REFEREES

Referee card

One page to print, or keep on your phone. The four things, the faults, and what to do when it goes wrong.

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Scoring

1. **Tap where the ball died.** That is the whole record: who won the rally, and how.
2. **A fault? Press its button first**, then tap.
3. **Undo is instant.** Mistap freely.
4. **At the end, Sheet · Send.** At an event, wait for **Sent to desk** in the corner.

Faults

BUTTON	THEN
Service	Tap where it failed, or choose Illegal motion, Wrong court or Wrong server.
Kitchen volley	Tap the player.
Early volley	Tap the player.
Called	Pick why, then tap the player. Hinder, Correction and Referee replay the rally.

Before you start

- **Team A is the left end**, or the top if the phone is upright. Check the names against the court you can see.
- **Record:** use the mode your organizer chose. Scoreboard is which side won; Charting adds where; Full charting also asks who and how.
- At an event, enter your **referee code**. A desk code does not score.

If something goes wrong

- **Wrong tap:** Undo.
- **Behind:** do not undo to zero. Keep the score on paper and tell the desk.
- **Phone locked or app closed:** open it again. The match comes back.
- **No signal:** keep scoring. Keep the app open until it says **Sent to desk**.

More: Scoring a match and If something goes wrong.