

PSA Referee System

Introduction

After successful trials at the 2017 Tournament of Champions a new refereeing system - officially called the 'PSA Refereeing System' - will be incorporated across the PSA World Tour.

The system comprises two officials - a 'Match Referee' (MR) and a 'Video Referee' (VR) - and aims to build on the improvements in officiating levels achieved under the previous 'tri-ref' system which was used from 2011-2016.

It is the belief of the PSA Management that the 'PSA Refereeing System', supported by the improvements in broadcast technology and the variety of camera angles now available, will enhance the levels of officiating, improve fairness to players and aid the education of squash's newer viewers to the subtleties associated with the rules of squash.

How the PSA Referee System works?

The 'MR' will control the match as usual, but will be in direct communication with the VR at all times via a headset or earpiece.

The MR should confer with the VR, when necessary, to ensure the correct outcome of a rally.

“Player Review” (formally referred to as ‘Video Review’)

- A player may ask to 'Review' ('Player Review') a Stroke, Yes Let and No Let decisions given by the MR only and not the result of a Video Referee referral.
- Each player starts with 1 Review per game
- The VR makes the final decision and it is announced by the MR (*see 'Terminology' below*)
- If the original decision is overruled by the VR, the player keeps the Review
- If the original decision is upheld by the VR, the player loses the Review
- If the video review is unavailable, the player keeps the Review
- When play reaches the tie-break both players will have 1 Review each, even if a player has already lost their review earlier in the game
- Unused reviews will not be carried over into the tie break or the following game

“Video Referee Referral” - for Stroke, Yes Let & No Let decisions

- Initiated when the MR is unsure of the correct decision and has not already given a decision
- The MR may ask for a Video Referee Referral as many times as required (this does not affect the number of reviews available to the players)
- The VR makes the final decision and it is announced by the MR (*see ‘Terminology’ below*)
- If the player in question does not have a Player Review available and the decision is at a crucial moment in the game (game/match ball or during a tie-break), the MR should use this option if they have any doubt as to the correct decision

“Video Referee Referral” - when MR unsure on a Pick Up (includes the bounce of the ball, double hits and carries)

- Initiated when the MR is unsure of the correct call
- The MR may ask the Video Referee for a decision on any unsure Pick Ups as many times as required (this does not affect the number of reviews available to the players)
- The VR makes the final call and it is announced by the MR (*see ‘Terminology’ below*)
- If there is insufficient video evidence, the MR’s original call stands. If the MR did not make a call, the outcome will be ‘Yes Let’

Line call appeals from a player (side, front & back wall)

- Player’s cannot request a review on line calls.

Tin call appeals from a player

- Player’s cannot request a review on tin calls.

“Video Referee Overrule” - Tin call

- If the Video Referee observes video footage that is deemed conclusive, the VR can overrule the MR’s decision. This overrule must be communicated before the start of the next rally.

Terminology

(Using players Gaultier and Willstrop as an example)

The MR makes a decision

- “Stroke to Gaultier”
- “Yes Let”
- “No Let”

The MR initiates a Video Referee Referral on a decision

- “Video Referee - decision on Gaultier’s appeal”

The MR announces the VR’s decision once displayed on venue screens

- “Stroke to Gaultier”
- “Yes Let”
- “No Let”

A player requests a Player Review

- “Player Review, Gaultier, on the ‘Stroke’ Decision”
- “Player Review, Gaultier, on the ‘Yes Let’ Decision”
- “Player Review, Gaultier, on the ‘No Let’ Decision”

The original decision is upheld by the VR

- “Stroke to Willstrop, Decision Upheld, Gaultier has no Reviews remaining”
- “Yes Let, Decision Upheld, Gaultier has no Reviews remaining”
- “No Let, Decision Upheld, Gaultier has no Reviews remaining”

The original decision is overruled by the video referee

- “Stroke to Gaultier, Decision Overruled, Gaultier has 1 Review remaining”
- “Yes Let, Decision Overruled, Gaultier has 1 Review remaining”
- “No Let, Decision Overruled, Gaultier has 1 Review remaining”

The MR makes an appeal call

- “The Pick Up was Good”
- “The Pick Up was Not Up”
- “The Ball was Good”
- “The Ball was Down”

The MR initiates a Video Referee Referral for a Pick Up decision

- “Video Referee – please check Gaultier’s Pick Up in the front left”

The MR announces the VR’s call once displayed on the venue screens

- “The Pick Up was Good, Point to Gaultier”
- “The Pick Up was Not Up, Point to Willstrop”
- “Video evidence inconclusive, Yes Let”

The VR overrules a Tin call

- “Video Referee has evidence that the Ball was Good, Point to Gaultier”
- “Video Referee has evidence that the Ball was Down, Point to Willstrop”

The Video Referee is unable to make a decision due to production difficulties

- “Video Referee Referral is currently unavailable due to technical difficulties.” (original decision stands)