

IRTPA
Real Tennis
Markers' and Players' Match Marking Protocol
[Markers' Protocol]

It is a marker's and player's responsibility to know and understand the contents of the Protocol.

Ignorance is no defence.

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Adopted by ARTA, Comité Français de Courte-Paume, and T&RA

Marker's pre-match duties

- Arrive prepared and in good time
- Have a complete understanding of Rules & Laws of Tennis, and any local rules of the hosting club.
- Ascertain that participants are present for the match
- Introduce yourself to participants
- Remind participants of schedule of play, and expected time to arrive on court
- Ensure that the court and court areas are fit for use
 - On court areas are safe for play – floor (not 'sweating'), gallery netting secure, etc.
 - On court areas are clean
 - Check the net height
 - Check that the correct set of balls are on court

In the case of the court conditions not being 'fit for play' the Marker should report the situation to the Tournament Director and play will not proceed until the court is back in good order and 'fit for play'.

- Prepare necessary equipment for marking – marker's board, pen, paper, coin, chalk, microphones etc
- Prepare mentally & physically – vocals, predetermined match announcements, warmed up.
- Dress appropriately

Marker's duties at the commencement of a match

- Place set of balls in the Dedans
- Ensure participants arrive on court on time. Ref. 10minute rule in Appendix 1
- Minimal equipment, bags on court allowed. Ensure belongings are kept within the gallery and not in area of play. Ensure spectators view is not restricted.
- Bring the players to the net
 - Introduce participants to each other
 - Remind players of the expectations regarding their own conduct and that of any of their supporters, including coaches. Standards of conduct as laid out in Marking Protocol.
 - Toss the coin for serve (not racquet)
 - Inform of the Max. 5 minute knock-up at each end of court
- Announcement to spectators
 - Mobile phones turned off and no flash photography
 - Remain seated until players change ends, and new spectators to be seated at change of ends.
 - Be respectful of players
- Introduce the match – Tournament; Sponsor; Round; Players (& seeding); Format of match.

Managing a Match

Note: The Marker is in control of the match, the players', spectators', coaches' conduct at all times.

- At all times, ensure your own safety.
- Maintain control and tempo of match

- Maintain authority through strong vocals, confidence, deportment, knowledge, dress
 - Maintain consistent tempo of match through conscious awareness of pace of play and change of ends.
- As a guideline the allowed times are as follows

- Between rallies – 15 seconds
- Change of ends – 45 seconds
- Change of shirt – 60 seconds
- Break from court – as swift as possible

Note: These timings are not set rules, and players should not abuse them by taking the maximum time indicated. The Marker will use his discretion on the time taken to ensure that the flow and tempo of the match is maintained.

- Ensure Marker is in situ and safe prior to commencement of next rally (Do not allow players to serve until Marker is ready)
- Maintain a clear play area at all times - all balls on court floor. (Ball trough or against the net acceptable)
- Ensure all calls are concise, clear and audible
- Call points score moments prior to but without causing undue delay to the next rally.
- Ensure accurate calls are made swiftly, concisely and consistently ('not up', 'chase....', 'fault', 'stroke', 'out')
- Change of ends –
 - Complete call of score as at end of rally
 - Initiate change of ends – Call points score and number of chases
 - At the change of ends - Reiterate points score and each chase
 - Doubles – ensure correct player is serving / receiving
 - Call points score (including who leads**) moments prior to but without causing undue delay to the next rally.

**To ensure that rally doesn't start with the incorrect player leading, and inform the audience.

Managing the circumstances of an injury on court

The Marker should always

- Be First Aid trained and aware of the location of the First Aid equipment
- Be National Child Protection checked for marking children, eg. DBS in UK.
- Be conscious of players' welfare
- Take seriously, any injury concerns
- Advise compassionately, but without bias

Injury breaks

- An injury is allowed
 - 5 minutes injury break for treatment once the injury is assessed
 - One injury break per injury
 - In the case of a blood injury time can be taken to re-dress the wound.

Managing the circumstances in the case of 'Cramp'

The suffering of cramp is a part of the game, as in other sport, and is not accepted as an injury. However, in the case of a cramp the Marker should –

- Allow 3 minutes to ascertain that it is indeed cramp and administer treatment.
- The marker will remind the players that play must continue with the existing tempo of the game. If not adhered to, a warning for slow play will be delivered.
- The player continues at their own risk.
- Only one stoppage for cramp will be allowed.

Marking a match

It is important for the Marker to be clear, concise and unambiguous when scoring matches and the following announcements are recommended.

