



USA *Volleyball*

BASIC REFEREE TRAINING CLINIC OUTLINE FOR THE 2008-09 SEASON

This clinic outline provides a consistent training tool for USA Regional Volleyball Associations for use in officials' fundamental clinics. This clinic outline will help ensure that a clinician with some degree of experience thoroughly covers all necessary information and changes for the coming season. The clinic content covers only USA Volleyball Domestic Competition Regulations and related FIVB rules and techniques.

For the less experienced clinician, a detailed clinic script is available. Additionally, a Power Point presentation of the clinic is available. RVA Referee Chairs may download these materials, free of charge, at the USAV password-protected website or may contact either the USA Volleyball national office or the USA Volleyball Director of RVA Referee Development for assistance.



USA Volleyball

BASIC REFEREE TRAINING CLINIC OUTLINE FOR THE 2008-09 SEASON

NOTE: All new rules, points of emphasis and/or techniques changes are noted by **underlined bold lettering**.

REFEREE UNIFORM AND EQUIPMENT

A. Required uniform

1. White ('Certified Volleyball Official') long- or short-sleeved polo shirt
2. Dark navy blue pants (not jeans or faded Dockers)
3. Blue or black belt
4. Solid white shoes and white socks
5. USAV patch recommended for regional competition, required for national competition
6. FIVB arbiter patch permitted regionally and nationally for USA International referees
7. Well-groomed and neat in appearance
8. Optional - certified official V-neck sweater (approved for on-court wear by either referee)
9. Optional – white sweater vest (approved for on-court wear by either referee)

B. Equipment

1. Whistle with lanyard
2. Watch (with second hand or timer)
3. Yellow and Red Cards
4. Coin for coin toss
5. Domestic Competition Regulations
6. **Highly encouraged** – net height measuring device
7. **Highly encouraged** – ball pressure gauge and pump

ENTERING THE GYM

A. Arrival

1. Arrive at facility at least 30 minutes prior to match time, **preferably earlier**

B. Communicate with appropriate personnel

1. Locate the tournament director or event manager
2. Determine warm-up protocol
3. With your partner, introduce yourself to both coaches, spending minimal but equal time with both
4. Responsibility begins with arrival courtside

C. Check facility and playing areas

1. Serving zone
 - a. Sideline extensions present to define service zone
 - b. Attack line extensions marked (recommended; only required for nationally sanctioned competition)
2. Overhead obstructions
3. Playing area vs. non-playing areas
 - a. Adjacent courts
 - b. Adequate distances for the pursuit rule to be used
4. Safety, i.e. floor obstructions, changes in court surface, other equipment
5. Sport Court on top of other allowable surface
6. Spectators may not be on portable court; interference on the playing surface by spectators or media may result in a replay

- D. Check match equipment
 - 1. Game balls
 - a. Color (uniformity & legality)
 - b. Pressure
 - 2. Net
 - a. Height; may vary depending upon age level
 - b. Supports and padding
 - c. Antennas
 - d. Vertical tape markers, if used
 - e. Referee's stand – **stable, elevated platform; padding may be necessary**
 - f. Advertising or net sleeves – not addressed by rule; must not alter the net height or change net characteristics
 - 3. Scoreboard or flip score
 - 4. Visual timing device, if used
- E. Player uniforms and equipment
 - 1. Player uniforms
 - a. Matching shorts and shirts – differing manufacturer logos are not an issue (See 1h below)
 - b. Sleeve length may vary (short vs. long); sleeveless jerseys or tank tops are not considered “matching” with short- or long-sleeved jerseys
 - c. Jerseys must be numbered in a permanent manner from 1 to 99; no duplicate numbers
 - d. Contrasting jersey for Libero
 - (1) **The Libero's jersey must contrast in color with that of the predominant colors of the other members of the team**; the color and height of the number may differ from other team members
 - (2) **Color combinations including but not limited to purple/black, dark green/black, navy/maroon or white/light yellow are not distinctive enough to comply with the rules.**
 - (3) A bib or jacket may only be worn in the case of re-designation
 - (4) The Libero's shorts do not need to be identical to the rest of the team members' uniform shorts
 - e. Exposed undergarments - any article worn by more than one team member must be the same (except for the Libero, **who may wear exposed undergarments that differ from other team members**)
 - f. **Numbers must be centered on the front and back of the jersey**
 - g. A player not in a legal uniform will not be allowed to participate in the match
 - h. Small logos (2-1/4" square) are not considered when determining whether uniforms are identical
 - 2. Player equipment
 - a. Splints and braces are allowed on arms and hands provided they do not give the player an artificial advantage; such items may need to be covered or padded
 - b. **A hard plaster or fiberglass cast is not permitted on arms/hands, regardless of padding or covering**
 - c. Medical devices (such as insulin pumps) are legal equipment provided they pose no risk of injury and give no artificial advantage to the participants; covering/padding may be necessary

