

Front-court interference

Theory and practice

Understanding paired indicators

Video illustrations

1

Interference in general

- ◆ Rule 12 deals with this
- ◆ Covers all scenarios
- ◆ To do so, the questions asked are quite general
- ◆ They are presented sequentially
- ◆ ? The brain cannot process Rule 12 in its entirety for every interference

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Hence – the introduction of paired indicators

- ◆ What are they?
- ◆ Identified components which can apply in particular types of interference
- ◆ Breaks down the thinking on the interference into simple decisions - **either/or** decisions
- ◆ Helps decision-making : brain can process quickly
- ◆ Will help identify the reason(s) for the decision

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A look at front-court interference

- ◆ What do we mean – front-court??
- ◆ The action is in front of the half-court line
- ◆ The action can be close to the front corners
- ◆ Drop and return drop exchanges can occur
- ◆ The “wrong-footing” trickle boast can occur

4

Specific problems associated 1

- ♦ Interference at furthest point from referee
- ♦ Ball played at slow pace
- ♦ Difficult to judge amount of space available, the bounce and distances between players
- ♦ Player movement slow and deliberate, trying to get body preparation correct
- ♦ Less room for player manoeuvring ie greater chance of interference

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Specific problems associated 2

- ♦ Greater possibility of referee unsighted
- ♦ Play is more studied and chess-like – less speedy, less reactive
- ♦ Anticipation plays a major part – if player does anticipate, he/she will be close to action – if no anticipation, he/she could be moving in fast

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Forms of interference

- ♦ Clearly all three decisions will be possible
- ♦ Experience/statistics show that the main choice for the referee in front court is **Yes let** or **Stroke**
- ♦ The following 10 indicators reflect that choice
- ♦ They are only indicators

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Paired indicators A

Yes let	Stroke
1. Ball tight to side wall	Ball loose
2. Striker still moving to ball	Striker in place at the ball

8

Paired indicators B

Yes let

- 3. Striker line indirect to ball
- 4. Striker more than one pace off ball

Stroke

- Striker line direct ball
- Striker within one pace of ball

9

Paired indicators C

Yes let

- 5. Racket carried as part of movement
- 6. Opponent every effort to clear

Stroke

- Racket ready for strike
- Little effort to clear the ball

10

Paired indicators D

Yes let

- 7. Opp. prevented from clearing
- 8. Opponent arcs out

Stroke

- Opp. time to clear but doesn't (as in 6)
- Opponent clears in straight line back to T

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Paired indicators E

Yes let

- 9. Player slow to adjust to trickle boast
- 10. Body not fully round

Stroke

- Quickly adjusts to trickle boast
- Complete body adjustment

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And now?

- ◆ Slides handout
- ◆ Video illustrations
- ◆ Questions?