- Scoring games –
 - At the conclusion of each game –
 - Call 'Game'
 - The game score
 - Who leads
 - Occasionally include the set score
- Scoring sets –
 - At the conclusion of each set –
 - Call 'Game and set'
 - The set score
 - Who leads
- Conclusion of match –
 - Call ' Game, Set and match'
 - '? (player) wins by set score'
 - 'Thank you for supporting this match'
 - 'The next match will take place in

Marker's Guidelines

Ref. The Markers' Guide for 'Standard Wording' for clear and unambiguous chase calls - Appendix 1

Players' and Coaches Conduct on Court.

Players and coaches shall conduct themselves both on and off the court in a manner consistent with the exemplary standards of etiquette, sportsmanship and conduct expected of the sport. Gamesmanship is part of the mental side of sport, but must never be inconsistent with those standards.

In particular, players must:

- Abide by the laws and spirit of the game;

- Not use excessive force when aiming directly for the Dedans from in front of the Service Line at the Hazard End. Observation of this rule shall be the responsibility of each player, but the marker shall warn any player who he considers to be non-compliant;
- Ensure that play throughout is reasonably expeditious, especially in changing ends and in being ready to serve and receive service , as laid out in the Markers' Guidelines (Appendix1).
- Accept the decisions of markers, assistant markers and tournament referees without question or protest;
- Exercise self control at all times;
- Treat their opponents, fellow participants and officials with due respect at all times;
- Accept success, failure, victory or defeat with good grace and without excessive display of emotion;
- Not behave in any other way likely to bring the game into disrepute.

Disciplinary Procedures on Court

In the event of a conduct issue contravening good conduct as described above the marker should act immediately in line with the Recommended Actions below.

On court disciplinary Issues:

Deliberate racquet abuse

- a. A racquet thrown in frustration.
- b. A racquet or any other item thrown or hit in anger.

Deliberate ball abuse

- a. A ball smashed against the wall, over the net or at any netting.
- b. A ball deliberately hit at the marker or an opponent or a spectator.
- c. A ball hit aggressively when not in play

Foul or offensive language

- a. Muttered foul, offensive or abusive language
- b. Clearly audible foul, offensive or abusive language

Verbal or non verbal dissent to Marker, opponent, spectator/crowd

Slow play and time wasting

Any other antisocial conduct

Violent conduct of any kind

Any other actions that bring the game into disrepute

Any action that threatens the safety of the other player(s), marker, or spectators.

Marker - Recommended actions

At the start of a match the Marker, as part of his introduction, should, if he feels it is necessary, remind players of the standard of conduct that is expected and required as laid out in a Markers' Guide.

At the sign of any issue arising, the Marker should act immediately and attempt to defuse any situation prior to escalation by immediately approaching the player and having a quiet word, or issuing an informal warning.

If a further instance of one of the above issues occurs the Marker should give an audible formal warning.

Certain conduct may be considered of sufficient severity that a quiet word would be insufficient and the Marker issue an immediate warning.

The wording used by all Markers should be consistent; the recommended wording is,

Informal Reminder of conduct required

'(name) I remind you that players are expected to conduct themselves to the standards as laid out in the Marker's / Players Guide'

Official Warning

'(name) your conduct is unacceptable. This is your first and only warning. Should you continue in your actions, or breach the required standards of conduct in any other way you may forfeit the match'

On the occasion of a further offence,

'(name) I have previously warned you of the consequences of your unacceptable conduct. You have continued to fail to comply with the standard of conduct required and I have no choice but to award the match to Opponent.

Or on the occasion of one off offence that requires instant dismissal.

'(name) I warned you of the consequence of any unacceptable conduct at the start of the match. You have seriously failed to comply with the standard of conduct required and I have no choice but to award the match to Opponent.

In the event of a formal warning or the forfeiture of the match, the Marker will write a report to the tournament organizers who will, on consideration, decide on whether any further action should be taken.

Coaches

At the start of a match and as part of his introduction, the Marker should remind the coaches that they are not allowed to coach their player at anytime during the match, or in the case of team matches inform the coach of the coaching protocol.

If a player's coach is excessively vocal in his support for his player to the extent it is intrusive to the balance and flow of the game, the Marker, after a quiet word, has the authority to have the coach removed from the court.

The marker also has absolute discretion to warn, or have removed from courtside, any spectator or other individual whose conduct is detrimental to the match.