PRE-MATCH PROCEDURES

- A. Captains' meeting
 - 1. Introduction
 - 2. Jewelry – no permitted during warm-up or match; single flat band ring allowed for adult competitions only
 - 3. Liquids during time-outs
 - 4. Ground rules
 - 5. Review warm-up protocol to be used
 - 6. Match format
 - a. Number of sets – matches are best 2 of 3 or best 3 of 5 sets
 - b. Rally scoring – all sets 25 points rally scoring, deciding set 15 points rally scoring
 - c. No point cap in any set
 - 7. Libero replacements
 - 8. Sanction notification: player on court must approach the stand; team members on bench must acknowledge sanction by standing and raising a hand; captain is notified of delay sanctions
 - 9. Ask second referee for any input

10. Substitution procedure – Authorization to enter required from the second referee; signal should be a sweeping motion as if motioning someone to enter a door ahead of you
 - a. **Insist** that players look at second referee for signal – warn once by bringing subs back for proper procedure; delay sanction should be assessed for subsequent improper procedure by same team
 - b. Multiple subs by same team must enter sub zone successively, one at a time
 11. Answer any questions
 12. Coin toss – designate one team as “heads” and one team as “tails,” then toss the coin; immediately reveal the result without turning the coin onto the back of the opposite hand; winner may choose to serve, receive the serve or side of court to occupy to start Set 1
- B. Meet with the scorer and assistant scorer
1. Only one official scorer, one assistant scorer and a visible scoreboard operator should be seated at the scoring table
 2. Review scorer duties
 - a. Recording of substitutions, time-outs and penalties
 - b. Informing referees of time-outs taken, team substitutions used, illegal substitutions and wrong server
 - c. Verify the server before each serve
 3. Ensure line-ups are recorded correctly - scorer and second referee roles
 4. Review assistant scorer duties
 - a. Uses Libero tracking sheet to track the Libero replacements and regular team substitutions
 - b. **Notifies second referee of illegal replacements after contact of serve**
 5. Answer any questions
- C. Meet with the line judges
1. Explain positioning on the court
 - a. Location prior to the match and between sets
 - b. **During time-outs, stand at the midpoint of the end line**
 - c. **Step back (down the sideline extended) when server is near the line judge’s position (i.e., within 4 to 5 feet of the left sideline)**
 2. Review line judge calls and signals
 - a. Balls “in” or “out”; court lines are part of the court; any part of ball touching any part of a line is “in”
 - b. Foot faults committed by server
 - c. Line faults committed by players other than server by touching floor outside court on contact of serve
 - d. Ball crossing the net outside the antenna, touching the antenna, or crossing the net over the antenna
 - (1) “Pursuit” Rule implications
 - if ball is pursuable: no signal
 - if ball is retrieved and the return path is completely inside the antenna, signal antenna fault
 - if player pursues a ball which is not pursuable, on contact, line judge signals “out”
 - e. Touches
 - f. Reporting rude remarks or inappropriate behavior **by participants or spectators**
 - g. Helping referee judge "pancake" digs
 - h. Line judge screened from call
- D. Referees pre-match communication
1. Review rule changes
 2. Ground rules
 3. Discreet assistance
 - a. How and when to signal
 - b. **Avoid discreet ball handling opinions; only offer when R1’s view is clearly blocked**
 4. Use of informal signals (set point, sanctions, back row plays, Libero actions, etc.)
 5. Team or individual sanction procedures; informing coach of sanction, if appropriate
 6. Bench control

NOTE: In the absence of a physical bench, references to a team’s “bench” will include the general area where a physical bench would be located if chairs/seating were present

 - a. Coaches may not enter sub zone
 - b. **All coaches must remain at least 1.75m (5’ 10”) from court while ball is in play**
 - c. **At any given time, only one assistant coach may be standing in the team’s free zone in front of the team’s bench to instruct players on the court; must be at least 1.75m from court while ball is in play**

- d. **If more than one assistance coach leaves the bench at one time, a verbal reminder is appropriate; repeated occurrences may result in an individual sanction to the assistant coach**
- e. Assistant coaches may not request game interruptions or address officials, and have no right to intervene in the match
- f. R2 offers quick, direct explanation of a rule to a head coach or captain when needed; resumption of play must not be delayed
- 7. R1 may request R2 to conduct deciding set coin toss
- 8. Post-match meeting location
 - a. "Toot-n-scoot" when appropriate
 - b. Include scoring crew and line judges when appropriate
- E. Warm-up procedure
 - 1. Timing of the warm-up periods – R1 may request R2 to time the segments
 - 2. When one team has exclusive use of the court during warm-up, the opposing team may practice with balls in the free zone surrounding the court but may not interfere with their opponent
 - 3. Ensure safety during warm-up periods
 - 4. Observe skill level to determine level of play
 - 5. Visually review the teams for jewelry and uniform legality, including Libero's uniform – contrast and color

