

SCORING AND CALLING

HOW TO USE THE SCORE SHEET

- 1 Column per player
- After the toss, write 0 (Love) in the server's column and add L or R to indicate the side selected to serve from. Continue to write the new score in server's column in the box below the current score as long as the player remains the server
- When there is a 'Hand Out' underline the old score and write the new server's score in his/her column in the box below the old server's score. Add L or R to indicate the side selected to serve from
- You may wish to add L(let), S(stroke) or NL(no let) after a score as appropriate
- The current score is the last number in each player's column. The lowest number on the sheet is the server's score and is called first

HOW TO CALL

- Always write the new score down BEFORE calling it (otherwise you could miss the beginning of the next rally)
- Call the score once you have written it down and the players can hear you. (otherwise you may hold up play by being in the process of calling the score when the players are ready to play. The timing of the serve is not controlled by the marker. If a player is serving too quickly, or a receiver returning to receive too slowly, it is the referee's job to correct the situation)
- Look up and project your voice when calling the score so players and spectators can hear you
- Always call "HAND OUT" before the score when the service changes
- DO NOT call left or right after the score. If a player is not sure which side to go to, state the correct side to the player.
- When the score is even use the word ALL e.g. Love All, Five All
- If there is a tie-break say: A PLAYER MUST WIN BY TWO POINTS
only the first time it occurs in a match
- Always call GAME BALL or MATCH BALL, whichever is applicable, after the score when a player can win the game or the match. This is repeated every time there is a GAME BALL or MATCH BALL