

## 2016/17 R48PRO CODE & GUIDELINES

All players entering a WPH event must read, agree and comply to the information on this document - For clarification or commentary related to this document, please contact a WPH Director for interpretations: David Vincent – [vincent@wphlive.tv](mailto:vincent@wphlive.tv) David Fink – [fink@race4eight.com](mailto:fink@race4eight.com) -Full WPH BOD – [weplayhandball@gmail.com](mailto:weplayhandball@gmail.com)

### 2016-2017 RACE4EIGHT VI TOUR SCHEDULE

- #1 October 20<sup>th</sup>-23<sup>rd</sup>, 2016 Fountain Valley, CA Simple Green U.S. Open:** Open Tournament/No Qualifier/Anyone can enter/Draw by US Open Seeding Committee – All players encouraged to play Outdoors or a second division – Women’s/ Men Elite & Senior 40+ Stop #1 – This event will be aired on ESPN3 Fri, Sat & Sun; Venue: Los Caballeros Sports Village – All WPH divisions begin play on Thur – Entry @ [r2sports.com](http://r2sports.com) [HERE](#)>
- #2 November 18<sup>th</sup>-20<sup>th</sup>, 2016 Minneapolis, MN U of M Fall Classic:** Qualifier at 32+or-/Anyone can enter/Draw by WPH/Blind Draw \*Friday Qualifier Starts at 9am No Exceptions – Elite Men & Senior 40+ Stop #2 begins play late Friday – Event to be aired on ESPN3 Sat & Sun; Venue: U of M Rec Center– Entry @ [r2sports.com](http://r2sports.com) [HERE](#)>
- #3 January 20<sup>th</sup>-22<sup>nd</sup>, 2017 Coeur d’Alene, ID Plummer Family Bash:** Open Tournament/No Qualifier/Anyone can enter/Draw by Plummer Seeding Committee – All players encouraged to play pro/am sponsor doubles – Elite Men’s Stop #3 - This event **will not** be aired on ESPN – Venue: Peak Health and Wellness – All play begins Friday Morning-Prize Money by Plummer Family– Entry @ [r2sports.com](http://r2sports.com)
- #4 February 17<sup>th</sup>-19<sup>th</sup>, 2017 New Orleans, LA Mardi Gras Open:** Qualifier at 32+or-/Anyone can enter/Draw by WPH/Throw Back Blind Draw (Top four ranked qualifiers draw to face the 5-8 pros, bottom 4 ranked qualifiers draw to face 1-4 pros) \*Friday Qualifier Starts at 9am No Exceptions – Elite Men’s Stop #4 - Event will be aired on ESPN3 Sat & Sun; Venue – Elmwood Fitness Center (Harahan, LA) – Entry @ [r2sports.com](http://r2sports.com) [HERE](#)>
- #5 March 3<sup>rd</sup>-5<sup>th</sup>, 2017 Houston, TX State Doubles:** – Qualifier at 32+or-/Anyone can enter/Draw by WPH/Reverse Blind Draw (Elite 8 draw names and choose their opponents) All players encouraged to play in the State Doubles \*Friday Qualifier Starts at 9am No Exceptions – Elite Men’s Stop #5 - Event will be aired on ESPN3 Sat & Sun; Venue: Tellepsen Family YMCA– Entry @ [r2sports.com](http://r2sports.com) [HERE](#)>
- #6 March 23<sup>rd</sup>-26<sup>th</sup>, 2017 New York, NY 46<sup>th</sup> Burt Kossoff Invitational:** Qualifier at 32+or-/Anyone can enter/Draw by WPH/Reverse Blind Draw (Qualifiers draw names and choose their opponents) \*Thursday Qualifier Starts @ 12pm - No exceptions will be made; main Rd of 16 men start after Noon Friday – Women’s Elite Stop #2 begin play Friday afternoon; Men’s Elite Stop #6 – The event will be aired on ESPN3 Sat & Sun; Venue: NYAC– Entry @ [r2sports.com](http://r2sports.com) [HERE](#)>
- #7 April 21<sup>st</sup>-23<sup>rd</sup>, 2017 Salt Lake City, UT Aces State Doubles & Player’s Championship:** Qualifier at 32+or-/Anyone can enter/Draw by WPH/Blind Draw – All players encouraged to play in and support the pro/am doubles \*Friday Qualifier Starts at 9am No Exceptions; Main men’s Rd 16 starts after Noon – Women’s Elite & Senior 40+ Stop #3; Men’s Elite Stop #7– Entry @ [r2sports.com](http://r2sports.com) [HERE](#)> – The event will be aired on ESPN3 Sat & Sun; Venue: Sports Mall – This is the Season Finale of the WPH R48 Professional Handball Tour

### QUICK TOOLS:

Universal Standards & Rules for All WPH Participants, [Page 2](#)

Elite Men & Qualifier Specific Rules, [Page 5](#)

Women pros Specific Rules, [Page 6](#)

SR40+ Senior Pro Rules, [Page 6](#)

Referee Guidelines & Points to remember, [Page 7](#)

Elite Men Prize Money, [Here](#)

Elite Men Bonus, [Here](#)

Women Prize Money, [Here](#)

Women Bonus Money, [Here](#)

SR Prize Money, [Here](#)

SR Bonus Money, [Here](#)

