

UMPIRE REGULATIONS



Umpire Regulations

Editor

- International Crossminton Organisation -



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0 Defining Key Terms of Crossminton

Player

A person playing crossminton.

Match Party

A match party (a party) consists of one player in singles.

A match party (a party, also called a pair) in doubles consists of 2 players on the same team.

Opponent

The opposing party.

Match

Competition between 2 parties.

Square

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

Court with a shuttle-passing zone

A court consists of 2 opposing squares which are set up facing each other with a distance of 12,8 m between them. The shuttle-passing zone is the area between both opposing squares.

Shuttle

The flying device used for playing purpose is called the shuttle. The official ICO shuttle is speeder™.

Racket

The player plays with a racket.

Singles

A match with 1 player playing in each square.

Doubles

A match with 2 players (a pair) playing in each square.

Serve

Initial strike of the shuttle to start the rally.

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 shuttle is out of bound.

Point

A point is awarded to the total score of the player who won the last rally with the shuttle either hitting the opposing square, including the lines, or the opponent making a mistake.

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Set

A finished set is a part of a match and consists of the totals of points of both players, with winning player accumulating 16 points (or more in a case of a tie-break) first.

Match

A match is competition between 2 parties, consisting of 2 or 3 sets.

Head Umpire

The Head Umpire is a person in charge of rules, regulations and refereeing at a crossminton tournament.

Match Umpire

The Match Umpire is responsible for the course of a match by making refereeing decisions and is also responsible for the court and its surroundings.

Line-/Service Umpire

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

Winner

A winner is the party that first wins 2 sets in a match.

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Umpire regulations

1 Continuous match, unfair behavior and penalties

1.1 *Continuous match*

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.

- 1.1.1 After the players are publicly called to play a match, they have 2 minutes to appear on the court and start the warm-up, which takes 5 minutes. If a player doesn't appear on the court in 2 minutes after he/she was called to play the match, a 5-minute period of waiting begins and the Head Umpire is notified by the Match Umpire. A 5-minute period of waiting starts with the Last call for the missing player, publicly announced by the Head Umpire or the tournament organizer. If the player appears on the court in the 5-minute period of waiting, the warm-up starts immediately. If the player doesn't appear on the court in the 5-minute period of waiting, the Head Umpire black cards the missing player – the player is disqualified from this match by the score of 0:16, 0:16 for the opponent.
- 1.1.2 A match or several matches can also be postponed, if the late arrival is agreed by the late player with the opponent(s) AND the Head Umpire at least 10 minutes before the start of the match.

1.2 *Breaks/time out*

- 1.2.1 Singles and doubles: Breaks of max. 2 minutes are allowed between sets.
- 1.2.2 Doubles only: Each party may take a time out of 1 minute in each set.

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 1.2.2.) 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 is delaying the match.

1.5 *Coaching and leaving the court*

- 1.5.1 Coach is a person officially named as a coach by the player to the Match Umpire (or to the opposing player in case there is no Match Umpire) before the start of the match. Coach is positioned on the edge of the security zone at the lateral line of his/her player's square and must not disturb the line of sight of all umpires.
- 1.5.2 Coaching a player is only allowed if the shuttle is not in play. A coach can only communicate with his/her own player and not with any umpires or the opposing player. In case of coach's misconduct, the Match Umpire can order the coach to leave the court.
- 1.5.3 The player is not allowed to leave the court without the 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 shuttle in order to change speed or flight quality. (It is not allowed to put the shuttle into clothes' pockets).

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- 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 crossminton rules and regulations.

1.7 Treatment of offenses

- 1.7.1 The Match 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 (1) verbal warning of the party which made the offense.
 - 1.7.1.2 ... then by showing a (2) 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 (3) red card as a consequence of continuous offenses, resulting in the loss of the set.
 - 1.7.1.3 ... finally, after another offense the Match Umpire is to call the Head Umpire who is to disqualify the guilty party from the match played (4) (black card). One more offense will then mean a (5) disqualification from the tournament.
- 1.7.2 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 international federation ICO may decide to impose further sanctions beyond the tournament.

1.8 Players' jerseys

- 1.8.1 All players at all ICO tournaments (except all matches at 100 points tournaments and all matches except semifinals and finals at 250 points tournaments) must have a name and country (country code also possible) printed on the back of their match jerseys while playing. A player without a name and/or country on his/her jersey first receives a warning from the Head Umpire – but only after the match, not while playing. An automatic black card disqualification from the tournament (all following matches are lost with the score of 0:16, 0:16) follows, if the player still doesn't have his/her name and the country on his/her match jersey for playing in the following/next match or matches.

2 Tournament officials and objections

- 2.1 The Head Umpire is in charge of rules, regulations and refereeing at a crossminton tournament.
- 2.2 The appointed Match Umpire is responsible for the course of a match by making refereeing decisions and is also responsible for the court and its surroundings.
- 2.3 The Serve Umpire has to call serve faults made by the server.
- 2.4 The Line Umpire makes the call if a shuttle is "in" or "out" on the assigned line.
- 2.5 A decision made by an umpire is definite in regards to his responsibility - with exception to the case that the Match Umpire has recognized a wrong call by the Line Umpire. In this case the Match Umpire may overrule the decision of the Line Umpire.
- 2.6 The Match Umpire has to ...
 - 2.6.1 ... control the Rules of Crossminton, enforce them and above all call "faults" and "repeated plays" 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 Umpire or Serve 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 ... make a call in a tournament official's name whose view was blocked or decide on "Repeated play".
 - 2.6.7 ... write down all incidents in connection with Rule 1 of the ICO Umpire Regulations of Crossminton and inform the Head Umpire.

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3 Umpire signs

- 3.1 "In": Pointing with open palms downwards.
- 3.2 "Out": Pointing with open palms over the shoulder.
- 3.3 Time out: Form a "T" with hands.
- 3.4 Repeated play: 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 serve – with an outstretched arm pointing to the server, the Match Umpire raises the forearm to allow the serve after both parties are ready to play.
- 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 serve fault imitate a short serve movement with the hand.

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