

UPPA



CLOSE CALL REPLAY

OFFICIATING RULES & GUIDELINES

OCTOBER 2024

CLOSE CALL REPLAY

The "Close Call Replay" system employs six or more high-speed cameras aimed directly down the sidelines and baselines of the court, providing officials with precise footage to assess whether a ball is in or out. Placement of cameras are at their optimal position and moving them inside the lines has not proven to provide better line of sight. Shooting directly down the line provides a single POV and may not be optimal for all cases, in which case the video referee will need to use the video evidence to make the best judgement possible. Since judgement will be used in instances a clear "in" or "out" cannot be determined, a consistent and fair process must be followed to ensure accuracy and transparency.

BALL CONTACT WITH LINE

A ball is considered “in” if any part of the ball touches the line. This includes even the smallest part of the ball's “contact point” having contact with the line.

A ball is considered “out” if no part of the ball’s “contact point” makes contact with the line, and it lands entirely outside the boundaries of the court.

UPDATE 10/1/24

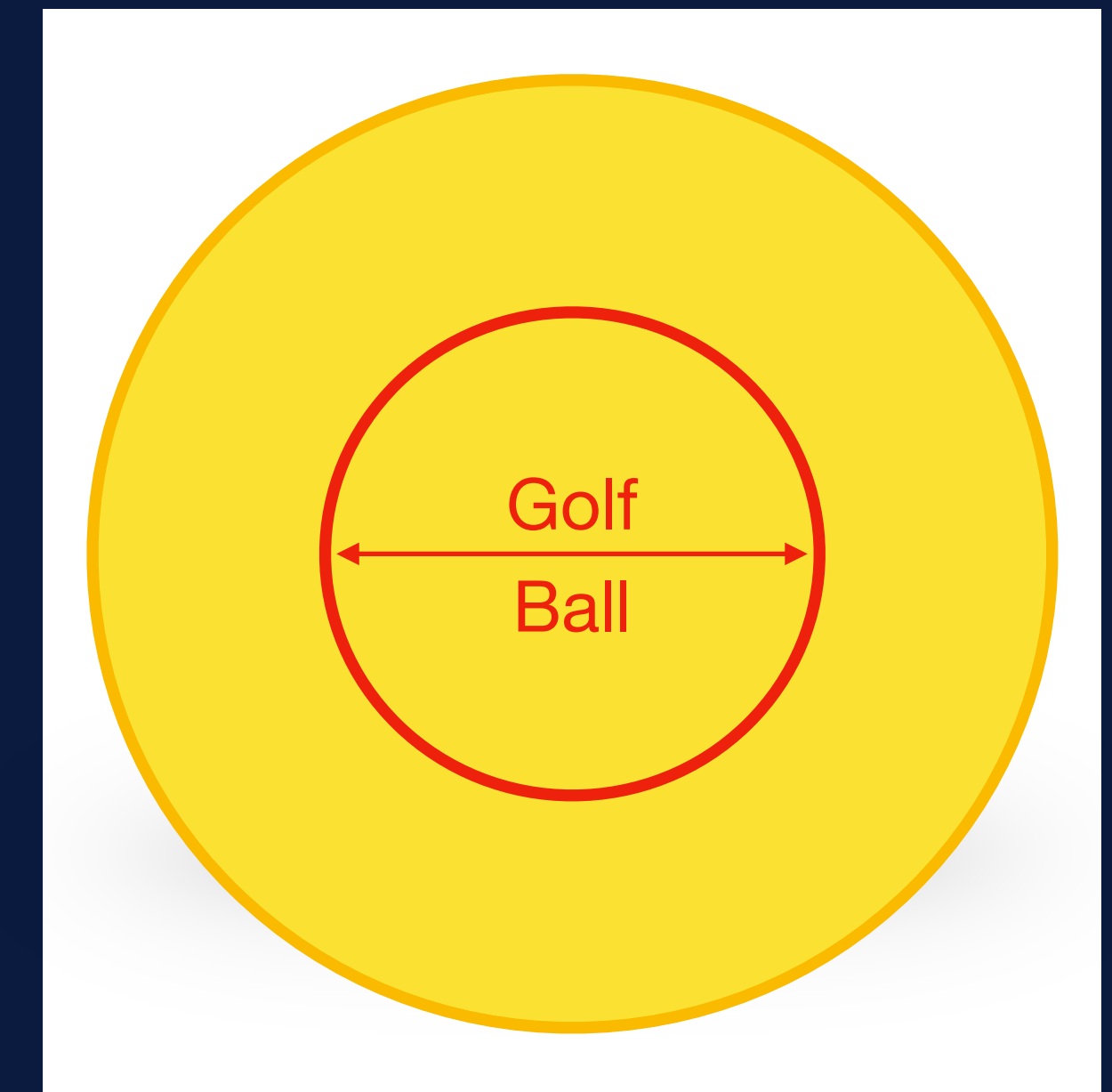
Replay referees should use their best judgement, when balls appear in/out, referees should rule as such. When balls are incredibly close and it is unclear, they should apply the 75/25 rule.

