Introduction and Purpose

Refereeing can be easy and fun! The more thoroughly you know the rules and the more matches you referee using the standardized, tried-and-tested techniques contained in this handbook, the easier it becomes. The USAPA/IFP Referee Handbook is intended as a guide for referees at all levels of officiated pickleball events, and encompasses both singles and doubles play. The procedures, techniques and tips in this Referee Handbook are based on the IFP Rules, as well as the experiences of seasoned referees who regularly officiate USAPA sanctioned tournaments. Accordingly, this handbook documents the USAPA officiating standards and procedures, and serves as the official resource for referee training and reference. This Handbook is not a replacement for the Rulebook. It does not go into a detailed explanation of every rule, but focuses on standardized refereeing procedures and technique. It is designed primarily for referees who already know the rules and have at least some experience officiating, even if that experience is only shadowing an experienced referee or refereeing recreational games for practice. The Handbook can be used to train total novices to referee, but it is more effective if you come to the training with basic knowledge of the game and demonstrated mastery of the rules.

The goal of this handbook and the associated USAPA Referee Trainer Guide is to provide the resources necessary to establish standardization and consistency in how referees are trained and perform their duties on the court. This will result in more knowledgeable and better prepared referees, and produce uniformity in how the rules are interpreted, consistency in how they are applied, and standardization in how pickleball tournaments are officiated. Well-trained and better-prepared referees will eliminate much of the frustration often experienced by players and referees alike during officiated pickleball competition.

How to Use this Handbook

The first step to becoming a competent and confident referee is to know the IFP rules. Therefore, it is important to read the Official Tournament Rulebook and understand not only the language, but the intent of each rule. To ensure that you have thoroughly mastered the rules, take the Referee Test provided under Rules & Referees on the USAPA website. Upon completion of the test you will see your score, as well as indication of which questions you missed and the associated correct answers. Your score will be recorded in the USAPA referee database; 90 percent is considered passing, 100 percent is preferred. After exiting the test you will receive an e-mail confirming your score. You may retake the test as often as you like. Since new questions appear each time it is taken, it is highly recommended that you take the test before each tournament you referee. If after studying the rulebook you have a question about a rule, contact a local referee trainer or e-mail training@usapa.org.
Once you know the rules, refer to this Handbook to learn how to apply them efficiently and effectively, as well as standard tournament procedures and how to complete the scoresheet. This Handbook, which is available in downloadable format only to USAPA members, is the official reference for use during USAPA Referee Training courses.

Passing the Rules Test, studying this Handbook and completing a local USAPA Referee Training course are the initial steps in becoming a competent pickleball referee. However, knowing the tournament rules and refereeing procedures will not by itself guarantee effective refereeing. You need to get out on the court and practice, practice, practice using the techniques presented in this Handbook. Shadowing an experienced referee is a good way to start, but it is important to shadow a referee who uses the standardized procedures and techniques contained in this handbook. Learning and practicing non-standard methods and techniques only creates a false sense of security. Learn the standardized methods and techniques, then begin refereeing in a non-tournament situation (i.e., unofficial equates to less stress) as you build confidence and work your way up to more competitive matches. If there is no provision for scheduled referee practice at your home court, consider asking recreational players if they mind having you referee one or two of their games; most are happy to oblige. Blank USAPA official scoresheets can be downloaded from usapa.org/rules & referees. If your home court has a referee trainer ask him/her to observe and critique your performance.

When you are comfortable using the scoresheet, calling the correct score, watching for foot faults and keeping the game moving at the players’ pace, don’t be reluctant to volunteer to referee in a tournament. For your first couple of matches consider asking the referee coordinator to have an experienced referee stand with you; this provides an immediate reference should a question arise and ensures the players a well-officiated match. See Appendix E for Ten Steps to Becoming a Certified Referee.

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Section I: Responsibilities and Code of Conduct

In USAPA sanctioned tournaments a referee is required for every match [Rule 14.C]. The overarching responsibility of the referee is to ensure that IFP rules, as stated in the International Federation of Pickleball Official Tournament Rulebook, are followed. The purpose of the Rulebook is to “provide pickleball players with the rules necessary for organized league and tournament play.” The rules have been designed to “preserve the traditional nature and character of the sport and the skills traditionally required to play the sport.” Individual rules are periodically updated and new rules are added as needed. These modifications are published in the USAPA newsletter and listed at usapa.org under Rules & Referees/Rulebook Changes. It is your responsibility to stay current on the rules.

During an officiated match the primary responsibilities of the referee are to:

- Keep and announce the correct score.
- Recognize whether server and receiver are the correct players in the correct positions.
- Call service and non-volley zone (NVZ) faults.
- Maintain control and keep the match moving efficiently.
- Resolve disputes and interpret and enforce the rules.
- Rule on line calls when appealed by a player.

Each referee develops his/her own officiating style, but all must adhere to the Referee Code of Conduct. It is important that referees and line judges:

- Be professional while maintaining a pleasant demeanor.
  - Avoid overfriendliness with players and spectators while on the court.
  - Treat players, line judges and spectators with respect.
  - Avoid emotional reactions, either positive or negative, to the play of either side.
  - Do not comment, either positively or negatively, regarding the play of either side.
  - Avoid anger or confrontation.
- Enforce ALL rules impartially, fairly and consistently, even if you do not agree with a particular rule.
- Maintain control without being dictatorial.
- Devote full attention to the match being refereed.
- Stand and avoid using any device that could interfere with play.
Section II: Referee Tools

The Scoresheet
The scoresheet is the official document used to record game activity and transmit match results to the event desk. A number of different manual and computer generated scoresheet formats are currently in use (See Appendix C). Scoresheets may be designed to serve one specific tournament format (e.g., 2 of 3 to 11, 1 to 15, or 1 to 21) or a single scoresheet may accommodate all three formats. The same scoresheet format is commonly used for both singles and doubles matches.

