



Pregame Briefing

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

Try for a less than 1-minute pregame briefing (but may take up to 2 minutes). It has become more common for Players to be electronically sent the rules/procedures for the 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 pregame briefing 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 1 game to 15
4. Point out court abnormalities
5. Remind Players who is responsible for line calling
 - a. Base line and service lines on the serve –the Referee
 - b. NVZ line during rally – the Referee
 - c. Other Line calls including the center line on the serve – the Players or Line Judges (LJ : except the center line on the serve)
6. Review process for appeals – to come to the Referee only
7. Check for Players wearing ear buds. Only medically required hearing aids allowed.
8. Inspect paddles at all sanctioned tournaments. Paddles should be free of dents, signs of delaminating, or foreign substances that might add more ball grip. Ask the Players if their paddle is approved and be observant of a USAP Approved Sticker or Writing.
9. Have one Player choose # 1 or 2, to determine Serve, Receive, End or Defer – (defer the choice to the opposing team)
10. Handout starting server bands allowing the starting Server the choice of game ball
11. Allow Players to finish their warm up with the time remaining
12. Notify Players when there is 60 seconds remaining
13. Notify the Players at T-15 seconds. If you have Line Judges, ask if they are ready





14. At the start of the first game of the match, you may announce the names of the Players to verify you have the correct scoresheet and ensure that the clipboard is pointing towards the serving team
15. At time equals T-0
 - Make sure you are in your referee position
 - Clear stopwatch
 - Be aware of all player readiness
 - Call Game # (if applicable) and “Time in”
 - Call the score
 - Start 10 second count

