

# Pickleball Referee

## User Manual



Version 1.0  
September 29, 2022

## Introduction

The Pickleball Referee App allows the user to keep score and accomplish the other duties of a referee of a Pickleball match. It replaces the manual scoring process with a computer based process that performs calculations and tracks events that otherwise would be done manually.

The main screen replicates the USAPA approved manual scoresheet used to referee pickleball matches everywhere. In addition, in the top section it provides additional information about the match such as the format, game number, court number, and first server. On the right hand side are buttons providing functionality for the features of the app.

**Pickleball Match Scorsheet**

Event: Vancouver Friendly Round Robin  
Date: Sep 3, 2022  
Location: Carol's Court  
Game Format: 7 points, win by 2 points  
Game Number: 1  
Notes: Water breaks every 30 minutes  
Match 1st Server: Adam Rocafeller

Match: 13  
Court: 1  
Referee: Buddy Vistok  
Match Format: Best 3 out of 5 games  
Match Style: Singles  
Scoring Format: Rally Scoring  
Game 1st Server: Adam Rocafeller

Team 1: Adam Rocafeller [Red Hat] || Judith Van Hammersmith [Blonde]

**Servers**

?	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
?	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
?	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
?	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
?	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21

Points Scoring & Sideouts

Timeouts

1	2	3
1	2	3
1	2	3
1	2	3

SpecialTm1

Point

Score: 0 - 0 - 2

Side Out

Game 1 of 5 games

2nd Server is Serving

**Servers**

?	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
?	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
?	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
?	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
?	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21

Points Scoring & Sideouts

Timeouts

1	2	3
1	2	3
1	2	3
1	2	3

SpecialTm2

Team 2: Alexandra Beckwith [Green Shirt] || Joseph Morikawa [Yellow Shoes]

Timeout

Briefing

Edit Match

Correction

Violation

Start Match

Help

Admin

USAPA Rules

00 : 00

MIN SEC

Start Reset

Figure 1: Home screen after a partial setup of the match

Key features include the green Point button at the left side horizontal center of the screen which is tapped whenever a point is scored; the green Side Out button which is tapped when a side out occurs. This button will change to 2<sup>nd</sup> Server when a first server is serving. The Start Match button is tapped when the match begins. There is a stopwatch function on the bottom right of the screen so it is always available. The score is displayed in the center of the screen with the score shown in red numbers. The player names for each team are shown above the scoring areas and identifiers – such a red hat - are noted next to each name. The name and scoring section for the team currently serving is always shown at

the top of the screen – so no flipping the screen over when the serving team changes. The app reorients the screen automatically. A red exclamation mark is shown to the left of the name of the player who is currently serving. No need for a 1- 2 server clothespin or clip. The app tracks this automatically. The arrow on the right side of the screen in the middle will point toward the serving team (just like the head of the clipboard with the manual system). This arrow will change from pointing left to pointing right automatically.

Scoring is as simple as tapping the Point button whenever a point is scored. Server management is done by the 2nd Server and Side Out buttons. When the first server loses a rally, tap the 2<sup>nd</sup> Server button and points will now be scored for the second server. Also, the button will change from 2<sup>nd</sup> Server to Side Out. When the second server loses a rally, tap the Side Out button and the scoresheet will reset for the receiving team to become the serving team and displayed at the top of the screen.

When a team reaches the winning score and is ahead by 2 points, the game is over and an alert will pop up on the screen notifying the referee of that occurrence. If the match is not over, the screen will reset for the next game of the match, again displaying the serving team and player information on the top of the screen.

When the match is over, an alert will pop up on the screen notifying the referee of that occurrence. The app will then display match results information. To start a new match, tap the New Match button which is displayed when the prior match has concluded.

## Starting the Pickleball Referee App

When the app is started it first displays a Welcome Screen that allows the user to select either starting the app or viewing Introduction information. There is a check box to allow the user to elect not to show the welcome screen in the future. This decision can be changed at any time in the Settings menu.

The home screen is the replica of a pickleball scoresheet similar to the USAPA approved manual scoresheet form. Thus, referring using the app will be very similar to the manual method. To start a match, first tap the Match Setup button which will take the user to a screen where the match information can be entered. Until the match setup is completed and saved, the scoring buttons on the home screen will be disabled and will not work. In order to start a match by tapping the Start Match button, the match setup must be completed. Various warnings and alerts are provided until the match setup is completed.

## Setting Up The Match