The scoresheet design used in your area may differ from the USAPA official scoresheet utilized in this Handbook to illustrate how to record match data. Regardless of the specific format, all scoresheets should allow space for the following information:

Entered by the Event Desk and/or Referee Coordinator before the referee receives the scoresheet:

- Type of Event (e.g., Mixed Doubles 4.0)
- Player names
- Referee name
- Match format (e.g., 2 of 3 to 11, win by 2; round robin 1 to 21, win by 1, etc.)
- Court number assigned
- Service choice number handwritten on back (typically number 1 or 2)
- Bronze or Gold/Silver medal match (if applicable)

Scoresheets generated by a computer program may also contain data such as:

- Tournament name
- Match number
- Date and time
- Computer id tags (e.g., SYSID, barcode)

Entered by the referee before and during the match:

- Notation of first server on each team
- Player/team serving each game
- Points scored, side out
- Time outs and associated score
- Technical Warnings/Technical Fouls issued
- Final game score(s) and winning player/team initials

Other Tools

- Stopwatch or other device for timing between-game breaks, timeouts, etc.
- Two pencils, at least one with eraser
- Clipboard for holding scoresheet
- Numbered clip for keeping track of first and second server -- highly recommended, but optional.

Note: Electronic scoresheets are under development and may be introduced in major tournaments. These tablet-size devices will allow the referee to record necessary match information in electronic format with the touch of a button. Match data is then transmitted wirelessly to the event desk. Once proven efficient and effective, when used by a well-trained referee, electronic scoresheets are expected to reduce errors and referee anxiety and help tournaments run more smoothly. However, fundamental referee responsibilities and procedures will not change.
Section III: Basic Refereeing Procedures

Basic refereeing procedures for singles and doubles matches are the same except in singles it is not necessary to keep track of first and second server. For that reason singles matches are, in general, easier to referee and are a good alternative for initial referee practice.

Before the Tournament
Review the Rules in the IFP Rulebook. You must know the rules and standardized on-court procedures and techniques thoroughly to avoid on-court mistakes that delay play, create anxiety, frustrate players and cause them to lose confidence in your ability to referee. Check the Rulebook Changes under Rules & Referees at usapa.org for recent rules changes and/or additions that are in effect, but have not yet been updated in the printed Rulebook.

Reread this Referee Handbook. It is also recommended that every referee retake the Referee Rules Test at least once each year, as new questions appear each time it is taken.

Before The Match
1. Prior to being called to referee your first match of the day, think about your refereeing responsibilities. Consider how weather, lighting, court conditions, etc., might affect play. Note special procedures applicable to this tournament.
2. Prepare physically by anticipating your restroom and hydration needs and appropriate clothing. Stretch to loosen muscles before standing for the length of a match. Wear your referee credentials.
3. When your name is called to referee immediately proceed to the event/referee desk to collect the match scoresheet and supplies.
4. To control the time between matches, as soon as the match is called start your watch or stopwatch (unless it is started at the desk by the referee coordinator).
5. Pick up supplies: two pencils, clip and possibly spare ball and first-server band, just in case.
6. Take personal items such as water, lip protection and sunglasses, if needed.
7. On the scoresheet check: (Figure 1)
   - Player names (excuse yourself from refereeing a relative, partner or close friend; ask if you are not sure of name pronunciation.)
   - Type of game (2-out-of-3 to 11 win by 2, 1 to 15 win by 2, 1 to 21 win by 2, Round Robin win by 1) [Rule 10.C-E]
   - Event type (e.g. MD 55-59, MX 3.0, etc.)
   - Court number
   - Number on back (typically 1 or 2) for determining who will choose side, serve or receive. (Not Shown)
   - Your name as referee
8. Know in advance the court layout and try to arrive before the players. Wait at the entryway for all players if the tournament venue requires that you cross a match in progress to reach your court. Enter the court together.
9. Have official Rulebook (hardcopy or electronic) at courtside, or know where one can be easily accessed.
On Court
1. Conduct pre-match checks [Rule 14.D.1]:
   - Confirm net height and positioning, especially for movable temporary nets.
   - Make sure there are two or more balls for the match.
   - Look for safety hazards such as debris or liquid on the court.
   - Consider sun, shadows, line judge positions, etc., when determining the best side to stand. If you must stand where your shadow is visible on the playing surface, move as little as possible during rallies to avoid creating a distraction.

2. When all players are present conduct the pre-match orientation at the net. Be thorough; each question you anticipate and answer helps establish confidence and control. When you are confident and well prepared without being cocky, arrogant or overbearing, you are setting the right tone for the match. [Rule 14.D.4] During later rounds of an event it may be prudent to reduce the amount of information imparted during the orientation, since by that time players have heard it repeatedly. (See Appendix A for Briefing details)
   - Introduce yourself and players and confirm each player’s identity; mark clothing or distinguishing characteristic on scoresheet if necessary to identify players/teams (Figure 2 - distinguishing characteristic next to name).
   - State type of match (2-out-of-3, 1 to 15, etc.) [Rule 10.C-E]
   - Identify first server on each team and confirm that each is wearing the prescribed first-server band; mark scoresheet accordingly (Figure 2 - first servers circled).
   - State basic rules/procedures often misunderstood; for instance, serving before score is called results in a fault; no warning issued. [Rule 4.I]
   - State any unique conditions or procedures that apply to this tournament (e.g., total warmup time, if less than 10 minutes).
   - Have one player choose number 1 or 2 (written on back of scoresheet). If the guess is correct that player/team chooses side, serve or receive. If the guess is incorrect the other player/team chooses side, serve or receive, and the remaining player/team chooses from what’s left. [Rule 5.C]
   - Using a circle, “X” or server’s name, indicate in the spaces provided on scoresheet which player/team is serving first in each game (Figure 2—“S” circled) and position the scoresheet so the clip on the clipboard points toward the server/serving team in the first game. When out-of-ordinary situations occur having the clipboard clip pointing toward the serving team is an additional means of quickly confirming which team is serving.
   - Place change sides marks at 6 of third game (at 8 for 15 game, at 11 for 21 game). (Figure 2-triangle beneath 6 in third games). Marking this at the start of the match avoids missing it later.
   - Allow players to warm up for the remainder of the specified time and notify them when 1 minute is left, so they can practice serving.
• Begin play within 10 minutes of when match was called or as specified by tournament director. Players may **not** use timeouts to delay start of game until partner arrives.
• Forfeit cannot be declared due to absent player until 10 minutes after match was called [Rule 14.H.3]
• Select game ball using whatever technique works for you and have players remove all other balls from their pockets.

**During The Match**
Concentrate on what is happening on your court. Do not allow yourself to be distracted by activity on adjacent courts or spectator areas. Maintain an attentive, confident, relaxed demeanor. You are totally responsible for the conduct of the match and no two matches are exactly alike. Stay alert and focused; the players are counting on you.

