



Pre-Game Conference

This document is an example only. Specific tournament guidance will come from the Tournament Director (TD). This information is intended for you to become familiar with the pre-game procedure.

Try for a less than 60 second (and up to 2 minutes) pre-game conference, as it has become more common for players to be electronically sent the rules/procedures for the particular tournament. Just ask the players if they have any questions, rather than taking the time to recite them again. The TD may request that significant rule changes be briefly reviewed.

Take more time for the pre-game conference for the first match of the tournament, and less time as the tournament progresses to avoid repeating the same information and annoying the players.

1. After you have checked the court and the net, introduce yourself
2. Confirm with the players, the event and their names on the scoresheet
3. Confirm game format – 2/3 match or 1st to 15
4. Point out court hindrances
5. Remind players who is responsible for line calling
 - a. Base line on serve –the players, unless there are line judges
 - b. NVZ line on serve and during rally – the referee
 - c. Line calls – the players or line judges
6. Review process for appeals – to come to the referee only
7. Inspect paddles at all sanctioned tournaments. Paddles should be free of dents, signs of delaminating, or foreign substances that might add more ball grip.
8. Have player choose # 1 or 2, to determine starting server, and side, with the option to defer the choice to the opposing team
9. Handout starting server bands allowing the starting server the choice of game ball
10. Allow players to finish their warm up with the time remaining
11. Notify players when there is 60 seconds remaining
12. Notify the players at T-15 seconds. If you have line judges, ask if they are ready
13. At the start of the first game of the match, announce the names of the players to verify you have the correct scoresheet and ensure that the clipboard is pointing towards the serving team
14. At T-0, announce "Time-In" and the score "0-0-2" to start the game





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