## **ALL PRO GUIDELINES TO LIVE BY: Universally Shared Policies for ALL WPH Players**

1. The WPH exists solely to grow the sport of handball. WPH has developed a fun, safe, family-friendly professional tour that is designed to show the next generation of player a positive and exciting side of the sport w/the professional player as the tip of the pyramid. Your agreement to participate in this tour and at outside events bring with it a responsibility to act and look professional while also promoting the game and self as a pro. If you disagree with this statement or any other line-item or rule in this document, please contact the WPH to discuss and to get clarification before entering
2. The WPH Player's Agreement is in affect for qualifiers, pro men, seniors and elite women. It's the player's responsibility to contact the WPH requesting a copy of the agreement before every event (Separate document associated with this code, but not to be confused with this file). Not agreeing to or ignoring this document will result in a forfeiture of ranking points, cash prizes and ability to continue the tour; All Players may be sent a survey following each event by the WPH Rules Committee to assess his/her compliance with the WPH Player Agreement; This survey will be reviewed by WPH committee(s). WPH Rules apply *only* to WPH Sanctioned events, and will not apply at ranked events outside of WPH sanctioning, in some cases. See the WPH for clarifications
3. Those that are in compliance and accord w/the Player's Agreement and this document will be selected to play at the next stop; WPH will use the rankings as a guideline for invites, but will not automatically select a top invite off of the rankings alone; WPH will invite the top four women and senior 40+ players, plus top eight men (known as, the Elite Eight) from one stop to the next. The Player's Agreement will highlight the terms of the invite and pact and shall remain private between the player and WPH; There will be no formal invites to the US Open '16 or Plummer '17; as both events are Open Tournaments; each may be capped (ie 32, 16, et al); enter early
4. The top 4 senior 40+ and Women's Elite, plus top 8 men's pros, from the R48 VI regular season (post New York), that are also in compliance with the WPH Player Agreement, will be invited to The Player's Championship in Salt Lake City; qualifiers will be added to the main draw after the qualifying process in Salt Lake and players outside of the invited ones are encouraged to participate. A non-invited player could gain enough ranking points to catch up and pass an invited player; thus receiving bonus money, ranking points and more! Please join us and play
5. All players must be a member of the WPH, holding an active Player's Card, prior to their first match of the event in order to qualify for prize money & ranking points. A player w/out a current membership before their first match will be allowed to play, but will not receive cash & prizes; it's the player's responsibility to communicate with the WPH; Player's Cards will be sold at the venue for \$20 or on line at [thehandballstore.com](http://thehandballstore.com)
6. If you are competing in the main draw, you must fill out the name/information ledger prior to your first tournament match. Players in the main draw will not be permitted on the court for their first match until the ledger is completed. Checks will be handed out on Sunday morning by WPH staff or mailed to those who filled out ledgers w/in 14 days of the event. Players who do not fill out ledgers will not receive prize money. It's up to the player to be proactive regarding the ledger. Ask the WPH for a ledger now and keep on file
7. All WPH Race4Eight Stops can be accessed on [r2sports.com](http://r2sports.com); to include information regarding the format, schedule, divisions, prize money, entry fees, hotel and sponsor info, to name just a few. Please use your tabs on that page to access the info. Still having questions? Contact the WPH at [info@wphlive.tv](mailto:info@wphlive.tv)
8. By playing in a WPH event you agree that your image will be captured and used LIVE or for future playback; whether still or motion cameras (video) and shared on social media, publicly and possibly even on major TV networks. All broadcast rights are either owned by or shared with the WPH, ESPN & their sponsors
9. The WPH requires that all players wear approved WPH clothing during all ESPN broadcast matches and at the event. WPH encourages you to recognize sponsors on clothing or apparel by adding approved logos on WPH Jerseys or vice versa. Questions as to what constitutes an official WPH Jersey, please email well in advance of your

event (three-week notice). If you need more official WPH Jerseys, please visit [thehandballstore.com](http://thehandballstore.com). Please send your logos to the WPH prior to the season's first event (one month before the deadline). Wearing sponsor-only attire will result in no prize payments or ranking points. Wearing a sponsor-only outfit will be a direct conflict with the Player's Agreement for that event; send us your high-res logos! WPH suggests that the player put WPH Logos on all Sponsor gear. Each player in question must contact the WPH for clarification

10. The WPH will take all measures possible to avoid repeat round of 16 (and 8) matchups throughout the season, with a possibility that a repeat matchup could occur; particularly late in the season. WPH will seed all events for men, seniors, women and qualifiers, when available, as follows: Top pros will be placed into the draw and drawn one week prior to the event. #1 and #2 will be placed on the top and bottom of the draw, respectively. #3 and #4 will be randomly drawn (flip of a coin), #'s 5-8 will be randomly drawn out of a hat

11. If your bracket includes a qualifier... WPH will draw eight qualifiers into the main draw with alternating drawing methods; w/qualifier names being drawn out of a hat randomly using traditional blind draw, reverse blind draw, etc. When available, this process will be put onto video for authenticity

12. Ranking points breakdown per event: 1<sup>st</sup>: 10, 2<sup>nd</sup>: 8, tie 3<sup>rd</sup>: 6, 5<sup>th</sup>: 4 points, 6<sup>th</sup>: 3.5 points, tie 7<sup>th</sup>: 3 points, 9<sup>th</sup>: 2 points, 10<sup>th</sup>: 1.5 points, tie 11<sup>th</sup>: 1 point, tie 13<sup>th</sup>: .5 points, \*17<sup>th</sup>: 0.1 (17<sup>th</sup> if court space and availability) See the WPH for clarification. The 2016-2017 R48Pro VI season will allocate the same amount of points for every race stop; no double points; **Note: a player may win a round to receive payment/prize money/ranking points - a "bye" is not considered a win. A player who forfeits or is disqualified from a match will not receive points or cash unless that match is a non ESPN playoff match. See the WPH**

