

UMPIRE REGULATIONS of Crossminton
ICO

Umpire regulations of Crossminton **2020**

Editor

- International Crossminton Organisation -



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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/Match

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 bounds.

Head Umpire

The Head Umpire is the observer of the ICO and is in charge of the whole tournament.

Match Umpire

The Match Umpire is responsible for one specific match and is the subordinate of the Head Umpire.

Line- / Service Umpire

The Line- and Service Umpire are subordinate to the Match and Head Umpire. His area of responsibility is limited to the function assigned by the Match Umpire.

Speeder™ Kids

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

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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 Doubles 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 Match Umpire can interrupt the match as long as it is deemed necessary.

1.3.2 Under certain circumstances the Head Umpire can instruct the Match 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 an injury. The permitted time out in the set (rule 1.2.1.) must first be used; if already used, 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 Match 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 Match 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 rules and regulations.

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 ...first by a verbal warning of the party which made the offense.

1.7.1.2 ...then by showing a yellow card as a serious warning if a party has previously already been verbally warned, resulting in the loss of one point for the offending party (which means the other party receives an additional point to his/her score). For another offense, the yellow card is followed by a red card as a consequence of continuous offenses, resulting in the loss of the set.

1.7.2 ... finally, after another offense the Match Umpire is to call the Head Umpire who is to disqualify the guilty party from the match played (black card). One more offense will then mean a disqualification from the tournament. Black card can also be shown by the Head Umpire to a player with no previous warnings/cards in case of a strong unfair behavior or an offense against rule 1.2. (late appearance after a break).

1.7.3 All warnings/cards that were received in a previous match, will count for all the following matches during a tournament – they are carried on from one match to the other.

1.7.4 The Head Umpire is also authorized to directly disqualify a player with or without previous offenses from the tournament or to ban a person (spectator, player, coach) from the tournament venue in case of severe unfair or inadequate behavior. In that case all outstanding matches are lost. Moreover, the federation may decide to impose further sanctions beyond the tournament.

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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 Match Umpire reports to the Head Umpire.
- 2.3 The Service/position Umpire has to control the service faults made by the server.
- 2.4 The Line Umpire makes the call if a speeder™ is “in” or “out” on the assigned line.
- 2.5 A decision made by an official of the tournament is definite in regards to his responsibility – with exception to the case when the Match Umpire has recognized a false decision of a Line Umpire. In this case the Match Umpire may overrule the decision of the Line Umpire.
- 2.6 A Match 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 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/repeat”.
 - 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/repeat: 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 back and forth.
- 3.8 An offense to a rule is punished by a warning or a 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.