volley. It is a fault only if the larger rear wheels contact the NVZ.

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The Play: Team B enters into a dink game with the rear wheels inside the non-volley zone. The Team A player returns the shot which is volleyed by Team B, while still inside the kitchen. No call is made, and play continues.

Answer: This is incorrect. The rear wheels must be outside of the non-volley zone prior to hitting a volley. The referee should have called a fault and the point awarded to Team A.

Rule 14.D.2. After entering the NVZ, the player's larger rear wheels must return to outside the NVZ boundaries before hitting a volley or it is a fault.

The Play: Team B, made up of a standing player and a wheelchair player, is playing a fast, hard game and (1) hits the ball beyond the base line; (2) hits the ball on the outside court line; (3) is disrupted by a ball rolling onto the court.

Answer: Situation (1) This is a fault and the point is awarded to Team A. In Situation (2) the ball hitting the line is good and play continues. In Situation (3) this is a distraction and the point is replayed. All three situations are the same as regular play.

Rule 14.E. Wheelchair/Standing Pickleball.

Rule 14.E.1. When a wheelchair pickleball player is playing with or against a standing person in singles or doubles, the rules of pickleball for standing players shall apply to all standing players, while the wheelchair pickleball rules shall apply to all wheelchair players.

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The Play: In a singles match, the referee has the standing player playing full court against the wheelchair player. Exception is taken to using the full court and the referee calls for the Tournament Director.

Answer: The referee erred in playing full court. In Singles play with a standing and wheelchair players, only a half court will be used.

Rule 14.F. Singles Wheelchair Pickleball.

Rule 14.F.1. Singles play with one or both players in a wheelchair shall be played on half of the court. The server and the receiver shall serve, receive, and play the entire point from their respective service and receiving courts.

END

WHEELCHAIR RULES

WHEELCHAIR RULES