13. All WPH brackets (SR40+, Women, Qualifiers & Elite Men) will now be awarded 4 minutes between games; up from 3 minutes the previous Race years; all main draw scoring will sync at 15-15-15, win by two

14. Players are responsible for checking the draw sheets on site and @ R2sports to map out their scheduled playoff and main court matches; if TV matches are to be played (ESPN), then the player cannot reschedule without asking and being granted approval by D. Vincent. ESPN demands no more than five minutes of dead air time during their full broadcast schedule block and has agreed to film handball if the WPH can provide continuous feeds of the sport with no breaks in the action. For this document purpose, all matches will conclude on Sunday at 2pm. Booking travel after 3pm is considered standard practice. In 2016/17, the WPH will make no physical changes to the schedule at the player's expense (loss of prize money, ranking points, etc) See #12/#15

15. There will be no third place playoff for Elite Men (U.S. Open & Plummer excluded) unless specified; Players are not forced to play a playoff match unless on the ESPN calendar; otherwise, a playoff forfeit will not be scrutinized as long as it is announced and verified by D. Vincent immediately after that player's last played match; a player who doesn't announce their forfeit and no-shows will lose ranking points and prizes for that event. WPH does encourage play and remains hopeful all players play out all matches for sponsors and fans; First round main bracket losers will be entered into two brackets; playing for 5<sup>th</sup> and 9<sup>th</sup> place

16. Paid referees for R48pro, SR48pro & WR8pro matches (other than the US Open and Plummer) will receive \$20 per *main draw match* (\$30 if the match is LIVE on ESPN). Main Bracket Playoff matches bring no fee unless it is aired on ESPN. Refs are paid \$50 for the final of Men's, Senior & Elite Women. In all cases, players who referee will contact the WPH within 14 days of the match they reff'd w/an invoice requesting payment that includes: Player's Name, Social Security Number, Address, Email Address and total amount due. Player shall also list the match(es) reff'd, round of play, opponents, and whether it was ESPN filmed. WPH will pay the player w/in two weeks following

the invoice approval. After two weeks' time, the WPH will consider the tournament closed. Unpaid matches will be viewed as donations (TY in advance). Please ask the WPH for a sample invoice. Please initiate payment

17. All WPH Players are asked to referee one match in their entered bracket not including any required refing duties after a loss, if any. Losers must referee the next match on the court in which he/she just lost or find a suitable replacement, then contact WPH directors to confirm; a player will forfeit ranking points or prize money in that event if this request is not followed. Ref's who lost and are forced to ref the next match will get reimbursed (see #16 above). All losing players who must ref next will have no more than 10 minutes given from the conclusion of their match to the start play. \*A player must ref within their own bracket

18. The WPH will offer junior/collegiate clinics at all R48 stops, unless specified. Players will be asked to coach up to two clinics per season, as a part of the WPH mission and Player's Agreement. Additionally, the WPH may offer Adult/Elite clinics, when available, in which adult players make donations to Junior WPH to be coached by a top pro (Women/SR/Men). Pros can get paid for these adult clinics; Please ask the WPH Director near you for your next coaching opportunity and please help the WPH mission by growing this game

19. All players will take the initiative to visit the broadcast booth, when available, before or after their match. Please approach the broadcast table to either enter the booth or get your clearance; failure to visit will result in ranking points, prizes and a breach in the Player's Agreement. Please help the WPH grow the game of handball – your fans want to hear from you. Co-producer, Kara Mack, will act as a go-between for those wanting to coordinate

20. All pros, qualifiers; Women's Elite & Senior 40+ players are expected to attend sponsor-driven functions, dinners and gatherings. Please identify those that have put effort forward to make the event possible and thank them for their service; we strongly encourage you to email and hand-write thank you letters to all sponsors and volunteers involved. Contact the WPH if you need these key people pointed out and/or their addresses

21. The R48 VI Stop #3 Plummer Bash will be an open tournament (no qualifier) and the player seeding, money, and tournament rules will be determined by the Plummer Tournament Staff. As of July of 2015, those rules are still to be determined; R48 VI Stop #1 SGUSOH will also be an Open event (no qualifier) – anyone can play

22. Incentives, airfare, hotels, entry fees and cash considerations, also known as, *Player Travel Money*, can be granted in some form, after player agreement evaluations, based on the player's previous tournament's PA score. Out of good faith, the top 4 Elite Women & SR 40+ -and- Elite Eight Men will have their first event entry fee paid by the WPH at the 2016 Simple Green US Open of Handball; Race Stop #1. All Elite Players must contact the WPH one month before the entry deadline to receive this special beginning of the year bonus.

#### **R48PRO ELITE MEN & QUALIFIER-SPECIFIC GENERAL INFO & RULES:**

1. Power Rankings are a 12-month rolling system ranking the R48Pro's best five of seven events and combined with player compliance to the WPH Player Agreement, will be used for invites and seeding. Events will be immediately removed after 12 months, and replaced by the most recent version of the event. If an event is not held in the next year, that event will be removed and may not be replaced. See WPH officials for more...