1. To begin the match and at the start of each point, mentally confirm that both server and receiver are in the proper position [Rule 4.I]:
   • If you do not know the players by name and sight, at the start of the first game of the match, when both teams are in position, state server’s and receiver’s names and verify that you have the teams and first servers correctly indicated on the scoresheet and the clipboard clip pointing toward serving team.
   • Position yourself slightly to the serving team’s side of the net post, one to three feet away from post.
   • Extend two fingers of hand holding clipboard (first serve of game begins as second server) and place binder clip, clothespin, etc. over the circled first-server’s name on scoresheet (Jimmy on Fig. 2) (see Section IV for details regarding Keeping Track of Servers).
   • Call the score: “zero, zero, two;” avoid “zero, zero, start,” or any other non-standard variation [Rule 10, IFP Comment]

2. During play:
   • Watch ball from server’s paddle to where it lands; make short serve calls when applicable.
   • When players are anywhere near the non-volley zone (NVZ) or a volley has occurred from anywhere, **your main focus is NVZ foot faults, not watching the ball** to make line calls. Make no call or indication (intentional or automatic response) that a ball is “in” or “out” unless appealed by a player. Ruling on appealed line calls is your lowest priority.
   • At every fault of any kind immediately state: “point,” “second server” or “side out” loudly and clearly.
   • Mark every point on scoresheet as it occurs. Use an efficient and legible technique that works for you (e.g., diagonal lines, circles, dots) (Figure 3-See Section IV, Keeping Track of Servers for explanation). Avoid looking at scoresheet during rallies; concentrate on action on court.
   • Track when play goes to second server by extending a second finger and moving the server clip, if using those techniques (See Section IV for alternative techniques).
3. At Side Out:
   - Indicate on scoresheet the score at side out. e.g., circle the score, draw a line between score boxes, fill in or make an “x” in the score box, etc. Use a quick and effective marking technique that documents what the score was at side out. This allows you to backtrack later should a player question the correct server. (Figure 3 – vertical line).
   - Rotate clipboard so board clip is pointing toward serving side and reposition yourself slightly to the serving team’s side of the net post.
   - Relocate server clip, if using that technique, to correct server (based on odd or even score at that team’s last side out). (see Section IV: Keeping Track of Servers)
   - Whatever technique you use, at side out it needs to be highly efficient to avoid delaying the game while you flip the clipboard and prepare for the next serve.

4. At Timeouts:
   - Have players place paddles in appropriate court, ball beneath server’s paddle.
   - Announce: Score, Server’s name and whether server is “first” or “second.”
   - Start one-minute count on stopwatch or timing device.
   - On scoresheet mark:
     o “timeout used” (Fig. 3, circled #1 under “Time Outs”)
     o next to “timeout used” mark score at timeout (not shown on Fig. 3)
   - Move to middle of court to avoid conversation with either player/team.
   - Advise players when 15 seconds remain.
   - At one minute assume referee position and call “time in.” If players are not in position, call the score and start the 10-second count. Failure to be in position to serve or receive at the end of the 10 seconds warrants a delay of game technical foul, no warning. [Rule 11.D and F]

5. Prior to Every Serve:
When receiver is in position and server has ball in hand:
   - Mentally verify correct server and receiver, based on score and server band.
   - Call score clearly and loudly using consistent tone and cadence.
   - Note: You do not need to wait until receiver and server are both in “ready” position to call the score (see Player Readiness under Common On-Court Scenarios). If one or both are taking too much time to assume the position, score should be called and the 10-second count begun. [See Rule 4.I IFP Comment]

**During the Game Summary**: Announce scores, mark the scoresheet, move the clip, etc. promptly – keep the game moving. Communicate with players in a professional tone and avoid unnecessary conversation.
6. At End of Game:
   • Do not say “Possible game point,” when serving side would win if they score the next point. Making such a statement can be a psychological distraction for one or both teams.
   • At the end of the final point announce, “Point, Game,” the final score, and “2-minute break between games,” and start the two-minute timer.

7. Between Games:
   • Have players/teams switch sides.
   • Rotate clipboard so board clip is facing serving side and rotate scoresheet accordingly.
   • Time the prescribed two minutes between games. Notify both players/teams when 20 seconds remain. Game may begin earlier if players are ready and agree. Otherwise, at two minutes start the game promptly by calling “time in.” Even if players are not in position, call the score and start the 10-second count. Failure to be in position to serve or receive at the end of the 10 seconds warrants a delay of game technical foul, no warning. [Rule 11.D and F]
   • If match goes to a third game note the change sides marks on the scoresheet – switch at 6 points (8 if to 15, 11 if to 21). At start of game 3 remind players of upcoming switch.

8. At Completion of the Match:
   • Announce, “Point, Game, Match.” Do not say, “Possible match point,” etc.
   • Thank line judges when applicable.
   • On scoresheet on Match Winner Scores line (Figure 4):
     o Write the scores of all games played in the order they occurred (e.g. 11-3, 5-11, 11-1). Be sure the scores are correct and legible.
     o If scoresheet does not have a Match Winner Scores field, next to the winners’ names write “winner” and the score of each game in the order they occurred, then circle the name(s) and scores.
     o Have the winning player or team member confirm and sign (or initial) that the information is correct (Initials Figure 4).
   • Without delay return clipboard, scoresheet and stopwatch to referee/event desk.
Section IV: Keeping Track of Servers

In doubles matches keeping track of first and second server and which player is the correct server are common stumbling blocks for referees, especially the inexperienced. However, once you decide on and master a server tracking technique, with a little practice it becomes second nature. No specific system works for everyone. **It is important to use a failsafe primary technique that works for you, plus a backup tracking technique** in case the first one breaks down. Since there are so many techniques being used successfully today, we are not suggesting that experienced referees who have already mastered a system change their method. For new referees, however, the use of a first-server/second-server clip along with a backup system is highly recommended. An overview of several commonly-used techniques is provided. Regardless of the technique used competent referees always know at a glance if it is first or second server and which partner is the correct server, and are able to convincingly support their answer with objective markings noted on the scoresheet.

These four common server tracking techniques are based on using various types of clips and finger positioning:

- **One-finger, two-finger.** Holding the clipboard in one hand, extend one finger (usually the index finger) of that hand along the back of the clipboard when the player serving is the first server. When it goes to second server automatically extend a second finger as you announce, “second server.” With practice this becomes second nature. At side out rotate the board and go back to one finger extended for first server.