If there is an obstruction with the video (leg, signage, paddle etc...) and we cannot make a clear call, replay referee has the authority to declare inconclusive evidence at which point the call on the court stands.

POINT OF CONTACT

If a ball is not clearly ‘in’ or ‘out’ based on replay, the decision will be based on our assumptions of where the ball makes contact with the court surface, otherwise referred to as a “point of contact.” Since the burden of proof is on the player making the line call (Rule 6.c.6) to see the ball definitively out, Close Call Video Replay officials will assume a generous portion of the ball makes contact with the ground. (Diameter of a golf ball is a good benchmark for a generous point of contact)

If the generous point of contact is deemed to be fully beyond the line, the ball is out. But the burden of video proof must be confirmed beyond a reasonable doubt that the ball is out.



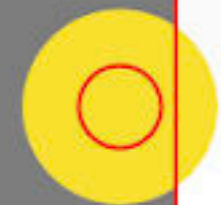
OUT BALL

CAMERA ANGLE

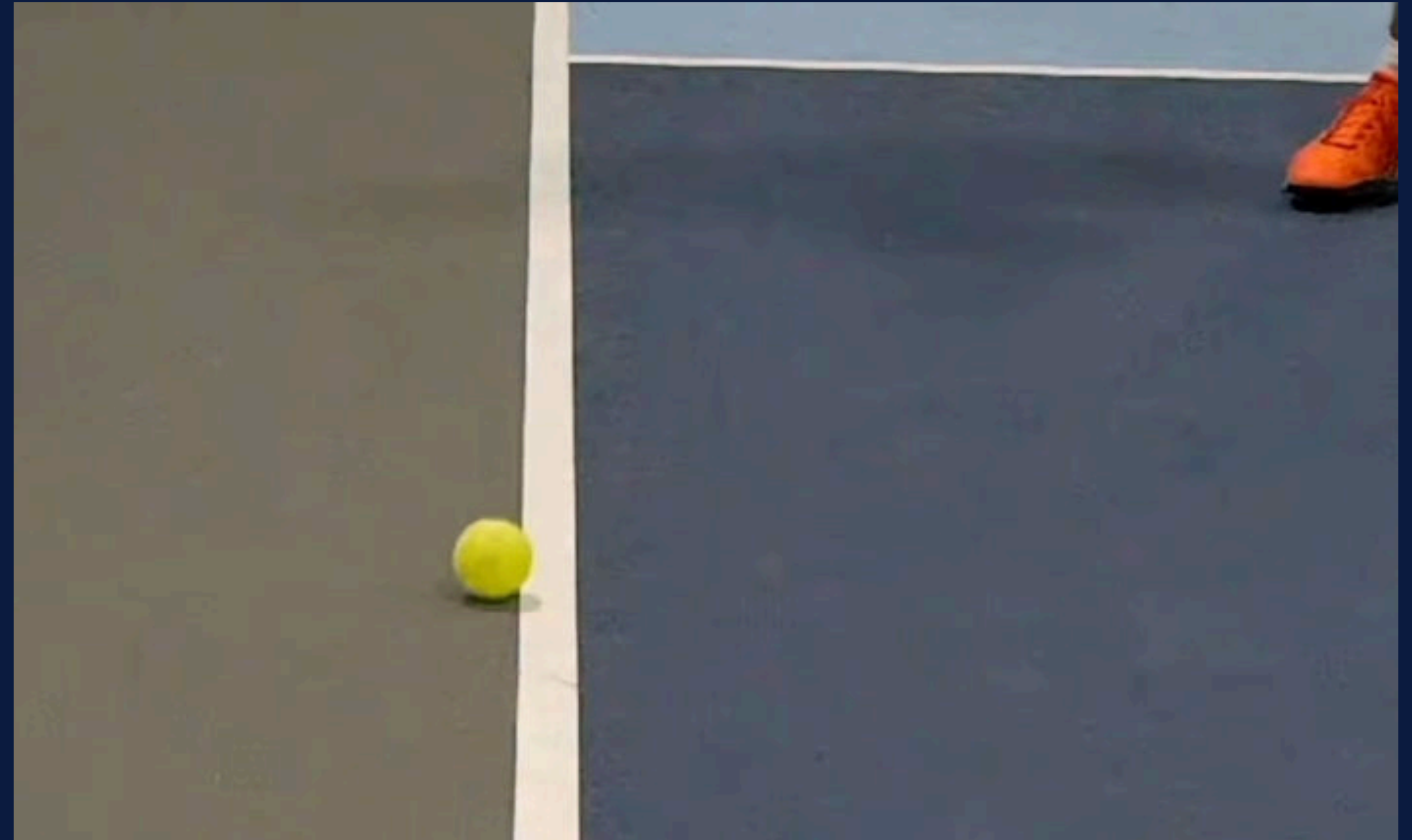


OUT

OVERHEAD ANGLE



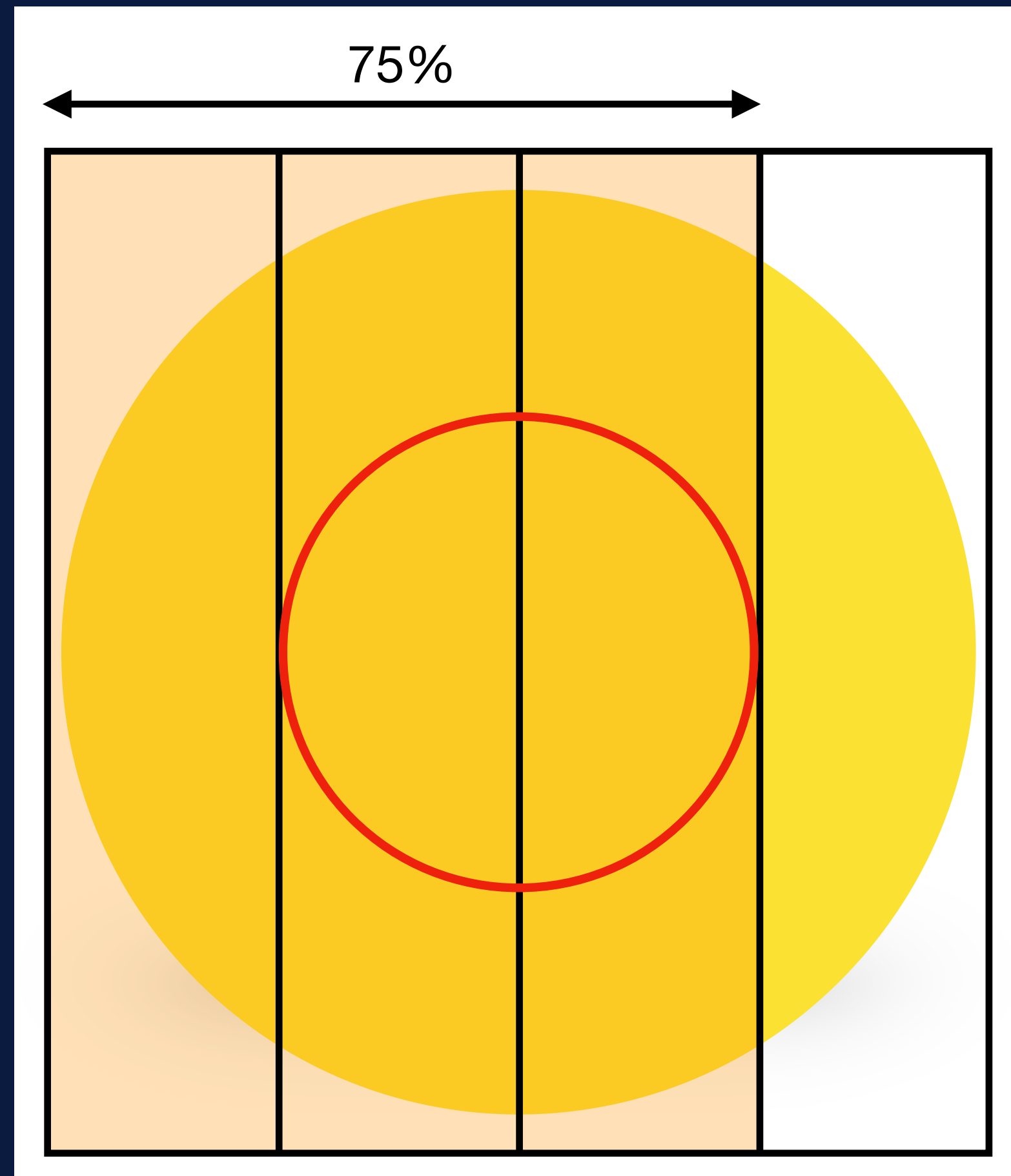
OUT



The ball in the above video and images (left) should be ruled out. Even with a generous point of contact and the inability to see space between the line and the ball due to the ball hanging over the line, this is enough evidence to call the ball “out.”

