1 The Three Referee System uses a Central Referee (CR) and two Side Referees (SRs) who must work together as a team. The system is most effective if all are of the same standard. If (preferably) just one is of lower standard (e.g. a local referee or player in an early round) that referee should act as one of the SRs.

2 The CR, who is also the Marker, controls the match and must consult with the SRs before the match and if necessary (and possible) between games, to try and ensure consistency of rules application and interpretation.

   If the CR considers that there are an unacceptable number of stoppages or repetitive “lets” in a match, the players must be warned that they are required to make more effort to move off the ball (failing which a “stroke” will result) or to play the ball, accepting minimal interference, (failing which a “no let” will result).

3 Where possible, the two SRs should be seated behind the back wall in line with the inside line of the service box on each side, preferably one or two rows below the CR. One of the SRs must keep the score as backup for the CR.

4 The SRs make decisions at the end of rallies - not during them - on the following matters only:

   (a) When a player requests a Let;

   (b) When a player appeals against a call (or no call) of Down, Not up, Out or Fault by the CR. If any Referee is unsighted or unsure of the reason for the appeal, the correct decision is “Yes, Let”.

   If direct communication between the SRs and CR during a rally is possible and agreed by the team before the start of the match then, if the SR is sure that a ball was Down, Not Up, Out or a Fault (on service), and has not been called by the CR in the role of Marker, the CR must be alerted immediately. If both SRs have alerted the CR in this way, then the CR must stop the rally immediately and award the point as appropriate. The players have no right of appeal.
Every appeal must be decided by all three referees, simultaneously and independently. All three must signal and must not consult or look at each other before doing so.

The decision of the three referees is announced by the CR without revealing the individual decisions, whether it was a unanimous or a majority decision, or whether the CR agreed with the final decision or not. (Note: In the unlikely event of three different decisions (Yes Let, No Let, Stroke), the final decision will be Yes Let).

The CR alone decides all other matters e.g. time-periods, player conduct, injury, court conditions etc, none of which may be appealed by the player.

Players may only speak to the CR. Dialogue must be kept to a minimum and decisions may not be debated.

If electronic decision-making consoles are available, the referees give their decisions through their consoles and the CR announces the result.

If electronic decision-making consoles are not available, the use of WSF standard size/colour Referee Decision Cards is strongly recommended so that players on court cannot see the individual decisions of the three referees. Each Card can be used to display three different decisions and to decide whether a ball was “good” or not:

- L (yellow) = Yes, Let
- S (blue) = Stroke
- N (red) = No Let

- N (red) = Ball was Down/ Not Up/ Out or Fault
- G (green) = Ball was Good/ Up/ In

If hand-signals are used:

- Thumb and forefinger in the shape of an ‘L’ = Yes, Let
- Clenched fist = Stroke
- Hand held out flat, palm downwards = No Let

- Thumb Down = Ball was Down/ Not Up/ Out/ Fault
- Thumb Up = Ball was Good/ Up/ In

CHS

14th August 2012