- **Numbered clip or clothespin.** Use a clip/clothespin with a “1” marked on one side and a “2” marked on the other. When the first server is serving place the clip over the server’s name with the “1” facing you. As you announce “second server” move the clip over the other player’s name and position it with the “2” side facing you. At side out rotate the board and place the clip over the new server’s name with “1” facing you. The one-finger, two-finger method often is used as a backup.

- **Binder clip or unmarked clothespin.** Place the clip over the first server’s name. As play goes to “second server” slide the clip into position over the other player’s name. At side out rotate the board and place the clip over the first server’s name. The position of the clip indicates which partner is serving, but not whether that server is first or second. Therefore, this technique typically is used in conjunction with the one-finger, two-finger method described previously, or one of the scoresheet marking techniques explained below.

- **Double binder clip.** Place a binder clip on opposite edges of the board – one over each team – with the wings folded up. With the board positioned so the serving team is upright (at the top), position that binder clip over the name of the first server and fold one wing down. When play goes to second server slide the clip into position over the other partner’s name and fold both wings down. At side out leave the clip in place and rotate the board. When using the double binder clip technique there is already a clip on that edge of the board, so make sure it is positioned above the name of the partner that is serving first and fold one wing upward. When play goes to second server slide the clip so it is over the other partner’s name and fold both wings down. At side out rotate the board and repeat the process. Using a separate clip for each team eliminates the need to relocate the clip from one edge of the board to the other at side out. Folding the clip wings up and down is similar to rotating the numbered clip from side 1 to side 2 when play goes from first to second server, but can be clumsy for some.

The four server tracking techniques detailed above are not recommended as standalones. For reliability they should be combined with at least one more technique as backup. They commonly are combined with the one-finger/two-finger technique or with one of the scoresheet server tracking techniques described below.
**Alternating diagonals.** Works best on scoresheets with score numbers in boxes (e.g., pickleballtournaments.com generated scoresheets). Points scored by the first server are marked with a top-right-to-bottom-left diagonal line (Figure 4, game 1). Points scored by the second server are marked with an opposite direction diagonal line – top left to bottom right. Side out is indicated by a vertical mark on the right side of the last point scored. At side out rotate the board and begin with the new serving team. There are several variations of this technique.

**Unique scoring marks.** One method is to mark each point scored by the first server with a single dot in or over that score (Figure 4, game 2). When the second server scores, put two small dots in or over numbers. Another method is to place a small 1 or 2 over the score to record which server scored the point (Figure 4, game 3). There is much leeway and several variations to this technique. Indicate side out with an “X” or a vertical line. Rotate the board, begin play and place a single dot or number 1 over the score when the first server scores a point, etc.

**Summary - Keeping Track of Servers**

The best referees employ multiple techniques for keeping track of first and second server. By combining two techniques (e.g., clips and one-finger, two-finger), or portions of techniques (e.g., numbered clip and alternating diagonal slashes to keep score), they can always answer with confidence, “Who’s the correct server?” and “Is it first server or second server?” even if they forget to move a clip or turn the clip to the correct number. Using a single system (e.g., numbered clips with no backup), regardless of how failsafe you feel it is, leaves you open to question. As the referee you owe it to the players to be prepared to accurately answer each of those questions quickly, accurately and convincingly using the information recorded on the scoresheet and/or appended to the clipboard. For new referees the numbered clip combined with the diagonal score slashes is easy to learn and highly effective. Whichever techniques you use, they must be transparent to the players and you must fully understand and have confidence in the techniques. Find one you like and practice, practice, practice until it is automatic and you can efficiently move from first server to second server and to side out without interrupting the flow of the game.
Section V: Common On-Court Situations

Server out of position or wrong server: After ball has been served, announce “service fault” and state “second server” or “side out.” Explain briefly, as necessary. [Rule 5.B.6]

Wrong receiver: After serve has been returned, announce “receiver fault” and state “point.” Explain briefly, as necessary. [Rule 5.B.7 & 5.B.8]

Serving before score called: Call “service fault” followed by “second server” or “side out.” No warning, but be sure to reference this rule in the pre-game briefing. [Rule 4.I] Keep in mind, however, that if you severely deviate from your normal cadence when calling the score, you may have contributed to the server violating the rule. Use commonsense.

Stacking: There are several variations of the stacking technique. The serving team may stack; the receiving team may stack; or both may use the technique, but not necessarily all the time. To avoid confusion, concentrate only on the proper server and receiver based on the score (even or odd) and whom you have indicated on the scoresheet as the first or second server. Ignore where either partner is positioned. [Rule 5.B.2 & 5.B.9]

- Serving team stacking:
  - If team’s score is (was) even at side out, the partner with the first-server band will serve first from the right-hand court. If the team scores a point the score will become odd and the first server will then serve from the left-hand court. As long as the team continues to score, concentrate only on the position of the server with the first-server band. Ignore where the partner is positioned.
  - If team’s score is (was) odd at side out, the partner without the first-server band will serve first from the right-hand court. If the team scores a point the score will become even and the partner without the first-server band will serve from the left-hand court. As long as points are being scored concentrate only on the server without the first-server band. Ignore where the partner is positioned.
  - When the serving team faults and the serve goes to second server concentrate only on the position of the second server (with or without the first-server band). Ignore where the partner is positioned.

- Receiving team stacking:
  - If team’s score is (was) even at side out, the receiver with the first-server band will receive in the right-hand court. Concentrate only on the receiver with the first-server band. Ignore where the partner is positioned.
  - If team’s score is (was) odd at side out, the receiver without the first-server band will receive in the right-hand court. Ignore where the partner is positioned.
  - Both receiving team players must receive from their relative positions (based on previous side out score – even or odd) until side out occurs and they regain the serve. Ignore where the partner is positioned when not receiving.

Server foot faults: Call “foot fault” immediately upon violation, followed by “second server” or “side out.” Do not elaborate or argue with guilty player. It is your call. [Rule 4.B & D]
**Player Readiness**: Players are given an equitable amount of time to be ready for their team to receive or initiate the serve. Following a point, fault, transfer of serve or side out, players are expected to move to their respective positions without delay. The receiver demonstrates readiness by positioning himself in or near the receiving court and facing the server. Turning his back or raising his paddle or non-paddle hand are signals indicating not ready. The server demonstrates readiness by positioning himself behind the baseline of the serving court; typically with ball in hand. By doing this both have demonstrated readiness. If the server and/or receiver do not move to their respective positions without delay following a dead ball the referee is empowered to call the score when he/she determines that the player(s) should be in position [Rule 4.I. IFP Comment].

