

15. THE 3-REFEREE SYSTEM

As approved jointly by WSF, PSA and WISPA.



THE THREE-REFEREE SYSTEM

- 1 The Three Referee System uses a Central Referee and two Side Referees. It is vital to the success of the system that all 3 Referees are of an approximately equal standard.
- 2 The Central Referee (CR), who is also the Marker, controls the match.
- 3 Where possible, the two Side Referees (SR) should be seated behind the back wall in line with the inside line of the service box on each side, preferably one or two rows below the CR. One of the SRs will keep score as a backup.
- 4 The Side Referees (SRs) make decisions at the end of rallies - not during them - on the following matters only:
 - (a) When a player requests a Let;
 - (b) When a player appeals against a call (or no call) of Down, Not up, Out, or Fault by the Central Referee. If any Referee is unsighted or unsure of the return being appealed, the correct decision is "Yes, Let".
- 5 Every appeal must be decided by all three referees, simultaneously and independently. All three must signal and must not look at each other before doing so.
- 6 The decision of the three Referees is announced by the CR without revealing the individual decisions or whether it was a unanimous or a majority decision.

(Note: In the unlikely event of three different decisions (Yes Let, No Let, Stroke), the final decision will be Yes Let).
- 7 The CR alone decides all other matters e.g. time-periods, player conduct, injury, court conditions etc, none of which may be appealed by the player.
- 8 Players may not address the SRs, only the CR. Dialogue must be kept to a minimum, and decisions may not be debated.
- 9 If an electronic device is available, the Referees give their decision through their console and the CR announces the result.

Where an electronic refereeing system is not available, the use of cards is encouraged so that players cannot see the individual decisions of the three referees.

If hand-signals are required, the following are to be used:

- o Yes, Let = Thumb and forefinger in the shape of an 'L'
- o Stroke = Clenched fist
- o No Let = Hand held out flat, palm downwards
- o Ball Down/ Not Up / Out = Thumb down
- o Up/ In = Thumb up