2. Current ranked events leading into the 2016/17 R48Pro Tour: U.S. Open '15, Tucson '15, New Orleans '16, Houston '16, New York '16, Salt Lake City '16 and Portland '16; Upcoming ranked events to start Season Six: (Elite Men): US Open '16, Minnesota '16, Idaho '17, New Orleans '17, Houston '17, New York '17 & Salt Lake City '17

3. The qualifier is open to the first 32 to enter, unless otherwise posted, on a first come first serve basis. WPH may increase the qualifier to allow 46 or more players; likewise, there may be less than 32 also offered. All qualifier matches are on Friday morning except New York, US Open and Plummer events. New York's qualifier will begin Thursday at Noon. The US Open/Plummer events that are defined as "open" and no qualifier rounds exist (anyone can play). The U.S. Open starts on Thursday morning. Plummer starts on Friday morning. Qualifiers referee their own matches, unless otherwise stated. Some caps may apply at any event on tour

4. The qualifiers will play down to the final eight w/just the qualifier winners advancing; unless previously stated. WPH may alter qualifier formats depending on the numbers of players in the event (ie. 32 players equal 8 brackets of four w/each bracket yielding one qualifier winner –or- 16 total players equal 4 brackets of four bringing two qualifiers from each bracket, et al). WPH will determine the format after the entry deadline

5. Qualifiers that lose may be placed into a 17<sup>th</sup> Place Playoff. Matches (when court space is available) will be one game to 21, win by two, halftime at 11 (two minutes), with each player allowed two 60-second timeouts per game. 17<sup>th</sup> Place Matches will start on Friday and will award 0.1 R48 ranking points. \*see the WPH

6. All qualifier and Playoff matches are one game to 25, 4-minute halftime at 15 and win by two. Player who served first to start the qualifier will be returning the serve after halftime concludes

7. All main draw matches are 15-15-15 win by two, two 60-second timeouts per game, one 30-second timeout per game, four minutes between games.

8. Elite Men Regular Stop & Player Championship Payouts (US Open/Plummer Excluded): 1<sup>st</sup>: \$3,000; 2<sup>nd</sup>: \$2,000; 3<sup>rd</sup>/4<sup>th</sup>: \$1,250/\$1,250; 5<sup>th</sup>: \$950; 6<sup>th</sup>: \$900; 7<sup>th</sup>/8<sup>th</sup>: \$800/\$800; 9<sup>th</sup>-16<sup>th</sup>: up to \$700/as low as \$350; US Open Payouts (subject to change): 1<sup>st</sup>: \$10,000; 2<sup>nd</sup>: \$6,000; 3<sup>rd</sup>: \$4,000; 4<sup>th</sup>: \$2,000; 5<sup>th</sup>: \$1,500; 6<sup>th</sup>: \$750; 7<sup>th</sup>: \$500; 8<sup>th</sup>: \$250; Plummer Payouts are not available at the time of this document's creation (Jan 2017)

9. Elite 8 Bonus money to be awarded to the approved final eight ranked pro men post Salt Lake '17: 1st: \$6,000; 2nd: \$4,000; 3rd: \$3,000; 4th: \$2,500; 5th: \$1,950; 6th: \$1,800; 7<sup>th</sup>: \$1,650; 8th: \$1,500. In case of a tie in final points, the WPH will first look at in-season head-to-head matchups; if a tie still occurs, the WPH will pool the player's bonus winnings and then divide equally between the two players. In all cases, bonus money will come to only those that are ranked in the final eight after the season's conclusion (Elite Men); awarded only to those in attendance who played at least one full round at the Player's Championship; to those that comply with the Player's Agreement; within two weeks of receiving the Player Agreement Post Season Questionnaire & Player Survey.

10. WPH Elite Men & Qualifiers will play with the R48Pro Handball thru 2016/17 R48Pro Season VI

11. Prize money doubles **may** be implemented in 2016/17, with Elite 8 players and qualifiers forming teams for a R48 Doubles Cup. See WPH staff for details

**Outline of R48 Men's Pro Doubles Format:**

- Teams will be comprised of one player in the R48 top 4, one player in the R48 5-8, and one R48 qualifier
- Players will be separated into teams based on the R48 Men's Pro rankings before the U.S. Open '17 and drafted/picked by team captains at which time four teams will be created
- Additional qualifiers could be picked up throughout the season, based on necessity
- All matches will be one game to 17, no timeouts, win by one, one server per inning, alternate serves, receiver chooses the first serve
- Doubles Prize money will be paid to the winning team at the end of the season & at each event; if available and only those that have met the required appearance barrier will be a part of that team's bonus
- WPH staff will ensure that each team plays an equal number of matches throughout the season
- Players are *not* required to play in the doubles and can choose to not play; however, will forfeit their team's draft picks and lessen their team's chances of receiving bonuses
- R48 Men's Team Doubles will have its own rankings. Doubles wins/losses will not count towards the R48 Men's pro (singles) rankings; however, big time bonuses and prize money will be awarded to those on the team that qualify

Players are encouraged to discuss the R48 doubles format w/WPH organizers. There will be up to five R48 Men's Doubles Team events (no R48 Men's Doubles Team events at the U.S. Open '16 or Plummer '17)