The score should be called prior to one or both players – server and/or receiver – being in position if:

- Partners huddle and strategize before moving into position.
- Players carry on a conversation with each other or spectators while moving slowly toward position.
- Players take an excessive amount of time toweling sweat or grabbing a drink.
- Players, typically those who are stacking, take an excessive amount of time figuring out where they should line up.
- Players purposely, for whatever reason, take excessive time getting into position.

Only the server and receiver need be in position; however, before deciding to call the score prior to them and/or their partners being in position, consider if one of them had to chase down and retrieve the ball. Any player who retrieves the ball deserves sufficient time to return to position before play continues.

10-Second violation: Typically the score is called when the receiver appears to be ready and the server has the ball in hand. If either or both take an inordinate amount of time (e.g. strategizing, chatting, deliberately moving slowly, purposely holding up the game, etc.), call the score when you feel they should be ready, and begin the 10-second count (see Player Readiness above). The server and receiver have 10 seconds after the score is called to begin play. The serve must be made within the 10 seconds, but not until the receiver is ready. If the receiver is deliberately not ready until near the end of the 10 seconds, the server is given a reasonable amount of time (not to exceed a second 10 seconds) to serve after the receiver is ready. The receiver repeatedly signaling not ready until well into the 10-second count with the perceived intention of delaying/disrupting the game is grounds for a technical warning. A repeat occurrence after a technical warning warrants a technical foul and a point awarded to the opponent. [Rule 4.J & 14.M.7]

**Illegal Serve**: The ball must be contacted in an upward motion with paddle below the waist (navel) and the highest point of the paddle head below the wrist break. Unless blatantly obvious, often it is difficult to precisely determine if all three of these “legal serve” components are present. However, the rule must be enforced consistently and uniformly for all matches at all skill levels. If uncertain, between games or during a timeout, ask the tournament director, head referee or both, to observe and provide additional opinions. If a violation exists, do not hesitate to make the call. Failing to recognize an illegal serve, and therefore not calling it, creates an issue when another referee calls it in a later match. For more detail and a video demonstration see Appendix B: Recognizing Illegal Service Motion. [Rule 4.A]
NVZ violations: The player or anything the player is wearing or carrying touches the NVZ before, during or following the act of volleying the ball [Rule 9.B-C]

- Make all NVZ violation calls immediate and definite by announcing “fault” or “foot fault” followed by “point,” “second server” or “side out.” Do not elaborate or argue with guilty player. Watching for NVZ faults is one of your primary responsibilities; make the call.
- Whenever a ball is volleyed, especially near the NVZ, keep your eye on the volleying player’s feet until he/she has completely regained control of the momentum associated with the volley. A player volleying a ball is subject to a NVZ violation until the momentum associated with the volley no longer exists. Even if a fault or dead ball occurs elsewhere between the time when the volleying player contacts the ball and when he regains control, his NVZ violation takes precedence, and a NVZ fault is declared.
- If you erroneously call a foot fault on a ball that has bounced, immediately announce “referee error” and replay the point.
- If a NVZ fault occurs and you hesitate to call it until additional volleys have occurred, go ahead and make the late call; do not ignore it. It is better to make a late call than to not make the call at all.

Injury Timeout: One, 15 minutes or less per player per match. [Rule 11.B]

- Granted at referee’s discretion.
- Must be a debilitating injury (not a routine cramp condition or stall to kill momentum or alternative means of taking a rest break).
- Call first-aid personnel for evaluation.

Equipment Timeout: One two-minutes or less per player per match after normal timeouts have been depleted. [Rule 11.C]

- Granted at referee’s discretion.
- Examples: broken paddle, broken shoestring, shorts ripped, etc.

Questioned calls: Call player to net and calmly discuss.

- Ignore spectator comments; spectators are not part of the match and should not be permitted to become involved. [6.D.3]
- Consult line judges, if applicable.
- Avoid replays, if possible.
- Summon tournament director or head referee when requested or necessary to resolve disputes or to interpret a rule.
- If all players agree, consider adopting consensus solution when no definitive rule-based call can be made.

Appeal in Motion: Player may signal an appeal during a rally.

- Player raises non-paddle hand to signal referee that he/she is making an appeal.
- Play continues until conclusion of rally.
- At end of rally referee listens to, considers and rules on appeal.

Broken Ball: Play continues to completion of rally. [Rule 12.D]

- Referee determines if broken ball affected outcome of rally.
- Replay possible at referee’s discretion.
- A fault is declared if a player stops play due to possible broken ball.
Referee Mistake:
- Most common reasons for replay:
  - Called wrong score – halt play immediately, announce “referee error,” call correct score and replay. [Rule 4.I.4]
  - Called NVZ foot fault on bounced ball – stop play immediately, announce “referee error” and replay.
- When unsure regarding a rule, call for head referee or tournament director

Appealed Line Call: If you **had a good angle and without a doubt clearly saw ball land “in” or “out”,** when appealed, give a ruling and that ruling stands. [Rule 14.F]
- Do not say, “I think the ball was…;” preferably say, “I saw the ball…” or “The ball was…”
- If you did not clearly see the ball say, “I did not clearly see it.” Do not overrule a line call unless you are **absolutely certain** the player’s call was incorrect.

Technical Fouls: Referees are empowered to call technical fouls.
- Depending on the severity of the violation, a technical warning typically is issued prior to calling a technical foul. If a second technical violation occurs a technical foul is called.
- A technical foul results in one point being added to the score of the opposing side.
  - Make sure the opposing team understands that a point was added; they must adjust their positions to match the new score.
- After a technical foul is called and a point awarded, play should continue without further discussion.
  - If the player(s) continues to argue or be abusive, the referee is empowered to forfeit the match in favor of the opponents.
  - If a player or a team receives two technical fouls in a match, that match is automatically forfeited in favor of the opposing team.
- The Tournament Director has the authority to expel any player or team from the tournament for misconduct.
- Actions that should result in a technical warning and/or subsequent technical foul are:
  - A player using objectionable or demeaning language directed at another person. [Rule 14.M.1]
  - Excessive profanity used for any reason shall incur similar action. The referee will determine the severity of any violation. [Rule 14.M.1]
  - Excessive arguing. [Rule 14.M.2]
  - Threats of any nature to any person. [Rule 14.M.3]
  - Purposely breaking the ball or forceful striking of the ball between rallies, or at end of game. [Rule 14.M.4]
  - Intentionally throwing the paddle. If this results in the striking or injury of any person or damage to the court or facility, an automatic technical foul shall be assessed against the offender. [Rule 14.M.5]
  - Delay of game; not being in position to begin play at the end of timeouts or next game, or due to intentional, unnecessary stalling prior to being ready to serve or receive. [Rule 14.M.6 & 7]
  - Coaching. First occurrence warrants a warning to the spectator/coach and a technical warning to the player. Second occurrence, issue a technical foul. [Rule 12.L]
  - Excessive questioning of the referee on the rules, or excessive or unnecessary appeals. [Rule 14.M.6]
  - Any other actions that are considered unsportsmanlike behavior. [Rule 14.M.7]
Section VI: Uncommon On-Court Situations