DURING THE MATCH

- A. Signal teams to end lines or onto court
 - 1. Check line-ups; **scorer should use score sheet to ensure correct players are on the court**
- B. During service
 - 1. **Server must be on playing surface before service is authorized by first referee**
 - 2. Eight second violation (5 seconds for 14 & Under competition; see #6 in this section below)
 - 3. Foot faults by the server
 - 4. Served balls contacting an antenna or other obstruction
 - 5. Served balls contacting the net
 - 6. Re-serves not allowed except for 14 & Under competition, where a re-serve is allowed for each service; five seconds are permitted for each service attempt; **ball must fall to floor untouched to earn re-serve**
 - 7. After beckon has occurred, there can be no requests (line-up check, time-out, etc) until the ball is served or a sanction is assessed that results in a loss of rally
 - 8. Screening
 - a. Movement of players on serving team; separation of players; players bending over
 - b. Server or flight path of the ball must be visible to opponents
 - 9. Position faults by either team
 - 10. Blocking or attacking the serve – Attacking is illegal only if ball is contacted while in the front zone, entirely higher than the top of the net, and the attack is completed
 - 11. Player, other than server, off the court
 - 12. Play begins with the service contact; a rally begins with the referee's authorization for service
- C. Ball in or out of play
 - 1. Ball must cross the net between the antennas (implications of "Pursuit Rule")
 - 2. Ball is "in" when it lands in the court or on a court boundary line
 - 3. Ball is out of play when:
 - a. The ball lands completely outside the boundary lines
 - b. The ball contacts an object or person outside the playing area
 - c. **The ball contacts an official; however, a *player* contacting an official may be granted a replay if the contact prevents the player from making a legitimate play on the ball**
 - d. The ball contacts the ceiling or overhead objects above opponent's court
 - e. The ball contacts the ceiling or overhead objects above team playing area and crosses into opponent's court
 - f. The ball contacts an antenna, or any part of the net system outside the antenna
 - g. The ball completely crosses the plane of the net outside the antenna
 - (1) "Pursuit Rule" implications
 - h. The ball contacts any object above non-playing areas
 - 4. The play ends with a referee's whistle

BALL HANDLING CALLS

NOTE: For ball handling judgments, the referee's judgment must be in accordance with the spirit of rules to encourage longer rallies and spectacular actions; hence, only the most obvious violations will be whistled. Therefore, when a player is not in a very good position to play the ball, the first referee will be less severe in his/her judgement of ball handling faults. The referees should enhance the excitement of volleyball by allowing the spectacular elements of the game, and highlighting the skill and athleticism of the players. Referees must judge the contact of the ball, not the technique or body position of the player.

- A. Sets (overhand ball handling)
 - 1. Double hits - allowed on any first contact
 - 2. Caught or thrown ball
 - 3. One-handed sets - use same judgment as two-handed set or tipped ball
 - 4. Concept of "over-controlled" versus "under-controlled"
- B. Passes or digs (underhand/forearm ball handling)
 - 1. Allowable multiple contacts
 - 2. Illegal multiple contacts
 - 3. Contact with the ball only by hair is ignored – not a touch
 - 4. Caught or thrown ball
 - 5. Ball played out of the net
- C. Tips and dumps
 - 1. Duration of contact; same latitude as sets
 - 2. Direction of the ball before and after contact
 - 3. Caught or thrown ball
- D. Attacking
 - 1. Point of contact in relationship to the rest of the body
 - 2. Contact with the ball must be made above that player's own playing space; reaching beyond the net to "save" a ball is illegal if contact is made with ball above opponent's playing space (Rule 9)
 - 3. Duration of contact
- E. Blocking
 - 1. Definition: Player reaching higher than the top of the net at the moment the ball is contacted
 - 2. Duration of contact
 - 3. Directional blocks
 - 4. Trapping the ball against the net
 - 5. Illegal vs. legal blocker
 - 6. Ball rolling quickly down the body – if not caught/thrown, then it is legal
 - 7. Contacting the ball before the hitter – if beyond the net, illegal
 - 8. Reaching beyond the net – when is it allowed?
 - 9. Collective blocks – only players who meet the definition of a blocker can be considered part of a collective block
 - 10. Non-blocking back row setter in the area of the block
 - 11. Ball that is blocked back into the attacker – may be first team hit or a block
- F. Four Hits
 - 1. Watch closely for blocking team contact after third team hit/attack to determine if part of the ball has touched the block along with the net
 - 2. If third hit is not contacted by the block and ball is contacted again by the attacker, "two hits" is called; if the attacker's teammate contacts the ball, "four hits" is called
 - 3. Line judges do not assist in making this call (ie., may not indicate whether blocker touched the ball)
- G. Attack-hit and Blocking Faults
 - 1. Back row attacker's feet in relation to the three-meter line
 - 2. Location of ball entirely higher than, or partly below, the top of the net as a factor for illegal attacks
 - 3. Player reaching higher than the top of the net as a factor for blocking faults (back row and Libero)
 - 4. Ball legally blocked back into an attacker

5. Ball legally blocked back into setter trying to retrieve it from near the plane of the net (if setter is a back row player and reaching higher than top of net, illegal block)
6. Simultaneous contact of a ball in the plane of the net by a back row player (setter) and an opposing player (illegal block by back row setter)