Appendix 1

Markers' Guide

'Standard Wording' for clear and unambiguous chase calls

The following is a list of standard wording for Markers when calling chases to ensure that the calls are clear and unambiguous.

It is recommended that all Markers adopt the use the following terms when calling chases and managing a game. Level 2 & 3 Marker's will be expected to use the following terms when calling chases in their marking and these terms will be adopted as 'standard wording' in their accreditation.

Calling Chases

"Chase

Better than half a yard

Half a yard

Better than a yard

A yard

Worse than a yard

One and two

Better than two

Two

Worse than two

Two and three

Better than three

Three

Worse than three

Three and four

Better than four

Four

Worse than four

Four and five

Better than five

Five

Worse than five

Five and six

Better than six

Six

Worse than six

Half a yard worse than six

Better than Last Gallery

Last Gallery

Worse than Last Gallery

Half a yard worse than Last Gallery

Nearly a yard worse than Last Gallery

A yard worse than the Last Gallery

More than a yard worse than the Last Gallery

Better than the Second Gallery

The Second Gallery

Worse than the Second Gallery

Better than the Door Gallery

The Door Gallery

Worse than the Door Gallery

Better than the First Gallery

The First Gallery

The Line

NB - There are some courts where there is a chase line 'Half a yard worse than First Gallery'

Local Rules

The courts have specific aspects in their construction to which local rules apply and these should be checked before marking a match.

eg. rulings on,

1. Out of court line
2. Chase marking 'Worse than First Gallery
3. Over the rafters
4. Netted area in the upper court

Calling Hazard Chases

"Hazard Chase

Better than half a yard, hazard

Half a yard, hazard

Better than one, hazard

A yard, hazard

Worse than one, hazard

One and two, hazard

Better than two, hazard

Two, hazard

Worse than two, hazard

Better than the Second Gallery, hazard

The Second Gallery, hazard

Worse than the Second Gallery, hazard

Better than the Door Gallery, hazard

The Door Gallery, hazard

Worse than the Door Gallery, hazard

Better than the First Gallery, hazard

The First Gallery, hazard

The Line, hazard

NB - There are some courts where there is a Hazard chase line 'Half a yard worse than 2, Hazard'

Calling the playing of Chases

The term Chase off should be used when a chase equals that of the chase being played

The term 'Lost the chase' should be used when the second bounce lands worse than the chase being played.

The term 'Won the chase' should be used when the second bounce lands better than the chase being played.

If the second bounce lands within 2 yards of the chase being played, it is recommended that where the bounce lands is called, for clarification.

eg. The chase is 'Two' – 'Lost the chase, the ball fell 'Better than Three''

or The chase is 'Two' – 'Won the chase, the ball fell 'A Yard''

Standard calling when playing off hazard chases - The term used if a hazard chase is won or lost should refer to the server as it is the server who is attempting to beat the chase, eg 'Hazard Chase 2, Server won the Chase'

The term 'Stroke' is to be used when

- the second bounce lands on the stroke line or closer to the back wall at the hazard end
- the ball in play is illegally interfered with during the flight of the ball

Timing and Terminology to be used, and 'How to call the Score'

The Marker should call the score just prior to when both players are ready to start the next rally and most importantly when the Marker is in position. This should be achieved without any delay in the momentum of the game.

If a chase is laid, call the chase and then prior to the start of the next rally call the score and one chase eg. '15 all, one chase'. ('one chase' only required for that one time)

When it comes to changing ends –

At the end of the rally, call the appropriate score to initiate the change of ends

eg.1 – '40-15', if there is a chase, also call 'and One chase'

eg. 2 – 'Chase three, 30 all and Two chases'

As the players approach the net, clarify the score situation

eg. – '30 all, two chases, Chase six and chase three'

Just prior to when both players are ready to start the next rally, call for example, '30 all, Chase Six'.

If the one player is leading the other in points, be sure to identify clearly who is leading eg. '40-30 the receiver leads, chase Six'. This should help if there is doubt after the chase has been played. It is most important that the correct score is called prior to the rally, as after the rally the score stands and cannot be changed.

At the end of a game, call 'Game to Server, 1 game to 3, receiver leads'

At the end of a set, call 'Game and third set to the Server, 6 games to 5, Receiver leads 2 sets to 1. Fourth set love all'.

Always make sure the Marker is in position before calling the score, this is to prevent servers 'fast balling' and also gives the receiver no opportunity for slow play. If the Marker is ready, then both players should be ready.

When retrieving a loose ball from the court, refrain from calling the score until you have returned to your position.