NVZ shots:
- Jumping across NVZ – cannot touch NVZ or post/net. [Rule 9.D]
- Stepping into/through NVZ – both feet must contact playing surface outside NVZ before the ball can be legally struck. [Rule 9.D.]
- A player may return a ball around the net post below the height of the net. [Rule 12.K]
- A player, or anything the player is wearing or carrying, cannot break the plane of the net or advance around the post past the extension of the plane of the net unless it is a follow through of legally striking the ball. A missed attempt to strike the ball does not qualify as a legal strike. The exception is a ball that bounces in court A with sufficient spin to cause it to bounce back over the net into court B without being struck by a player in court A. Court A player may legally break the plane of the net or net extension to strike the ball. However, in doing so he/she may not contact the court B surface. [Rules 12.J.3 & .4].
- Watch for foot faults, paddle breaking the net plane before contact with ball and player touching net or post.

Pushing Off from the NVZ: The rule [9.D.] reads that after being in the NVZ (touching the lines included) a player cannot legally volley a ball until both feet have contacted the playing surface outside the NVZ. This means that if one or both of a player’s feet are touching the NVZ as he pushes off backwards to hit an overhead on a short lob, a NVZ fault will be called if he strikes the ball before both feet have contacted the playing surface completely outside the NVZ.

Paddle Alterations: During the pre-match briefing ask to check each player’s paddle. Do this before each match and when a player changes paddles during a game. Size typically is not an issue, however, odd shapes may make some paddles appear larger than allowed. Check the paddle surface by running your open hand across both sides of the paddle face feeling for illegal surface texture that might allow the player to generate additional spin or ball movement. If the surface is in question have the head referee or tournament director make the final decision. A list of approved and non-compliant paddles, and the official Paddle Specification rules [Rule 2.E] can be found at usapa.org under the Rules and Referees/IFP Paddle Specifications dropdown.

Distractions: The referee may declare a fault if, in his or her opinion, a player has deliberately created a distraction (e.g., waving the paddle or arms, making loud noises or yelling, etc.) when an opponent is about to strike the ball. [Rule 12.H]

Match Forfeits: The referee may declare the match forfeited [Rule 14.H]:
- If a player does not arrive at the assigned court and be ready to play within 10 minutes of when the match was announced.
- After a player or team receives two technical fouls in a match, the match is automatically forfeited, or if “an individual player’s behavior is detrimental to the tournament.” Only the tournament director can expel a player from the tournament. [Rule 13.I]
- If a player refuses to wear the designated first-server identification band or follow the rules of the tournament venue.
Dealing with Unruly Players: There will be rare occasions when a player becomes angry during a match. It may be triggered by an action of the opponent or the referee. Regardless of the cause, such situations must be dealt with in a professional manner.

- Most importantly, remain calm and maintain a benign demeanor and open mind.
- Meet the player(s) mid-court, away from spectators, and calmly discuss the source of irritation.
- Take time to understand the complaint; it may be a simple misunderstanding.
- Avoid argument. If the player becomes verbally abusive issue a technical warning; if it continues or intensifies issue a technical foul. Advise the player(s) that a second technical foul results in automatic forfeiture of the match; this usually restores calm.
- If it's a rule or rule interpretation issue, don’t hesitate to summon the head referee or tournament director for clarification.
- Players have the right to request a ruling from the tournament director; honor such a request.
- If the player makes threats to you or a player issue a technical foul, without warning.
- When play is resumed after an altercation, if the player continues to create problems, issue a technical.

Remember, it is your job to control the match and keep peace on the court. You are not a dictator, but you do have the authority and a responsibility to apply the rules in a fair and professional manner.

Accommodating Hearing Impaired Players: Often such players remove their hearing aids before a match, and the acoustics at many venues are not conducive to clear communications. Therefore, it is not uncommon for a player to ask you to announce the score extra loudly. It is important that you be sensitive to those types of requests and tolerant of the player asking you to repeat the score more often than normal.

When announcing the score look directly at the hearing impaired person and enunciate clearly – many people read lips, even though they may not be aware of it. In acute cases it may be necessary to supplement announcing the score verbally with hand signals; use a form of extended-finger(s) for score and first or second server.

Keeping Both Sides Equally Informed: If a player from one team approaches you for a rule clarification, move to center court and invite a player from the opposing team to join you to hear the clarification. This demonstrates fairness and avoids one team perceiving that their opponent is gaining an advantage. The question must pertain to rules/procedures, not judgment calls (e.g., line calls). If an intense discussion begins to develop, cut it off, send all parties to their neutral corners and resume play.

Coaching and Spectator Comments: Control the crowd politely, yet firmly. Coaching is not permitted, except during timeouts and between games; the penalty is a technical warning/foul called on the team involved. Do not allow spectators to coach, make line calls or interfere with the match in any way. [Rule 12.L]
Section VII: Summary

There is no cookie-cutter approach to pickleball refereeing. The best referees have their own styles while following the standards and procedures set forth in this Handbook. They demonstrate professionalism by not drawing attention to themselves rather than the game. To be a competent referee you must:

- Know the rules. Take the Referee Rules Test before each tournament you officiate.
- Be relaxed but confident.
- Maintain a ready position on the correct side of the net post; do not sit or hang on the fence.
- Keep your voice clear and loud, using a conversational tone and steady pace.
- Check the receiver for readiness before calling the score.
- Track the ball during play, but concentrate on foot faults following a volley, especially when players are near the NVZ line.
- Do not volunteer line calls unless asked and you clearly saw the ball land and are certain that it was either “in” or “out.” [6.D.6]
- Be aware of everything on and around the court. Practice “court awareness.” It is the hallmark of a competent official.
- Train yourself to look at the scorecard as little as possible. Mark points, sideout, etc. quickly and efficiently. Keep your eyes and attention on the court and the players.
- Study and practice your referee skills -- never stop learning.
- You will make occasional mistakes. Observe what you do wrong, correct it if possible, then put it aside and move on. Pondering mistakes during a match is distracting and may lead to additional mistakes. After a match, review the procedures in this Handbook and learn from your errors.
- Strive for perfection, yet enjoy yourself. Faultlessly officiating a pickleball match is a challenge, but easily within every referee’s reach. Study, practice and prepare yourself and your day will come.

