

REFEREE'S CALLS

- HALF TIME:** When 2½ minutes of warm-up time have elapsed
- TIME:** When 5 minutes of warm-up time have elapsed
- FIFTEEN SECONDS:** At 15 seconds prior to the end of the 90 seconds time period allowed between the end of the warm-up and the start of play
- At 15 seconds prior to the end of the rest period between games
- STOP:** To stop play in an emergency
- YES LET**) Stated directly to players
NO LET) in giving decisions on
STROKE TO JONES) appeals (repeated by Marker)
- CONDUCT WARNING** (name) for (offence)
- CONDUCT STROKE** (name) for (offence). **STROKE TO** (name of opponent)
- CONDUCT GAME** (name) for (offence). **GAME TO** (name of opponent)
- CONDUCT MATCH** (name) for (offence). **MATCH TO** (name of opponent)

MARKER'S CALLS

MATCH ANNOUNCEMENTS

Start of game: _____ (Name of event)
Smith serving; Jones receiving; Best of 5 games;
Love all

End of game: 11-7 Game to Smith. Smith leads 2 games to love
11-7 Game to Smith. One game all
11-7 Game to Smith. Jones lead 2 games to one

Before next game: Smith leads 2 games to love. Love all
One game all; Smith to serve. Love all
Jones leads 2 games to one. Smith to serve. Love all

FAULT, HAND OUT Called immediately a fault is served

NOT UP Called immediately for a double bounce, carry or double hit

DOWN Called immediately when ball hits tin or does not reach front wall

OUT Called immediately when ball lands on or above upper red line

HAND OUT Called immediately before the score when server loses rally

10 ALL A PLAYER MUST WIN BY 2 POINTS
Called when player reaches ten-all the first time in a match.

GAME BALL Called after the score when the server can win the game.
Repeated on further game balls

MATCH BALL Called after the score when the server can win the match.
Repeated on further match balls.

STOP To stop play if necessary (e.g. if players have not heard a call)

YES LET) Repeated Referee decisions
NO LET) Called before the score is called
STROKE TO JONES)

NOTE:
IN CALLING THE SCORE 0 is always called as 'Love'
0-0 is called as Love All
2-2 is called as Two All
0-4 is called as Love Four