#### **SR48PRO 40+ SENIOR MEN GENERAL INFO:**

1. The Power Rankings are a 12-month rolling system that ranked the SR48Pro's best six of eight events in past years and will be used to assist with seeding; this season, events will be immediately removed after 12 months, and replaced by the most recent version of the event. If an event is not held, that event shall be removed. Season Six will use the results from Portland '16, the US Open '16, and Minnesota '16 for bonus and invites to Salt Lake '17
2. Past SR48Pro Ranked events heading into Race VI include: Worlds '15, Simple Green US Open '15, Houston '16, Portland SR48 Player's Championship/Master Nationals '16, USHA Four Wall Nationals '16; **Only upcoming SR48Pro ranked events for 2016/17 are:** US Open '16, Minnesota '16 & Player's Championship (Salt Lake) '17
3. All main draw matches are best of three games, all to 15 (except U.S. Open: 21-21-11), win by two in all games, plus a four-minute break between games. Playoffs matches are one game to 25, halftime at 15, win by two, three timeouts per match per player; 4-minute break at the half; player who serves to start the match will be returning serve to start the second half. See the WPH with questions
4. All SR48 matches will be played with the R48Pro Ball
5. Senior 40+ Payouts (Minnesota '17, Salt Lake City '17): 1<sup>st</sup>: \$1,250; 2<sup>nd</sup>: \$750; 3<sup>rd</sup>: \$500; 4<sup>th</sup>: \$350; 5<sup>th</sup>: \$250; Possible Additional Payouts or reductions depending on the numbers of players in the draw. **Note: a player must win a round to receive payment - a "bye" is not considered a win.** US Open Payout structure: 1<sup>st</sup>: \$3,000; 2<sup>nd</sup>: \$2,000; 3<sup>rd</sup>: \$1,000; 4<sup>th</sup>: \$500; 5<sup>th</sup>-8<sup>th</sup>: \$250 (US Open Payouts by the US Open Committee and are subject to change)
6. Senior 40+ Year-ending Bonus: 1<sup>st</sup>: \$2,500, 2<sup>nd</sup>: \$1,500 (awarded to the top two finishers in the race rankings); have to be present and play one round at the Player's Championship to receive bonus money; while agreeing to and following the Player's Agreement. Payouts may increase or decrease based on participation and may pay down to 5th. See WPH officials for details. \*Money may increase.
7. Players competing in the SR48 must be 40 years of age or older in the year of the tournament

#### **WR48PRO WOMEN'S ELITE GENERAL INFO:**

1. The Power Rankings are on a 12-month rolling system that ranked the WR48Pro's best six of eight events in past years; this season, events will be immediately removed after 12 months, and replaced by the most recent version of the event. If an event is not held, that event shall be removed. Season Six will use the results from Portland '16, the US Open '16, and New York '17 for bonus and invites to Salt Lake '17
2. Women's past ranked events entering the 2016/17 Race VI season include: World Championships '15, Simple Green U.S. Open '15, USHA Women's Classic '16, NYAC '16, Portland '16, USHA Four Wall Nationals '16, X-Fest II '16, USHA 1-Wall Nationals '16, USHA 3-Wall Nationals '16'. **The ONLY Upcoming ranked events for the WR48Pro in 2016/17:** US Open '16, New York '17 & Salt Lake '17
3. Round of 16 matches are best of three, 15-15-15, win by two in all games (Exceptions on all format rules are those events not administered by the WPH: US Open, US Nationals, etc) In these cases, all local rules will be followed; see the WPH for clarification
4. All WR48 matches will be played with the Red 21 ball unless stated prior
5. All Playoff matches (unless stated prior or @ non-WPH event) will be one game to 25, halftime at 15, win by two, three timeouts per player and 4-minute breaks between games; the player who serves first to start the match will be returning the serve after halftime. As with the men, Non-TV Playoff matches will not have a referee in most cases. Player's will ref their own matches and could be placed (like the men) on side or back courts
6. Elite Women Payouts (New York '17, Salt Lake City '17): 1<sup>st</sup>: \$1,250; 2<sup>nd</sup>: \$750; 3<sup>rd</sup>: \$500; 4<sup>th</sup>: \$350; 5<sup>th</sup>: \$250; Possible Additional Payouts or reductions depending on the numbers of players in the draw. **Note:** a player must win a round to receive payment - a "bye" is not considered a win. US Open Payout structure: 1<sup>st</sup>: \$5,000; 2<sup>nd</sup>: \$2,500; 3<sup>rd</sup>: \$1,500; 4<sup>th</sup>: \$750; 5<sup>th</sup>-8<sup>th</sup>: \$250 – Subject to change: See US Open and/or WPH Officials for Clarification
7. Elite Women Season-ending Bonus: 1<sup>st</sup>: \$2,500, 2<sup>nd</sup>: \$1,500 (awarded to the top two finishers in the race rankings); have to be present and play one round at the Player's Championship to receive bonus money; while agreeing to and following the Player's Agreement. Payouts may increase or decrease based on participation and may even pay down to 5<sup>th</sup> or beyond depending on support. See WPH officials for details \*Money may increase.