Once you have passed the USAPA online Referee Rules Test, successfully completed a USAPA referee training session with a registered trainer and refereed a number of practice matches, have your trainer observe you refereeing and provide feedback. A way to develop your own style is to observe a top-level referee at work; pay close attention to the referee, not the match. Effective and efficient refereeing is a constant challenge; even experienced referees learn from every match they officiate. When observing an experienced referee, notice where the referee stands and looks, observe his or her technique and listen to the pacing of the score. Note the procedures that are automatic. From these observations, develop your own style that most effectively fulfills the referee’s responsibilities. With the proper training, practice and sufficient experience you soon may qualify to apply for USAPA Referee Certification.

Becoming a USAPA Certified Referee, however, is not easy. Candidates are required to demonstrate to a team of USAPA certification evaluators their mastery of the USAPA Referee standards and procedures set forth in this Handbook. To help you prepare, Appendix D -- Preparing for On-Court Evaluation – contains a condensed and generalized list of the items that will be evaluated. As you practice, use it to gauge your progress.
Section VIII: Line Judging Procedures

Line judging is an important part of pickleball officiating. It is more than simply staying awake, staring at the assigned line and calling balls “out.” Although calling your assigned line is the primary responsibility, a line judge is part of the officiating team and may be asked for his/her opinion regarding other actions that occur during the match.

Referee Responsibilities:
The referee is responsible for the line judges. Prior to the match he/she should review with the line judges their responsibilities and reiterate the line-calling procedures to be used. Line judges should be reminded that players often continue to make their own “out” calls and not to be influenced by that or spectators making line calls. If line judges do not make their calls loud, clear and immediate, and both verbally and visually, the referee should call time and restate the agreed upon procedures. If a line judge does not perform to standards he should be replaced. The referee has that authority and responsibility. Accurate line calls are important.

Line Judge Positioning and Responsibilities:
A line judge may be assigned to each baseline and each full sideline (4 line judges), a separate line judge for each half of each sideline, plus baseline judges (6 line judges), or the referee with a supporting referee may each call their respective sideline while two line judges call the respective baselines (2 baseline judges and 2 referees -- the least accurate technique).
The line judge should sit or stand directly in line with his assigned boundary line. Look over a fence rather than through it, if possible. Secondary to focusing on the line, visually follow the ball and be alert and aware of the action on the court in case the referee seeks your opinion. Depending on the line you are assigned, watch for the following:

Service Foot Faults
- Baseline judges call service foot faults – stepping on the baseline or court before striking the ball.
- Sideline judges call service foot faults – serving from outside the imaginary extension of the sideline. [Rule 4.D.1]

Blocked From A Line Call: If you do not clearly see the ball contact the playing surface:
- Do not make a call.
- Signal the referee by placing your hands over your eyes, that the ball was blocked from your view.
- If no one else on the officiating team (the referee or another line judge) clearly saw the ball land, it is considered good unless all players agree that the ball was out; the referee will communicate the final determination.

Sideline NVZ Faults
Sideline judges should be the referee’s second set of eyes watching for NVZ sideline violations when a player goes around or through the NVZ to volley a ball [Rule 9.D]:
- Jumping across NVZ -- cannot touch NVZ or post/net – line judges watch sideline for NVZ foot faults.
- Stepping through NVZ -- both feet must contact outside NVZ before ball can be legally contacted – line judges watch sidelines for NVZ foot faults.
- Referee has responsibility for the call, but may seek the opinion of a line judge.

Around the Post Shots
When a player returns a ball around the net post the line judge on the destination side should rule on whether the ball is in or out, just like any over-the-net shot. [Rule 12.K] Be prepared; that type of action happens fast!
Communicating the Call: Call only balls that are “out,” by signaling both verbally and physically.

- Call every ball that is out, regardless of whether you feel it was obvious; the referee may be concentrating on the volleying player’s feet at the NVZ and not see the ball land.
- Loudly and clearly say “out.”
- Signal with a raised arm outstretched in the out-of-bounds direction.
  - Arm signals are important for the referee to confirm that the “out” call came from the line judge and not a spectator or player.
- Make your calls immediate and confident.
- Do not signal a ball “in” (both arms outstretched forward and downward with palms facing down) unless it was close and the referee or a player seeks your confirmation (may just be a glance in your direction).

Disputed Call: You are located where you look directly down the line.

- For your line you have the best and most exact view of anyone on the court.
- Never solicit, be influenced by or acknowledge the opinions of players or spectators.
- Do not be intimidated by spectators or players who might call the ball out. You, not the players, are responsible for making the line calls.

Overruling: The referee does have the authority to overrule a call made by a line judge.

- This rarely occurs.
- If the referee has a good angle and clearly sees a ball differently from the line judge, the call may be overruled, if appealed.
- If your call is overruled, forget it and continue to call them the way you see them.
Appendix A
Pre-Match Briefing

Items/activities typically covered:
1. Introduce self and players.
2. Confirm with players format of match (winner’s bracket 2 of 3 to 11, loser bracket 1 to 15, etc.).
3. Inspect each player’s paddle(s) for irregularities and non-compliance.
4. Instruct players on recent rule modifications/additions/interpretations (e.g., wait for the referee to call the score before serving, or a fault will be issued) (found in Rulebook Changes at usapa.org/rules & referees).
5. Point out court hindrances and explain any procedures or unique conditions that apply to this venue or event.
6. Instruct players on line-calling responsibilities of referee/players/line judges.
7. Identify, confirm and record on scoresheet first server for each team (doubles).
8. Explain line call appeal process.
9. Explain number of timeouts and timeout procedures.
10. Explain 10-second rule.
11. Have player/team guessing the correct number (1 or 2) choose “side,” “server,” or “receive.”
12. Tell players how much time they have left to warm up.