OTHER RULINGS

A. Player at the Net

1. Net driven into player (no fault)
2. Contact with net is not a fault unless player is in the action of playing the ball or such contact interferes with the play; contacting the ball is not a requirement to be considered "playing the ball"
3. Contact with antenna by player (fault)
4. Contact with net supports by player (no fault)
5. **Deflecting a ball through the net to prevent the natural rebound of the ball is a fault if the player has (intentionally) placed a hand/hands in the flight path of the ball**

B. Center line violations

1. Hand or foot on or above center line is legal
2. Crossing under the net beyond the sideline is legal (including pursuit implications) provided opponent's court is not touched
3. Interference with the opposing team (fault)
4. Penetration under the plane of the net without contacting the floor (no fault)

C. Rally replay situations

1. Inadvertent whistles
 - a. Play ends and ball is out of play
 - b. Referee makes ruling not penalizing either team
2. Objects less than 2m (6'6") from the court interfering with legitimate play on the ball
3. Ball contacts a spectator or media personnel in free zone during a legal attempt to play the ball
4. Ball contacts overhead obstruction less than 4.6m (15') above playing area
5. Ball comes to rest on an overhead obstruction above team's playing area when a team hit remains
6. Simultaneous faults
7. Object coming onto the court and interfering with play
 - a. **If player equipment (towel, contacts, eye glasses, etc.) falls to the floor during a rally, which consequently requires a stoppage of play, a delay sanction will result; the rally should only be stopped if there is concern that a safety hazard exists; teams should mitigate this risk**
8. Play is stopped due to an injury

D. Whistles

1. Simultaneous whistles that occur just as service is authorized
 - a. First referee determines which occurred first using information from second referee
 - b. Either allow request or assess delay sanction (generally, request is allowed)
2. Simultaneous whistles for faults by opponents
 - a. First referee determines which fault occurred first, if possible
 - b. If referee cannot determine which whistle occurred first, the rally is replayed

MATCH ADMINISTRATION

A. Substitutions

1. Unlimited player entries
2. Twelve (12) substitutions per team, plus unlimited Libero replacements
3. Re-entry into the set must be in the same position
4. Substitution zone is between center line and three-meter line
5. Requested only by the coach or captain, or by substitute entering the substitution zone
 - a. **Substitute(s) must be near zone at time of request; if not, no whistle to recognize request**
 - b. Substitution request does not need to indicate the number of substitutions, provided there is no delay between incoming substitutes
6. Players must wait until authorized to enter the court by second referee

- a. For multiple substitutions by the same team, each substitute must enter the substitution zone successively, one at a time
 - b. **Substitution request(s) by both teams during same dead-ball requires separate whistle for each team's request**
7. Administered by second referee, ensuring adequate time for scorer to accurately record
 8. Substitutes may leave the bench/warm-up area for medical reasons; coach/captain must make every effort to notify referees of the departure
- B. Replacements – Libero
1. **Libero number listed on the line-up sheet at the beginning of the each set**
 2. Libero may not act as team or game captain
 3. Replacement of players
 - a. The Libero may replace any back row player, **including a player who has become injured on the court, provided the Libero was not on the court at the time of the injury**
 - b. Replacements are unlimited, but a rally must occur between replacements
 - (1) A legally contacted serve constitutes a rally, even if a replay results (injury, ball on court, etc.)
 - (2) Any action that results in a point for either team (such as a sanction or wrong server) also constitutes a rally
 - c. Libero must be replaced by player whom the Libero replaced (the replacement may then be substituted before the next rally begins)
 - d. Replacements occur when the ball is out of play
 - e. Replacement location – over the sideline between the three-meter line and the end line
 - f. Late replacements (after beckon but before service contact)
 4. **Libero may not serve**
 5. Libero playing actions:
 - a. Back row player only
 - b. Cannot complete an attack hit from anywhere on the court when ball is entirely higher than top of net
 - c. Cannot block or attempt to block (reaching higher than top of net)
 - d. Restrictions on attack hits by teammates after overhand finger pass by Libero in the front zone
- C. Redesignation of injured Libero
1. Injured Libero must first be replaced by the player s/he replaced
 2. Redesignation does not need to occur immediately, but can occur at coach's discretion
 3. Redesignated Libero can be any substitute (players not in game at time of redesignation)
 4. Only a redesignated Libero may wear a vest, bib or pinnie; number must be visible
 5. Injured Libero replaced by redesignation may not return to play in that match
- D. Time-outs
1. Requested only by the coach or captain
 2. Duration – 30 seconds (may be modified for media coverage); no warning whistle prior to end of time-out
 3. Players may remain on-court or go to the free zone near the team bench; coaches and non-players may not enter court; referees may direct teams to leave court for administrative purposes
 4. Two time-outs allowed per set per team
 5. Administered by second referee
 6. Third time-out request is improper request (or delay sanction if IR has already been assessed in this match)
- E. Injuries
1. Stop play immediately for injury occurring anywhere in playing area (including free zone)
 2. Allow up to 30 seconds for assessment of injury
 3. If player is not ready to resume play after 30 seconds, a substitution, time-out **or replacement by Libero** must result
 4. Allow sufficient time for injured player to be safely removed from playing area
 5. No other substitution request may be made until injury is resolved
 6. Special injury time-out
 - a. Only used when there are no legal substitutes (regular or exceptional)
 - b. Lasts a maximum of three minutes
 - c. Only one special injury time-out allowed per player per match
 - d. Regular time-outs may be used in conjunction with the special injury time-out