## Referee Guidelines + WPH Rules

### One-game to 25 rules:

- Three 60-second timeouts per game
- Must win by two points
- Halftime comes when the first player scores 15: Four-minute break
- Whoever serves first to start the match receives serve after halftime
- One incorrect video challenge per one game to 25 match

### 15-point game format:

- Two 60-second timeouts per game, one 30-second timeout per game (3 total)
- Four minutes between games
- Win by two in all games
- Tiebreaker is to 15, win by two
- One incorrect video challenge per game

### Referee Quick Notes for all matches:

- Referee should announce the names, rankings, and hometown of the players before the first serve
- Referee should have competent lines judges in place before the first point
- Referee should ask to see the player's gloves and shirts at the start of each timeout and before the start of halftime (if a shirt, gloves, headband change are required, allow a reasonable amount of time, up to one additional minute on top of the timeout for the change)
- Referee should enforce WPH gear for all players on all broadcast matches
- Referee should hand the losing player the scorecard for the next match
- Referee should wear WPH approved gear or a referee's jersey

### Start Time:

The referee must wait for the signal to start the match from the WPH broadcast team before starting the match on all broadcasted courts

### Arguments:

- Diffuse all arguments quickly, but do listen to the grievances from the player(s) briefly
- Be completely non-confrontational while also being open to the argument quickly
- No argument should last longer than 15 seconds
- Excessive arguing with the referee will not be tolerated and referees will enforce technical violations, even in the absence of vulgar language
- Players are not to address the linesman at any time. All complaints must be diplomatic and go only through the referee. Arguing, intimidating, influencing, etc, the linesman will result in a technical violation

### Example:

Referee calls hinder

Player "A" screams, "I wanted that shot, I was in position to hit a kill. That's horrible."

Referee gives the player a couple seconds to vent (as long as no vulgar language is used) while not engaging.

Referee (after a couple seconds of listening): (No expression) "I understand what you are saying. I'll look for it next time. Play resuming. Gaulton to serve. 8-5."

**Presentation:****A referee should never say:**

- Good shot
- Great shot
- Nice try
- Great rally
- Or add any other type of commentary that favors a player

The referee should never make jokes or antagonize a player for any reason. Remember, everything you say is mic'd up and streaming live for the world to hear. A referee can professionally issue a technical warning or a technical, when necessary, when behavior causes embarrassing circumstances for the player and the tour

**Attire:**

The referee should dress professionally, always wearing a WPH shirt (Collared is preferred)

**Be prepared:****A referee should be prepared with:**

- Stopwatch
- Coin
- Towel
- Extra handballs (opened and pre-warmed up)
- Two competent linesman
- Scorecard/Pencil
- Knowledge of the Format and Scoring
- Knowledge of the player's playing (small bio announcement for the crowd), to start the match
- Direct communication line with WPH Directors (Video)

**Enforce all rules, to include:**

- Foot faults
- Time between points
- Time between timeouts
- Time between games
- Time between glove changes
- Instant replay, when applicable
- Wet gloves (always ask to see them during timeouts and glove changes; between games)
- Wet Shirts and Headbands (always ask to see them during timeouts and glove changes; between games)

**Judgment calls, to include hinder calls, screens, and bad bounces are left to the discretion of the referee:**

- The referee should allow the play to develop and always give players a chance to make a play before making a call (unless safety of the players is a concern)
- A hinder can always be called late but an early hinder or screen call can eliminate rally-ending opportunities for a player
- A referee should not allow a player to take a shot, miss it, and call a hinder (this is not the NBA with the and 1 rule). If a player is given a shot, he/she has to live with the results of that shot

A referee's job is to be invisible. If no one knows who the ref was at the end of the match, the ref worked a great match

A referee should be able to quiet the crowd or restrain the crowd from unsavory comments, when applicable

#### **Referee Responsibilities:**

1. Announce the player's name, ranking, and place of residence before starting the match
2. Enforce equipment changes (gloves, headband, shirt) during player timeouts and in between games
3. Do not allow players to tie and retie shoes during the play unless the shoelaces are actually untied (player will be charged a timeout if he/she re-ties shoelaces that are not untied; if no time outs remain, opponent will be awarded one point)
4. Call court hinders (see hinder section)
5. Appoint line judges that are not drinking and/or texting. If none can be found, then there are no line judges and we will resort to the broadcast booth for replays (not optimal/only as a last resort)
6. A player cannot leave the court before explaining to the referee; and being granted access to; the departure. Leaving too soon equals a time out loss or added point to opponent score (if out of timeouts)

#### **Interpretations:**

- Excessive arguing (referee judgment): Technical (loss of point)
- Leaving the court without announcing a reason: Technical (loss of point)
- Three technical violations: Forfeiture from the tournament
- When the referee calls the score the ball is in play. Talking/arguing or not returning the serve will result in a point for the server
- Not being prepared when a time between games has been called/start of the match/following a timeout/following a glove change: Charged a timeout. If a player does not have any timeouts remaining: Technical (loss of point)
- \*Note, the referee's discretion enables he or she to call a technical on "anything considered to be unsportsmanlike behavior" (Rule 4.9 A 9). This can include but is not limited to excessive stalling, unnecessarily wiping the floor, consistently not being prepared to receive the serve, abuse of appeal privileges, profanity, excessive arguing, excessive or hard striking of the ball between rallies, failing to improperly wear eye protection and abuse of appeal privileges

#### **Official Ball + Scoring:**

- Official ball of all R48: R48 Ball
- Official ball of all WR48: 21 Red
- Official ball of all SR48: R48
- All R48 main draw matches: 15-15-15, win by two in all games; 4-minute break between games
- All WR48 main draw matches: 15-15-15, win by two; 4-minute break between games in all games unless administered by a non-WPH Tournament
- All SR48 main draw matches: one game to 25, win by two unless administered by a non-WPH Tournament director; server who starts the match will be returning the serve after halftime resumes

- All Playoff matches in R48, WR48, and SR48: one game to 25, win by two. **\*Note: All non-TV playoff matches will not have a referee for all R48, WR48 or SR48**