Appendix B
Recognizing Illegal Service Motion

As Rules 4.A. and 4.A.1 state, The serve must be made with an underhand stroke so that contact with the ball is made below waist level (waist is defined as the navel level). (revised Feb. 1, 2013)
4.A.1. Underhand Defined. The arm must be moving in an upward arc and the paddle head shall be below the wrist when it strikes the ball (paddle head is that part of the paddle excluding handle. The highest point of the paddle head cannot be above any part of line formed where the wrist joint bends). (revised Feb. 1, 2013).
Plainly stated, a legal serve has three components. When the paddle contacts the ball the paddle must be: 1. Moving in an upward motion; 2. below the waist; and 3. the highest point of the paddle head cannot be above the wrist joint.
The serves of the vast majority of players, both purely recreational and competitive, contain all three components 100 percent of the time. The serves of a small percentage of players occasionally violate one or more of the components, especially when attempting to serve more aggressively. A mere handful of players unfortunately choose to push the envelope on nearly every serve. Allowing this practice to continue threatens the original intent of the game.
Typically, very few referees would challenge a player on the legality of his/her serve. However, with a clearer definition and demonstration, and better training, any referee should have the knowledge and ability to recognize and the confidence to call an illegal serve (service fault) when any of the three components of a legal service motion are missing. A well-defined tutorial on identifying the components of a legal serve can be viewed in a short video segment found at Pickleball 411-Legal Serves. Take a look at the video and then make the call with confidence.
Appendix C
Sample Scoresheets

USAPA official scoresheet for manual use and with the USAPA Tournament Brackets & Software program

Pickleballtournaments.com computer generated scoresheet for a best 2-out-of-3 games match.
Pickleballtournaments.com computer generated scoresheet for a 1-game-to-15 match.

The Villages, Fla. Scoresheet
Appendix D
Preparing for On-Court Evaluation

Referees who apply for USAPA Referee Certification are required to undergo on-court evaluation by one or more members of the USAPA Referee Certification Committee. The candidate’s performance will be evaluated while refereeing a minimum of three matches in a tournament setting. Evaluators will use the standard USAPA evaluation form and process. The evaluators are well trained and dedicated to maintaining quality by passing only candidates who demonstrate the referee skills and qualities set forth in this Handbook. To successfully meet these stringent certification requirements a candidate must know and be willing to apply the USAPA referee standards and procedures.

To help candidates better prepare, below is a condensed and generalized list of the items that will be evaluated.

Pre-Match
Did the referee:
1. Arrive at the court on time armed with the proper tools?
2. Perform a court safety check?
3. Follow pre-match briefing standards and procedures?
4. Provide a proper briefing based on circumstances – too brief/too long?
5. Maintain a professional demeanor – not overly familiar with one team or the other, not dictatorial?
6. Begin the match on time (x minutes after match was announced – no more than 10)?
7. Draw attention to himself or address the task at hand?

During the Game
Did the referee:
1. Consistently announce score loudly, clearly and with uniform cadence?
2. Maintain the flow of the game? (Players not having to wait for referee to call score)
3. Announce correct score every time? (# of times announcing incorrect score/server)
4. Use primary and backup systems for tracking first server (receiver)/second server (receiver)?
5. Quickly respond to “Correct server/receiver” questions with documented facts?
6. Accurately identify wrong server/receiver (any missed?) and handle correctly?
7. Confidently and correctly handle stacking situations?
8. Consistently and correctly handle 10-second rule violations?
9. Call faults loudly, immediately and with confidence?
10. Respond to every fault in a timely manner with applicable “Point” “Second Server” or “Side Out”?
11. Efficiently mark side out on scoresheet and rotate clipboard?
12. Consistently concentrate on NVZ faults when potential violations exist?
13. Pay attention to the NVZ rather than the ball?
14. Dependably identify and call service foot faults and illegal serves? (any missed?)
15. Consistently handle timeouts according to standards?
16. Consistently handle line call appeals according to standards?
17. Correctly handle occurrences of unsportsmanlike conduct? (issue warnings, technical fouls, etc.)
18. Watch for and handle coaching from spectators?
19. Maintain an impartial, professional demeanor – show no emotion for either team?
20. Consistently and accurately quote and apply rules when questioned?
21. Announce ending score and advise players of two-minute break?
Between Games
Did the referee:
1. Maintain impartiality with players? Move to mid-court? Minimize conversation?
2. Monitor time accurately? Give 15-second warning?
3. At end of 2-minute break period announce “Game #,” “time in” and call score?

At End of Match
Did the referee:
1. Mark winning team and game scores on scoresheet according to standards?
2. Have winning player initial scoresheet as “correct”?
3. Expeditiously return completed scoresheet to event desk?

General Observations
Was the referee’s:
1. Overall demeanor too meek, too assertive, dictatorial, just right?
2. Confidence level adequate, insecure, over-confident?
3. Command of USAPA/IFP rules clearly demonstrated?
4. Command of and willingness to follow USAPA refereeing standards and procedures apparent?
Appendix E

Ten Steps to Becoming a Certified Referee

1. Play pickleball and be a member in good standing of USAPA.
3. Score 90% correct, or higher, on USAPA online Referee Test.
5. Shadow experienced referee and referee non-tournament play for practice.
6. Complete locally administered USAPA referee training from a registered trainer.
7. Referee local tournaments to hone your skills and fulfill certification experience requirements.
8. Obtain recommendation from trainer and apply for USAPA certification.
10. Receive USAPA Certified Referee credentials package.

Appendix F

Benefits of Certification (subject to change)

1. Personal pride of being acknowledged as a competent referee who has met USAPA certification requirements.
2. Confidence that you know the USAPA/IFP referee standards and procedures and have successfully demonstrated your mastery of them to the USAPA Referee Certification Evaluation Committee.
3. USAPA Certified Referee credentials: certified referee shirt, photo name badge, stopwatch, checklist, etc.
4. Listing on usapa.org Certified Referee list, by region.
5. USAPA-provided liability insurance.
6. One-time certification acknowledgement in the USAPA newsletter/Pickleball Magazine.
7. First choice to referee at USAPA managed events (National and Regional tournaments).
8. First choice to referee at other prestigious tournaments: ToC, Huntsman, etc.*
9. First choice to referee medal matches.*
10. Financial benefits: First choice for referee assignments at tournaments in which referees are compensated. *
11. First choice to referee any tournament.*

* Tournament Director’s decision

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