7. Priority for exceptional sub for an injured player
 - a. Any player that has not already been in the set or player who has played in the same position as the injured player during that set
 - b. Any player on the bench regardless of previous position played
 - c. Libero
 8. An injured player replaced by exceptional substitution may not return to play in that match
 9. Blood issues
 - a. Stop play for blood on equipment
 - b. Stop play for blood on player and/or uniform
 - c. A bleeding player is treated as any other injury (30 seconds to resume play); if more time is needed to address blood on equipment or court, that time may be used to enable bleeding player to return
- F. Protest Procedures
1. Must be lodged by captain; coach may act as captain for 14 & Under competition
 2. Time factors for lodging protests between sets, after match
 3. No penalty for a protest that is not upheld
 4. Protests involving score sheet recording errors are not accepted
- G. Crowd Control
1. Use event management to control crowds

SANCTIONS

A. Improper Requests

1. First improper request in a match is denied without sanction and recorded on score sheet
2. A second and any subsequent improper request in a match is a delay sanction (see Item B below)
3. Improper request after a delay warning is still improper request provided no previous IR has been assessed (see Item B below)
4. Examples of Improper Requests
 - a. Request during a rally or after the whistle to authorize service
 - b. Request by someone other than the captain or head coach
 - c. Request for excessive team substitution (13th) or time-out (3rd)
 - d. Request for a substitution that would result in a wrong position entry
5. Captain (or second referee, if appropriate) should inform a coach when an improper request is assessed
6. **An improper request that is acknowledged (“whistled”) by one of the referees shall result in a delay sanction**

B. Delays (Warning or Penalty)

1. First delay in a match is a delay warning (opposite hand held on back of wrist) and is recorded on score sheet (See scorekeeping instructions in DCR)
2. Second or subsequent delay in a match results in a delay penalty (yellow card on back of wrist) and is recorded on score sheet (See scorekeeping instructions in DCR)
3. First referee assesses delay sanctions
4. Examples of delays
 - a. Delay of substitution
 - b. Prolonging a game interruption after a request by either referee to resume play
 - c. Request for illegal substitution
 - d. Second and subsequent improper request in the same match
 - e. Delay of game by any team member (examples include frequent inquiries regarding number of remaining time-outs or substitutions, unnecessary shoe tying or floor wiping)
5. Captain may inform a coach when a delay sanction is assessed, if appropriate

C. Individual Warnings

1. No penalty is assessed with a hand signal or verbal warning
2. Assessed for minor unsporting conduct by an individual, including but not limited to:
 - a. Showing frustration, tugging on net, celebrating through the net toward the opponent
 - b. Comments to officials, opponents or spectators

3. When a player on the court is warned, the first referee may call the player to the stand to inform him/her of the warning ("This is your official warning"), or may whistle and signal ("finger wag"), ensuring that the player has acknowledged the warning
4. For a team member on the bench, the first referee may whistle and signal ("finger wag") or may request that the captain report the warning to the team member
5. Warnings are not recorded on the score sheet and have no immediate consequence
6. Multiple warnings to same team member in same set/match are permitted provided the offense(s) are minor unsporting conduct

D. Individual Penalties

1. All penalties remain in force for the duration of the match
2. The yellow card is held in the hand on the side of the net of the offending individual
3. The team of the sanctioned individual loses a rally (point for the opponents)
4. Assessed for rude behavior without previous warning, such as:
 - a. Rude, obnoxious behavior or profanity
 - b. Stomping feet, shouting or yelling at opponents during play
 - c. Deliberate contact with opponent
5. Referee may not give two individual penalties to same team member during the same match
6. Sanction Procedures
 - a. When a player on the court is penalized, the first referee shows yellow card by holding the card with the hand on the side of the net of the offending team member, and calls that player to the referee stand to communicate the sanction ("This penalty is for you for unsporting conduct.")
 - b. When a team member on the bench is sanctioned, the first referee must call the captain to the stand, inform him/her of the sanction and ask the captain to inform the sanctioned team member, who must then stand and raise a hand to acknowledge the sanction
7. Penalties are recorded on the score sheet (See scorekeeping instructions in DCR)

E. Expulsions

1. Assessed for second act of rude conduct or first act of offensive conduct in a match
2. Offensive conduct sanctions do not require previous warning or penalty; includes obscene or insulting gestures or words toward officials, opponents or spectators
3. In the absence of a Penalty Area, expelled players/subs remain seated on the bench; coaches must leave playing and spectator areas for remainder of set
4. Expulsions are recorded on the score sheet (see scorekeeping instructions in DCR)