#### **Timeouts:**

1. 15-point games: players are given two 60-second timeouts per game and one 30-second timeout per game
2. 21-point games: players are given three 60-second timeouts per game
3. 11-point tiebreakers: players are given two 60-second timeouts per game
4. 25-point games: players are given three 60-second timeouts per game, plus a 4-minute halftime when the first player reaches 15 points

#### **Video Replay:**

- Players can ask for video replay only if lines-people are working the match; only after first going through the proper appeal process
- The referee must make the official request to the booth for an instant replay by announcing the call into the ref's video mic
- Players are given two incorrect instant replay challenges per game (11, 15, 21, or 25). If instant replay upholds two calls or is inconclusive, the player has lost his or her replay challenge for that game. Unused replay challenges do not carry over to the next game. Please ask prior to the match or event if replays will be available.
- Allowable appeals to instant replay: short serve, foot fault, skip/non-skip
- Referee judgment calls cannot be appealed, to include hinders, avoidable hinders, screens, ball making it to the wall/not making it to the wall
- Replays will be reviewed by the broadcast booth and must contain irrefutable evidence to overturn a call

#### **Bad Bounces:**

- The referee calls all slides and bad bounces: No appeals to instant replay for bad bounces
- If the referee is positioned above the court and cannot see the back wall, the referee can appeal to a linesman with a better view of the back wall. The linesman must be absolute in the determination that a bad bounce occurred for a bad bounce to be enforced
- Only the referee or the offensive player can call a bad bounce and it must be done immediately. Once this call by the referee is made it will be considered a bad bounce. In the event that the offensive player called the bad bounce and the referee didn't see it; the referee can appeal with his/her line judges. If the referee is overturned than the point will be played over. If the linesmen do not see a bad bounce than the play will be treated like an avoidable on the player calling the bad bounce. \*\*\*A referee shall not take the player's word on the bad bounce and shall go through the inner-lines-appeal process; additionally, Once the shot has been struck, the bad bounce possibility has been eliminated

#### **Example:**

- Offensive player has a back wall setup, but the ball takes a bad bounce. If the defensive player calls "bad bounce," the defensive player has lost the rally. The offensive player can play the shot or stop play and ask for a bad bounce
- An offensive player can play a shot immediately after a bad bounce, but that player cannot hit the shot and miss it and ask for a bad bounce. Once the shot has been struck, the bad bounce possibility has been eliminated

#### **Hinders + Avoidable Hinders**

**Hinders:**

- Referee should allow the play to develop before calling a hinder unless a safety issue arises
- Contact does not facilitate a hinder in many cases; a setup, a rally shot that is unaffected by the contact

**Avoidable Hinders:****Examples of avoidable hinders include:**

- Server backing into a revolving door shot and taking away the shot
- “Showing” your opponent a shot and stepping in front of the shot as the shot is being hit
- Making contact with your opponent while he/she is swinging or following through
- Crossing the line of the ball to return to the center of the court. ie if a player is stuck on the left side wall and crosses the ball to return to the center of the court
- Audible hinders are avoidable hinders. This includes talking during a rally. If the player calls two bounces he cannot appeal his own call because the play was dead as soon as he talked during the play, whether he picked up the ball on one or two bounces is irrelevant
- \*If a player hits a rally ending shot and calls a double bounce, he can appeal his own call. For example, player A dives and hits a flat kill but calls a double bounce on himself. If the referee determines that the shot was in fact rally-ending and the line judges determined the ball was retrieved on one bounce, the shot will be considered good
- \*There is no such thing as an “Avoidable warning.” A ref that gives an “avoidable warning” will be given a non-avoidable fine from the tournament committee

**Player Warm-up:**

Referee will allow players 10 minutes to warm-up on the court in which they are playing once the court has become available. Players are encouraged to warm-up on adjacent courts if they do not feel that 10 minutes is sufficient. Referees will start the match 10 minutes after the court is available or when the TV space opens. Non prepared players will lose timeouts, then points, then technical. See Dave Fink for details.

**Handballs:**

- The referee is responsible for ensuring that handballs are warmed up in the case of handballs breaking in the middle of matches
- The back-up game balls will be opened, used during warm-ups, and ready immediately upon a ball needing to be replaced
- Players will be given a maximum of 20 seconds to restart play after a new ball is placed into the court

**Potential Referee Questions and Situations****What can the referee do in these situations?**

(Answers from the head of the Rules Committee)

1. Excessive diving: The referee determines the player is excessively diving to create stalling opportunities to lie on the ground and subsequently wipe the floor

For example: diving for a ball once the ball is already past him or diving for a ball once the ball has already bounced twice

Rule 4.9 Technical(s) A. 9). This is unsportsmanlike delay of game. You can give a technical warning, or warn him/her before the tourney match starts and let them know you know what he/she is doing and to stop it. Or, you can warn him/her and then fine them \$100 for every flop. That would be an association decision, not rule book decision. The NBA does it now.

\*\*\*The WPH has now adopted this "Delay of Game," rule. \$100 fine will be implemented for Unsportsmanlike Delay of game. This penalty can be assessed by the referee or WPH Administrators at the time of the play in question, or before the event ends after reviewing the match. A player cannot appeal this ruling during the match, but can appeal to the WPH rules committee after the tournament ends.

