



Player(s) _____

	Time Outs			Appeals			Score																				
Serve	1	2	3	1	2	3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Serve	1	2	3	1	2	3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Serve	1	2	3	1	2	3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Serve	1	2	3	1	2	3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Serve	1	2	3	1	2	3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21

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Serve	1	2	3	1	2	3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Serve	1	2	3	1	2	3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Serve	1	2	3	1	2	3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Serve	1	2	3	1	2	3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21

Division _____
 Time _____
 Court _____
 Referee _____

Player(s) _____





OFFICIAL PARTNERS & SPONSORS



Style: 9573 Color: 00 Size: N8
SCORECARD, EKTELON

Referee's Instructions:

- Introduce your self to players and toss a coin to determine service. Winner determines if they want to serve or receive to start match.
- Mark scorecard to indicate who serves first.
- Call the score (server's total first) before the start of each rally so that both players and spectators can hear.
- Make sure to check with the tournament director on amount and length of timeouts per game and how much time to give the players in-between games.
- Check with the tournament director on match scoring format (usually 2 games to 15, tie breaker to 11) and review with players before the start of the match.
- Have an ample supply of towels and a second ball ready to avoid delays.
- Avoid being indecisive on calls, call them as you see them. Don't ask for other opinions of spectators. Get linesman if needed.
- Call all hinders loudly and as quickly as possible.
- If both players agree that you made the incorrect call, you may reverse your original decision.
- After the match, circle the winner(s) on the scorecard and return it with the ball to the tournament desk as soon as possible so that the next match can be assigned.