F. Disqualification

1. Assessed for second act of offensive conduct or any act of physical aggression, not necessarily with previous sanction
2. Disqualified team member must leave the Competition Control Area (playing area, bench, warm-up and spectator areas, as a minimum) for remainder of the match
3. Disqualifications are recorded on the score sheet (See scorekeeping instructions in DCR)

G. General rules for sanctions

1. Only the first referee may issue a card(s); the second referee may only indicate to the first referee that a card is needed and may suggest the sanction to assess
2. A player on the court must approach the stand when directed by the first referee, and the appropriate card is displayed to that player
3. The captain must approach the stand when requested to acknowledge a delay sanction or the sanction given to a team member on the bench
4. All sanctions and improper requests must be recorded on the scoresheet in the Sanctions or Remarks section
5. It is not required to precede any sanction with any other sanction – for example, an individual penalty (yellow card) may be assessed, if warranted, without being preceded by a verbal warning
6. All sanctions are for the match, including delay sanctions
7. Individuals expelled or disqualified must immediately vacate the areas required by the rules
8. Sanctions may not be imposed by the referees for more than the current match

END OF SET/MATCH PROCEDURES

- A. Players do not go to end line if there is another set to be played; a whistle and the signal to change courts is given immediately after the end of set signal
- B. Players may go to their benches during the coin toss that precedes a deciding set
- C. Players switch sides without delay at 8 points in a deciding set
- D. Players go to end line at end of match
- E. **Three-minute interval between all sets will begin with referee's signal awarding final point of the set**

SUMMARY OF OFFICIALS AND THEIR DUTIES

- A. First referee
 - 1. Has ultimate authority over the match
 - 2. May overrule any other official
 - 3. Inspects playing area and equipment
 - 4. Conducts coin toss and captains' meeting
 - 5. Controls team warm-ups
 - 6. Determines serving faults and screening
 - 7. Whistles position faults by serving team
 - 8. Whistles antennas on R1's side of the court, including a ball that passes beyond the centerline extension behind the first referee
 - 9. Whistles ball handling violations
 - 10. Indicates only the loss of rally for calls initiated by second referee
 - 11. Communicates with second referee during match
 - 12. Assesses sanctions
 - 13. Indicates which team scores points and serves next
- B. Second referee
 - 1. Assists first referee
 - 2. Verifies line-ups for both teams before each set
 - 3. Repeats all signals of first referee
 - 4. Discreetly signals violations when first referee's view is blocked
 - 5. Works with scorer and assistant scorer
 - 6. Authorizes and controls time-outs and substitutions
 - 7. **Verbally and visually notifies coach when 9th, 10th, 11th and 12th substitutions are used**
 - 8. Supervises injury situations
 - 9. Whistles player contact with any portion of the net in accordance with 11.3.1
 - 10. Whistles antennas on the R2's side of the court
 - 11. Whistles centerline violations
 - 12. Whistles position faults on receiving team
 - 13. Whistles back row player faults (signal to R1 first)
 - 14. Whistles when a ball contacts the floor (signal to R1 first)
 - 15. Stops play for balls crossing net outside antenna on R2's side of the court (implication of Pursuit Rule)
 - 16. Stops play when ball contacts object outside antenna (post, net supports or equipment) on R2's side
 - 17. Communicates with first referee during match
- C. Scorer
 - 1. Before the match
 - a. Record names of first and second referees and the scorer
 - b. May prepare the score sheets for the minimum number of sets to be played
 - c. Record starting line-ups for both teams
 - d. Assist the R2 with line-up verification before the start of each set
 - 2. During the match
 - a. Record the score
 - b. Ensure the serving order is followed correctly
 - c. Check eligibility of all substitutions before entering the game;
 - d. Record time-outs and notify referees of number of time-outs taken by both teams
 - e. After recording subs or at the end of a time-out, indicates readiness by raising both hands, palms forward

3. Record all information if a protest is lodged
 4. Post-match
 - a. Verify the score
 - b. Ensure all information is filled in on the scoresheet
 - c. Sign the scoresheet
 5. Assistant Scorer
 - a. Confirm that the player originally replaced by the Libero is the player who returns to the court when the Libero leaves the court
 - b. Ensure that at least one rally occurs between Libero replacements
 - c. At the end of time-outs, confirm that each team returns to the court with the same six players who were on-court when the time-out was called (Libero replacements may not take place during time-outs, but must follow standard Libero replacement procedures at the end of a time-out)
 - d. Record regular team substitutions in addition to the Libero replacements
- D. Line Judges
1. Ball "in" or "out"
 - a. Signal to use when view is blocked
 2. Player or server commits line violation at time of contact for service
 3. Antennas and "pursuit rule" implications
 4. Touches
 5. Position
 - a. During play
 - b. Behind a server who chooses to serve from within 1-2 meters of left sideline
 - c. During time-outs at midpoint of end line
 6. Use of flags