2. Player leaves the court for an injury timeout but never announces the injury to the referee

If he left the court without ref's ok and/or calling a time out, Rule 3.4 Referee D. Forfeitures 3) Leaving the court says he/she forfeits the match. If the ref lets him/her leave, then the ref must have known it was because the player wanted a regular time out, or an injury time out. The ref is culpable here, he/she should know something! If a regular time out, then after one minute the ref is to invoke Rule 3.4 Referee D Forfeitures 4) b. Late start penalty. If none of this applies and you're stuck at a situation, do what is fair, which probably is to acknowledge the injury and estimate the amount of time the player took, charge it to an injury time out and carry on from there

3. Player takes an injury timeout for a pre-existing injury

Not allowed.

4. Returner of serve was provided with a reasonable amount of time to return the serve, the referee calls the score but after the score is called, the returner of serve turns around to say he/she was not ready to return

After a rally, the receiver has a maximum of 10 seconds to assume the position to return serve, not reasonable time. The receiver gets to say whether he wants all 10 or less than that. It is up to the ref to learn the idiosyncrasies of the players to make a good faith determination when they are in position. At 10 seconds, regardless of the receiver's position, the ref should call the score. After a fault serve, then the receiver has reasonable time and not 10 seconds. In your example, if in fact the receiver was not ready, the ref should be sympathetic to that and stop play and get it right.

5. Player excessively towels the floor after each rally, including parts of the floor on the other side of the court from which he/she dove.

Go back to the first question. Unsportsmanlike delay of game. The ref is in charge here. He/she should be directing the wipe activity and calling for the towel. The players have the right to a dry court, but the ref decides if the court needs wiping. And note that the maximum time allowed for wiping is two minutes, it does not say the players have the right to two minutes. The ref gets to decide how much time he/she wants to give for this. If the player wants to wipe in a different spot, then he/she should ask permission. Max time for an equipment time out is also two minutes, but the referee can make this time shorter; it is not required for the player to take two minutes for a headband, for

example. Additionally, during a towel time out, both players shall remain on the court. Any player leaving the court has to get permission from the referee. Delay of game if they leave before being allowed to.

6. Player either intentionally or unintentionally wets his gloves by placing the gloves on his/her sweaty shorts, legs or head

Unintentional, simple equipment timeout. Intentional, purposeful delay of game: technical.

7. The player takes more than one minute for a timeout

Once again Rule 3.4 Referee D Forfeitures 4) b. Late start penalty

8. The player takes more than one minute for a timeout with no timeouts remaining

Same as above, no extra penalty to invoke because he has none left. The ref is dealing with the time out he/she did have, not one he doesn't have.

9. The player's parents, fans or spouse is sitting next to the referee influencing the referee's calls and judgments. For example, the player's father is sitting next to the referee urging the referee to call foot faults on his son's/daughter's opponents and influencing hinder calls against his son's/daughter's opponent...

The ref can kick out that person. See Rule 5.6 Tournament conduct. In fact, if your Tournament Director or Chief of Referees sees this happening, he/she should remove that abusing spectator.

10. Player dives and lays on the floor for an additional 10-20 seconds before asking for the towel, accumulating 45-60 seconds of delay.

More of the same, but is this systemic behavior? If the ref wants to be a stickler, he/she can strictly interpret Rule 4.1 Serve E. Time. He/she can say the receiver's 10 seconds have elapsed, and then call the score, then say the server's 10 seconds have elapsed and therefore side out. But the ref has to know the rule and enforce it fairly, including giving a heads up by calling the score in there somewhere.

11. Returning player overly-inspecting/ask for the ball from the server in an attempt to disrupt the rhythm of the server.

More delay of game. Nowhere does the player have the right to do any of that. He/she can ask the ref to inspect the ball; the ref doesn't have to inspect it.

12. Obvious stalling: The referee determines that a player is intentionally stalling because he/she is trying to break the rhythm of his opponent or to recover from long rallies.

Simple knowledge and use of Rule 4.1 Serve E. Time and Rule 3.4 D Forfeitures 4) b Late start penalty helps solve this behavior

Questions:

1. Is a back spasm considered a cramp?

I'm not a doctor, but aren't spasms pretty much a cramp, caused by one's condition and/or state of hydration? That's something he/she brought to the court with him and not an injury. If you have a doctor there who says the spasms are an injury, then that's what it is.

2. What exactly is the "reasonable amount of time" given to the server and the receiver after the referee calls point or side out? Does the "reasonable amount of time" have to be 10 seconds, or could the "reasonable amount of time" be less than 10 seconds. For example, server serves a crack ace right in front of the returner, neither the server nor the returner moved more than a foot during the one-shot rally. Does the referee need to wait 10 seconds to call the score?

No, doesn't have to be 10 seconds. 10 seconds is the maximum, therefore reasonable would be less than that. Reasonable is designed for the server, where he/she has to go and get the ball. If the receiver assumes his/her position very quickly, the ref does not have to give the score at that time, he can wait for the server to get the ball. This assumes the server is going about to retrieve the ball in an orderly and reasonable manner. Also, after a fault serve, the receiver does not have a new 10 seconds to assume his position, he has reasonable time to do so. Nothing has happened except to retrieve the ball, so the receiver does not have anything to recover from. In your example, no, the ref does not have to give the 10 seconds again, same reason as the last sentence

3. Can a catchall rule be implemented: anything that's unsportsmanlike or delay of tourney as deemed by the tourney directors results in a technical, a deduction, or a forfeiture.

Already there, I think you'll see that all the above rules mentioned will work in your favor to achieve what you're looking for.