

YELLOW JACKET INTENSE TEAM TOURNAMENT OFFICIALS QUICK REFERENCE GUIDE

Thank you for volunteering!

The official's job is not to officiate every point. Our job is to help create a fast, organized, and fun experience for the players.

OFFICIAL PRIORITIES

1. Keep Time
2. Keep Score
3. Manage Timeouts
4. Keep Matches Moving

Everything else is secondary.

EVENT FORMAT

Each team consists of:

- 3 Boys
- 3 Girls

Each dual match includes:

1. Boys #1 Singles (*10-minutes + 1-minute optional timeout*)
2. Girls #1 Singles (*10-minutes + 1-minute optional timeout*)
3. Boys #2 Singles (*10-minutes + 1-minute optional timeout*)
4. Girls #2 Singles (*10-minutes + 1-minute optional timeout*)
5. Boys #3 Singles (*10-minutes + 1-minute optional timeout*)
6. Girls #3 Singles (*10-minutes + 1-minute optional timeout*)
7. Boys Doubles (*10-minutes + 1-minute optional timeout*)
8. Girls Doubles (*10-minutes + 1-minute optional timeout*)
9. Mixed Doubles (*10-minutes + 1-minute optional timeout*)

Each BOLT lasts 10 minutes with an optional 1-minute timeout.

Total max time per dual match = 55 minutes.

Teams have 5 minutes between BOLTs for:

- Substitutions
- Coaching
- Strategy
- Water break

SCORING

- Every point = 1 point
- Team scores are cumulative throughout the dual match
- No games
- No sets
- No ad scoring

Record each team's total points at the end of every BOLT.

The team with the most cumulative points at the end of all BOLTs wins the dual match.

SERVING RULES

- ONE toss/serve only
- Missed serve = loss of point
- No-let serves (If a serve touches the net and lands in the proper service box: play continues)

PACE OF PLAY

INTENNSE is designed to be fast-paced. We adopted the pace-of-play philosophy of INTENNSE but did not formally enforce the 14-second serve clock. Officials are instructed to encourage continuous play and intervene only when delays became excessive.

Players should serve promptly and keep play moving.

- Servers do not need to wait for returners to establish a traditional ready position.
- Returners should be prepared for play at all times.
- Excessive delays should be discouraged.
- Officials may remind players to keep play moving if necessary.

There is no need for officials to actively count a 14-second serve clock unless instructed by the Tournament Director. The goal is not to enforce a strict serve clock. The goal is to keep matches moving.

TIMEOUTS

- Each team receives one 60-second timeout per BOLT
- Coach or player may request a timeout
- Official starts and ends the timeout

Suggested announcement: "Timeout begins now."

At 30 seconds: "30 seconds remaining."

At 60 seconds: "Time. Play."

The match clock continues to run during timeouts.

LINE CALLS

Players call their own lines.

Officials do NOT overrule line calls unless:

- There is a safety concern
- There is an obvious misunderstanding of the rules
- Players request clarification

You are not expected to act as a chair umpire. When in doubt: Let the players play.

BEFORE EACH BOLT

- ✓ Confirm correct players are on court
- ✓ Confirm score sheet is ready
- ✓ Announce start of BOLT
- ✓ Start official timer

DURING EACH BOLT

- ✓ Keep score
- ✓ Watch the clock
- ✓ Manage timeout requests
- ✓ Keep play moving

END OF EACH BOLT

- ✓ Announce "Time"
- ✓ Finish current point
- ✓ Record final score
- ✓ Report score to tournament director if requested
- ✓ Begin 5-minute transition period

REMEMBER

This event is designed to be:

FAST

FUN

COMPETITIVE

TEAM-ORIENTED

The players, coaches, and spectators will follow your lead.

Stay positive.

Stay organized.

Keep things moving