When retrieving balls, it is recommended that anything from better than the first gallery should be cleared. Of course, ideally all balls should be cleared.

Always be prepared to wait until distractions, such as applause, have died down before calling the score. The Marker controls the tempo of the match, and should always maintain whenever possible a free, fluid tempo.

Marker and Assistant Marker

The Marker's decision is final.

The Marker may request the opinion of the Assistant Marker, but is not obliged to follow that opinion. It goes without saying that the Marker would have to have good reason for not following the Assistant Marker's opinion having requested it.

The request must be immediate, and should not be or seen to be at the request of the players.

The Marker would say,

'Assistant Marker, please give your opinion.....'

e.g. as to whether that was a chase or a stroke

or 'Assistant Marker, please clarify the score'

To clarify the decision taken, the Marker would call

'Accepted, thank you' or 'Declined, thank you'. Then call the score for clarification

e.g. 'not up, 30 all'

Assistance from the player

Players may choose to assist the marker by helping with a call, such as a faint snick on the racket. However the Marker is under no obligation to accept. The Marker must make unbiased, unemotional calls and should refrain from corrections at the suggestion of the players.

Any corrections should be made immediately.

The Marker is encouraged to accept assistance from a player, but only when the player cannot possibly take any advantage out of the call.

e.g. a player calls 'not up' on themselves and also loses the point.

A player at the service end calls stroke, indicating he has hit the ball would only be accepted if it were to that player's disadvantage

Game Management

'10 minute rule'

It is the responsibility of the players to arrive on court at the correct scheduled time of their match; or after the previous match has been completed. If either player is delayed due to some unforeseen circumstance a 10 minute allowance will be offered. Any player who arrives later than 10 minutes after the expected time on court will be scratched.

1. Play should be continuous. Whilst the amount of time taken by players is at the discretion of the Marker, the following times should be used as a guide.

Between points – 15 seconds

Change of ends – 45 seconds

End of Set – 60 seconds (e.g. to change shirt)

2. Changing Ends – the etiquette is that the player at the Server's end waits for the player at the Hazard end to 'come through'. If, however, the player at the Hazard when taking a drink or adjusting his kit should not keep his opponent waiting, and should call him through.

3. Ball Clearing, when the Marker is positioned at the net, loose balls on the court that are lying better than 'better than the First Gallery' should be removed. Of course ideally all balls could be removed from the playing area.

When the Marker is positioned in the Dedans, the players should be obliged to clear any ball from the playing area, especially if the ball is lying better than 'better than the First Gallery'.

4. Toilet breaks should be taken at the end of a game or set, and these breaks cannot be used for other purposes. The player taking the break should be accompanied off court. Time allowed depends on location of the toilet. Suggest 2 minutes once at the toilet.

5. I believe it is recognised amongst players that cramp is not an injury as such, more an indication of players conditioning and preparation.

If a player suffers from cramp, the Marker must demonstrate sympathy, but should also encourage continuous play.

If it is deemed to be cramp, play must resume immediately after a break of 3 minutes for treatment, but only if the player assumes responsibility. If the player is unable to continue after 3 minutes, the Marker should suggest the player forfeits the match, or else the Marker will have to scratch the player due to slow play.

Discipline on Court

In the event of a conduct issue contravening good conduct as described above the marker should act immediately in line with the Recommended Actions below.

Markers' Guide to actions

The suggested actions are a guide and the markers needs to use their discretion as to the severity of the misdemeanours.

On court disciplinary Issues	First Action
Deliberate racquet abuse	
a. A racquet thrown in frustration.	Informal reminder
b. A racquet or any other item thrown or hit in anger.	Formal warning
Deliberate ball abuse	
a. A ball smashed against the wall, over the net or at any netting.	Formal warning
b. A ball deliberately hit at the marker or an opponent or a spectator.	Formal warning
c. A ball hit aggressively when not in play	Formal warning
Foul or offensive language	
a. Muttered foul, offensive or abusive language	Informal reminder
b. Clearly audible foul, offensive or abusive language	Formal warning
Verbal or non verbal dissent to Marker, opponent, spectator/crowd	Formal warning
Slow play and time wasting	Informal reminder
Persistent slow play and time wasting	Formal warning
Any other antisocial conduct	Informal reminder
Violent conduct of any kind	Dismissal
Any other actions that bring the game into disrepute	Formal warning
Any action that threatens the safety of the other player(s), marker, or spectators.	Dismissal

Appendix 2

Marking a Handicap match

(to be drafted)