

Referee Snapshot Info Sheet

PSA Referee Resources
2016/17



Refereeing Snapshot Info Sheet

This is a quick guide to the protocol that needs to be followed should any incidents listed below occur during a match.

Conduct:

- Should a conduct Stroke, Game or Match be awarded then the appropriate form needs to be filled out and returned to the tournament referee. This is available from the tournament referee.
- The completed form should then be submitted to the tournament referee **within 24hrs**, who will then complete and submit the online form to the PSA office within the allotted timeframe.

The referee determines the level of conduct required depending on the severity of the offence committed.

Bleeding:

- When bleeding occurs, play must stop and the player must leave the court and attend to the bleeding.
- Reasonable time for the bleeding is allowed.
- Play may resume once the bleeding has stopped and where possible, the wound has been covered.
- If the bleeding was **accidentally caused** by the opponent, then conduct must be applied.
- If the bleeding is the result of the opponent's **deliberate or dangerous** play or action, then the match is awarded to the injured player.
- If blood is again visible during play, no further recovery time is permitted and the player must concede the game in progress and use the 2 minute interval between games for further treatment. If the bleeding has not then stopped, the player must concede the match.

Injury:

- If the referee is not satisfied that the injury is genuine then they must advise the player to either resume play immediately or concede the game in progress and take the 2 minute interval between games and then resume play, or concede the match. Only 1 game may be conceded.
- If the referee is satisfied that the injury is genuine, they must advise both players of the category of the injury and of the time permitted for recovery. Recovery time is permitted only at the time the injury takes place.
- If the referee is satisfied that this is a recurrence of an injury sustained earlier in the match, the player must be advised to decide whether to resume play immediately or concede the game in progress and take the 2 minute interval between games, or concede the match. Only 1 game may be conceded.

Categories of injury:

Self-inflicted: where the injury is the result of the player's own action. This includes a muscle tear or sprain, or a bruise resulting from a collision with a wall or falling over.

The player is permitted **3 minutes** to recover and, if not then ready to resume play, must concede that game and take the 2 minute interval between games for further recovery. Only 1 game may be conceded. The player must then resume play or concede the match.

Contributed: where the injury is the result of accidental action by both players.

The injured player is permitted **15 minutes** to recover. This may be extended by a further **15 minutes** at the discretion of the Referee. If the player is then unable to continue, the match is awarded to the opponent. The score at the conclusion of the rally in which the injury occurred, stands.

Opponent-inflicted: where the injury is caused solely by the opponent.

Where the injury is **accidentally** caused by the opponent, conduct must be applied. The injured player is permitted 15 minutes to recover. If the player is then unable to resume play, the match is awarded to the injured player.

Where the injury is caused by the opponent's **deliberate or dangerous** play or action, if the injured player requires any time for recovery, the match is awarded to the injured player. If the injured player is able to continue without delay, conduct must be applied.

Illness:

A player who suffers an illness that involves neither an injury nor bleeding must either continue play immediately, or concede the game in progress and take the 2 minute interval between games to recover. This includes conditions such as a **cramp, nausea, and breathlessness, as well as asthma**. Only one game may be conceded. The player must then resume play, or concede the match.

If a player's vomiting or other action causes the court to become unplayable, the match is awarded to the opponent.

Fallen Object:

- If the object fell from a player without any contact with the opponent, the opponent wins the rally.
- If the object fell from a player because of contact with the opponent, a let is allowed, unless the striker has struck a winning return, or requests a let for interference.

White Ball

When using a white ball only, either player may request a new ball at the end of the third game. The new ball must be requested as a player leaves the court at the end of the third game and cannot be requested when returning to court for the start of the fourth game.