

UMPIRE REGULATIONS of Crossminton
ICO

Umpire regulations of Crossminton 2017

Editor

- International Crossminton Organisation -



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Content:

Definitions..... 3

Umpire regulations..... 4

1 Continuous match, unfair behavior and penalties 4

 1.2 Breaks/time out..... 4

 1.3 Match Interruption..... 4

 1.4 Delay of the match..... 4

 1.5 Coaching and leaving the court 4

 1.6 A player is not allowed..... 4

 1.7 Treatment of offenses 4

2 Tournament officials and objections 5

3 Umpire signs 5

UMPIRE REGULATIONS of Crossminton ICO

Definitions

Player

A person playing Crossminton.

Match Party

A party consists of one player in singles.

A party in doubles consists of 2 players on the same team.

Opponent

The competing party.

Game

Competition between 2 parties

Square

A square is a part of the court. It refers to one of two squares where the speeder™ has to be played in.

Court/ Court with security zone

The court consists of 2 opposite squares which are set up parallel to each other within a distance of 12,8 m. The security zone is the area surrounding and between the squares of the court.

Ball

The ball is called speeder™.

Racket

The player plays with a racket.

Singles

A match with 1 player in each square .

Doubles

A match with 2 players in each square .

Server

The party to serve.

Returner

The party opposite to the server/ the party to return.

Rally

A sequence of one or several shots counting from the serve to the moment when the speeder™ is out of bound.

Head umpire

The head umpire is the observer of the ICO and is also called tournament referee.

Referee

The referee is responsible for one match and is also called match referee.

Line- / Service judge

The line- and service judge is subordinate to the referee and head umpire. His area of responsibility is limited to the function assigned by the referee.

Speeder™ Kids

Speeder™ Kids are also known as ball boys and girls.

UMPIRE REGULATIONS of Crossminton
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Umpire regulations

1 Continuous match, unfair behavior and penalties

- 1.1 The match is played without interruption starting from the first serve to the end of match, with the exception of the permitted rules 1.2 and 1.3.
- 1.2 Breaks/time out**
 - 1.2.1 Double only: Each party may take a time out of 60 sec. in each set.
 - 1.2.2 Breaks of max. 120 seconds are allowed between sets.
- 1.3 Match Interruption**
 - 1.3.1 Under certain circumstances beyond the players' responsibility the umpire can interrupt the match as long as it is deemed necessary.
 - 1.3.2 Under certain circumstances the head umpire can instruct the umpire to interrupt the match.
 - 1.3.3 If the match is interrupted the score remains and the match will be continued later with the score from before the interruption.
 - 1.3.4 The player is allowed to take a time out due to injury. In a permitted time out in a set (rule 1.2.1.) this one is used, otherwise the umpire can allow for an additional time out of a max. of 3 min.. The tournament's doctor has to be consulted.
- 1.4 Delay of the match**
 - 1.4.1 Under no circumstances it is allowed to delay the match in order to give a player the chance to recover or ask for coaching advice (except rule 1.2. / 1.3. / 1.5.)
 - 1.4.2 The umpire is the only one to decide if a player delays the match.
- 1.5 Coaching and leaving the court**
 - 1.5.1 Coaching a player is only allowed if the speeder™ is not in play.
 - 1.5.2 The player is not allowed to leave the court without permission of the umpire with the exception of breaks (described in rule 1.2)
- 1.6 A player is not allowed...**
 - 1.6.1 ...to delay the match on purpose or interrupt it without permission.
 - 1.6.2 ...to modify or damage the speeder™ in order to change speed or flight quality. (It is not allowed to put the speeder™ into clothes pockets).
 - 1.6.3 ...to behave unfairly and in a bad manner such as throwing the racket on purpose.
 - 1.6.4 ...to display unfair behavior, which is not being covered by a Crossminton Rule.
- 1.7 Treatment of offenses**
 - 1.7.1 The umpire shall punish an offense against the rules 1.4. / 1.5 or 1.6. in the following way...:
 - 1.7.1.1 ...by verbal warning of the party which became guilty.
 - 1.7.1.2 ...by showing a yellow card as a serious warning if a party has previously been warned, resulting in the loss of one point for the offending party (the other party will receive a point). Two serious warnings (red card) can be shown due to continuous offenses resulting in the loss of a set or disqualification declared by the head umpire.
 - 1.7.2 In case of a strong unfair behavior, a continuous offense or an offense against rule 1.2. (late appearance after a break), the umpire is to call the head umpire who is entitled to disqualify the guilty party from this match (black card).
 - 1.7.3 Cards that were received in a previous match, will not count in the following match, so that the penalty system starts over.
 - 1.7.4 The head umpire is authorized to disqualify a player from the tournament or to ban a person (spectator, player, coach) from the tournament venue in case of unfair or inadequate behavior. In that case all outstanding matches are lost. Moreover, the federation may decide to impose further sanctions beyond the tournament.

UMPIRE REGULATIONS of Crossminton ICO

2 Tournament officials and objections

- 2.1 The head umpire has the full responsibility of the tournament and of all matches.
- 2.2 The appointed match umpire is responsible for the course of the match, the court and its surroundings. The umpire reports to the head umpire.
- 2.3 The service/ position umpire has to give service faults made by the server.
- 2.4 The line judge makes the call if a speeder™ is “in” or “out” on the assigned line.
- 2.5 A decision made by an official of tournament is definite in regards to his responsibility. With exception to the case that the umpire has recognized a false decision of a line judge. In this case the umpire may overrule the decision of the line judge.
- 2.6 An umpire has to ...
 - 2.6.1 ... control the regulations of Crossminton, enforce them and above all call “faults” and “lets” when occurred.
 - 2.6.2 ...make his decision regarding an objection about a point before starting the next serve.
 - 2.6.3 ... inform players and spectators of the match progress.
 - 2.6.4 ... appoint or dismiss line judges or service umpires after consulting the head umpire.
 - 2.6.5 ... take care of court related tasks for which no official was appointed for.
 - 2.6.6 ... to make a call in a tournament official’s name whose view was blocked or decide on “let”.
 - 2.6.7 ... write down all incidents in connection with rule 1 of the ICO umpires function regulations of the ICO and inform the head umpire.
- 2.7 Speeder™ Kids may be appointed and are specifically desired. The tournament officials are responsible for the correct assignment of the speeder™ kids.

3 Umpire signs

- 3.1 “In”: Pointing with open palms downward.
- 3.2 “Out”: Pointing with open palms over the shoulder.
- 3.3 Time out: Form a “T” with hands.
- 3.4 Let: The index fingers of both hands point upwards.
- 3.5 Interruption of match: both palms point forward, with the finger tips pointing upwards.
- 3.6 Change of court sides: the hands with open palms rotate one above the other.
- 3.7 Step over the service line during the serve: the hands are held parallel to the ground with the open palms to the ground and are alternately moved backward and forward..
- 3.8 The offense of a rule is shown by the colour of the card.
- 3.9 The point is attributed to the party in which direction the open palms show.
- 3.10 Release of service.
- 3.11 Other signs
 - 3.11.1 To signal which party made a fault press the fist (the side of the offending party) in the open other hand (open hand = other party) while holding both hands over your head.
 - 3.11.2 To signal a service fault imitate a short service movement with the hand.

Signed
Committee of rules and tournaments of the ICO.