OFFICIATING MECHANICS

- A. Hand signals
1. Clear, visible and executed away from the body
 2. Held long enough to convey the call ("thousand-one, thousand-two" count)
 3. Complete each signal before displaying the next signal (indicate loss of rally/next team to serve before signaling fault, for example)
 4. Sequence for calls initiated by first referee
 - a. Whistle to stop play
 - b. Indicate next team to serve/loss of rally
 - c. Signal nature of fault/violation (and player at fault, if necessary)
 5. Sequence for calls initiated by second referee
 - a. Whistle to stop play
 - b. Signal nature of fault/violation (and player at fault, if necessary)
 - c. Mimic first referee's indication of next team to serve/loss of rally
- B. Whistle technique
1. Should be clear, sharp and authoritative
 2. Reaction time should result in whistle being blown promptly
 3. **Each interruption request requires a separate whistle, including simultaneous requests by opponents during the same dead-ball period**
 4. Vary tones for different purposes (fault, time-out, substitution vs. injury or emergency, etc.)
 - a. Whistle to start/stop play
 - b. Whistle to stop play for safety issue (injury, ball entering from another court, etc.)
 5. Separation of whistle and signal to authorize service
- C. Second Referee Mechanics
1. Focus on receiving team at service
 2. Transition to blockers' side during rally – do not move before contact of service, but then move quickly throughout rally
 3. **After play, step away from post (to side of net of the team at fault)**, then repeat first referee's signals; if second referee whistles fault, the step must be to the side of the team at fault
 4. Scan both benches during dead balls to be attentive to time-outs, substitutions, or other needs

5. Serve and protect the first referee, especially as first response to coaches' concerns
6. Substitution procedure
 - a. Administer the substitution from the normal work area of the second referee in a location that allows the scorer to clearly view the players involved in the substitution
 - b. In-coming and out-going subs meet within the substitution zone (in succession, one pair at a time for multiple subs by same team) and must see the "authorization to enter" signal from the second referee prior to entering
 - (1) Technique for administering simultaneous substitution requests from both teams
 - c. After releasing substitutes, repeat substitute numbers to scorer as needed
 - d. Scan the opponent's bench then the court to ensure readiness
 - e. Signal to first referee to indicate that court is ready and play may begin, i.e., **"ready" signal**

REFEREE TECHNIQUES & POINTS OF EMPHASIS FOR 2008-09 SEASON

A. TECHNIQUES

1. **Communication with Coaches:**
 - a. Coaches should be reminded of the requirement that they remain 1.75 meters (5'10") from the court while the ball is in play. In addition, coaches should be notified of the consequences for failure to adhere to this rule, i.e., delay sanction.
 - b. At the conclusion of a team's second time-out of a set, the second referee will notify a coach or captain by displaying the time-out signal (Signal #10) and then showing two fingers. This notification may also be verbalized when appropriate. The second referee will then notify the first referee in the same manner. (See Time-out Procedures below)
 - c. With the 9th, 10th, 11th and 12th team substitutions, the (second) referee will notify the coach by displaying the substitution signal (Signal # 11), followed by the number of team substitutions used during the set. (10 – clenched right fist, 11 – clenched right fist plus index finger of left hand, 12 – clenched right fist plus index and middle finger of left hand). The second referee will then notify the first referee in the same manner.
 - d. It is not required by rule that a coach be positioned near the substitution zone to make a request for game interruption (substitution, time-out, line-up check, etc). Should a coach be positioned away from the substitution zone when requesting a game interruption, the referees may need to remind that coach that there is a higher likelihood that the request will be noticed and acknowledged if the coach is positioned closer to the substitution zone when making such a request. If either referee notices the request, it should be acknowledged, regardless of the coach's proximity to the substitution zone.
2. **Time-out Procedures:** After signaling a time-out, both referees will indicate the team requesting the time-out be pointing toward that team's bench.
 - a. At the conclusion of a team's second time-out in the set, the second referee will notify a coach or captain that all team time-outs have been taken by displaying the time-out signal (Signal #10) and then showing two fingers. While the second referee is communicating this information to the team, the first referee will ensure that both teams are returning to the court. The second referee will then quickly return to the proper position near the net post and then notify the first referee of the team's time-out status in the same manner.
 - b. It is not required for either referee to display team time-out information at the conclusion of each time-out unless this information is needed as a clarification. The second referee does not need to notify a team when that team has taken only one time-out in the set unless the team requests such information.
3. **"Ready" Signal:** Raise both hands above the head, palms forward. This signal is used by a second referee after any regular set interruption or a delay to the resumption of play. It is also used by the scorer upon completion of recording a substitution(s), or at the end of a time-out. "Ready" means that the scorer has recorded all necessary information, the second referee is in proper position, all players have taken their positions on the court, and that the court is ready for play.
4. **Requests for Set Interruption:** When opponents request a set interruption (time-out, substitution, etc.) during the same dead-ball period, the second referee will acknowledge each team's request with a separate whistle. Multiple substitutions by the same team require only one whistle.

