

The table below highlights 'calls and situations linked to the referee'.

REFEREE CALL
REASON
STOP

Dangerous play. When marker's call is wrong or absent. If object is dropped on court. (It is important to allow play to continue when unsure, but note a doubtful shot or situations and expect player(s) to appeal at the end of the rally).

HALF-TIME

Midpoint of the warm-up (2 minutes)

TIME

At end of warm-up or interval between games

15 SECONDS

Informs players to return to court

YES LET

In response to players' appeals for lets

STROKE TO...

To advise that a player is being awarded a stroke

NO LET

In response to a players' appeals for lets when a No Let is appropriate due to the situation

CONDUCT...

Warning, Stroke, Game, or Match as appropriate to advise a player of an offence under Rule 15, 'Conduct'

THE BALL

Players can appeal about the condition of the ball (both have to agree for it to be changed or the referee can decide)
 Ball to remain on court between games but may be struck by either player.
 Players should be satisfied with the ball before leaving court between games.
 The ball should be returned to referee and checked at the end of match.

DROPPED OBJECT

If a player is responsible for dropping anything on court (without the involvement of the opponent) other than a racket, a stroke should be awarded as a penalty. The ball is not hit correctly if the racket is not in the striker's hand.