***With contact points any closer to the line with a similar angle, it would be difficult to call the ball*

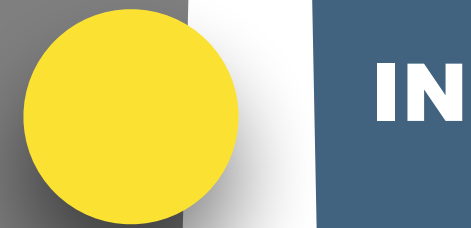
75/25% RULE



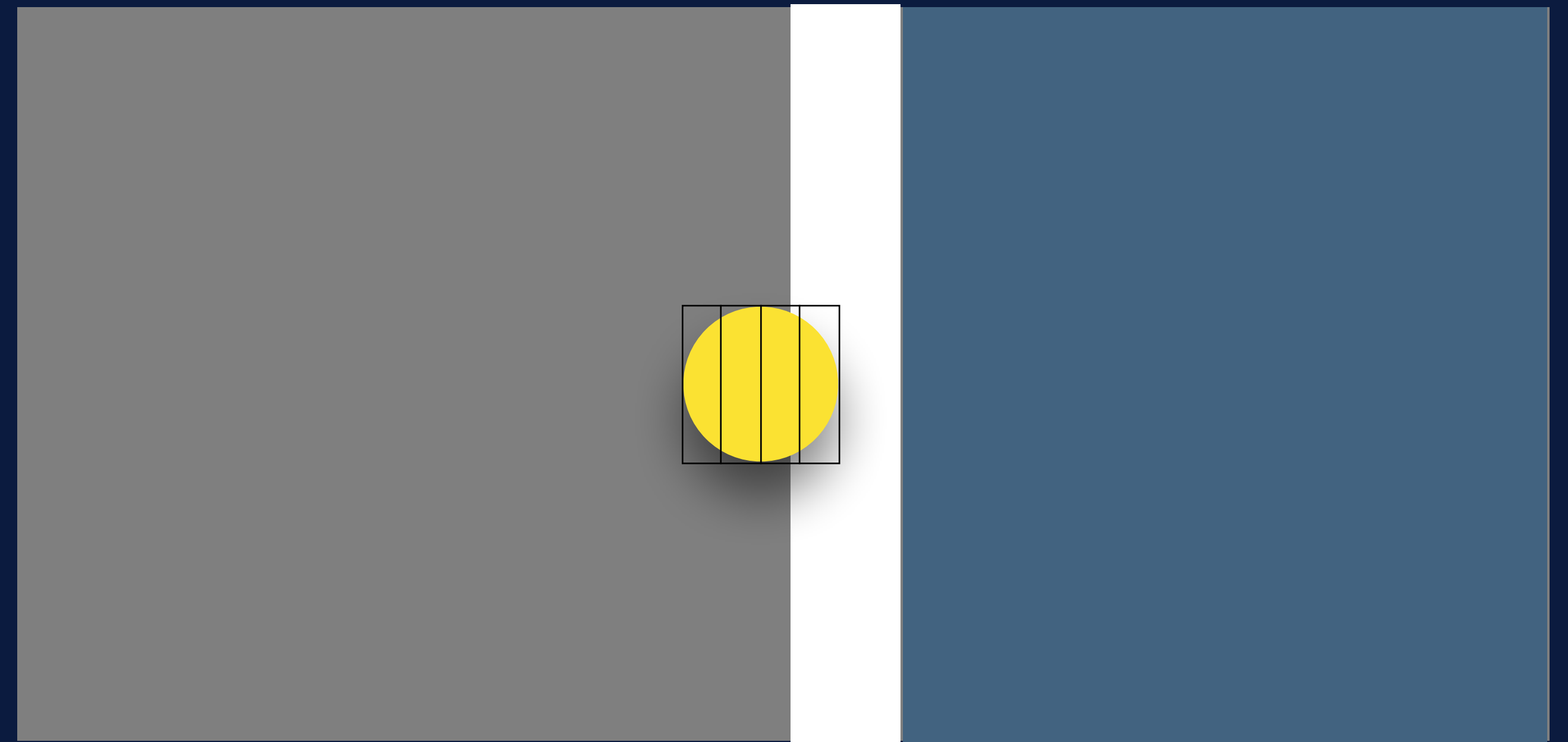
As seen in the illustration, the ball, with the 'generous point of contact' outlined in red, can be divided into quarters. If the replay referee cannot determine from replay if a ball is 'in' or 'out' the determining factor will be seeing more than 75% of the ball outside the line at the point of contact in order to call the ball out.

IN BALL

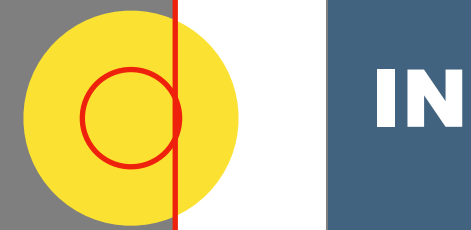
CAMERA ANGLE



IN



OVERHEAD ANGLE



IN

The ball in the above image and images (left) should be ruled in. With a generous point of contact, the inability to see space between the line and the ball, we would apply the "75/25 rule" and see there is more than 25% of the ball over the line not enough evidence to call the ball "out" and therefore, the the ball must be called "in."

PRECISION RULING

When viewed in slow motion, at 240fps, we are essentially freezing time and provided with a snapshot that the human eye would ordinarily not be able to witness.

This ability should require more compelling evidence to call a ball “out.”

Unlike in other sports when an independent and unbiased official makes the rule on the field/court, video replay must deliver conclusive evidence in order to overturn the call. In pickleball, players make the call and therefore the ball will be assumed in until video evidence shows the ball to be “out.”

MARGIN OF ERROR

Given the high-speed cameras, the video replay should provide definitive evidence and make replay calls quicker and more decisive.

However, in some cases where the ball is simply too close to call, the benefit of the doubt must go to the ball being ruled “in” unless clear evidence suggests otherwise.

CLOSE CALL REPLAY

By following these guidelines, the PPA's use of the "Close Call Replay" system ensures a consistent, efficient, fair and transparent method for determining in-or-out decisions, fostering confidence in the officiating process while maintaining the integrity of the game.