5. **Signal Sequence:** The referees' signal sequence must be clear and deliberate to avoid confusing the teams and spectators. The first referee may need to hold the loss of rally signal momentarily while the second referee gets into position at the end of the rally. The sequence should not be given so quickly that participants or spectators are unsure of the nature of the fault.
6. **Team Captain:** During pre-set line-up checks, the second referee indicates the floor captain to the first referee by placing the arm in the chest area, hand open and palm facing the floor, and pointing, open hand, toward this player. This technique should also be used when the captain is replaced by substitution or the Libero. The captain should be encouraged to acknowledge this designation by raising a hand.
7. **Sanction Procedures:**
 - a. For a player on court: The player being sanctioned must approach the first referee's stand to acknowledge the sanction. The first referee displays the appropriate card(s) to this player and verbalizes, "This penalty (or expulsion or disqualification) is for you for unsporting conduct."
 - b. For a team member on the bench: The first referee will call the captain to the stand, indicate that "This penalty (or expulsion or disqualification) is for player (or coach) 'X'. Please inform him/her of the sanction." The captain should go immediately to the bench to inform the team member, who should acknowledge the sanction while the R1 displays the card(s).
 - c. For simultaneous sanctions by opponents: When individual sanctions are assessed to opponents for simultaneous unsporting acts, the team member from the serving team shall be sanctioned first, followed by the team member from the receiving team. The sanctions are administered following the above procedures.
 - d. For delay sanctions: The first referee will call the captain to the stand, indicate "This [delay sanction] is for [delay action]," while displaying the appropriate signal. The captain may inform the coach of the sanction for clarification purposes.
 - e. For verbal (official) warnings: Verbal or hand signal warnings must be accompanied by a whistle and are notified directly to the team member being warned or through the team captain. Multiple warnings to the same team member during the same set/ match are permitted for minor unsporting conduct.

B. POINTS OF EMPHASIS

1. **Warm-ups:** When one team has exclusive use of the court, the opposing team may warm up with practice balls in the free zone surrounding the court but may not interfere with the warm-up of the opponent on the court, including serving practice.
2. **Line Judge Positioning:**
 - a. When a server takes a position within 1-2 meters of the line judge, the line judge must step behind the server along the sideline extension. After the service contact, the line judge should quickly return to the position at the intersection of the end line and sideline.
 - b. During time-outs, line judges will stand at the mid-point of their respective end lines.
3. **The Serve:** The server must be on the playing surface before the serve is authorized.
4. **Coaches' Location:**
 - a. All coaches must remain 1.75 meters (5'10") from the court while the ball is in play. During dead-ball periods, coaches may briefly approach the court to give instructions to players on the court but must step away from the court when the first referee prepares to beckon for service. If a coach fails to adhere to this rule after being reminded to do so, a delay sanction may be assessed. NOTE: When the distance between the sideline and the team bench/bench area is less than two meters, the coach must remain in the free zone nearer to the team bench/bench area while the ball is in play. Coaches may not enter the substitution zone.
 - b. The coach or one assistant coach may give instructions to a player in the warm-up area but may not remain there for any extended length of time.
5. **Assistant Coaches:** One assistant coach at a time may leave the bench to give instructions to the players on the court. During play, this assistant coach may give these instructions while standing or walking within the free zone in front of his/her team's bench from the extension of the attack line up to the warm-up area, no closer to the court than 1.75 meters (5'10") from the sideline and its extension, without disturbing or delaying the match. Assistant coaches may not address the referees.
6. **Disruptive Coaching:** includes loud or abusive language, comments to officials or to opposing teams, throwing of objects, and displaying disgust in an overt manner.
7. **The Libero:**
 - a. Libero must be designated on the line-up sheet for each set.

- b. The Libero's jersey or jacket must contrast in color (dark vs. light) to the color of the jersey worn by other members of the team. (Please note USAV 19.2a)
 - c. If the Libero wears an exposed undergarment as noted in USAV 4.3, that undergarment may differ from exposed undergarments worn by teammates.
 - d. The Libero may replace an injured player in the back row after the 30-second injury evaluation if the Libero was not on the court at the time of the injury.
8. **Uniform numbers** must be centered on the front and back of the team jerseys. The numbers must be a minimum of 10cm (4") on the front and 15cm (6") on the back.
9. **Player Equipment:**
- a. If a player's towel falls to the floor during a rally, which consequently requires a stoppage of play, a delay sanction must be issued. The rally should not be stopped unless a referee judges that a safety hazard exists. A delay sanction can be avoided if the team takes steps to mitigate the risk hazard in this situation.
 - b. Player equipment (eye-glasses, contact lenses, etc.) is worn at the player's own risk (Rule 4.5.2). If a stoppage of play results due to a concern for safety, a delay sanction is assessed and a replay should be granted. A similar rationale, as noted above in 9a, should be used to determine if a safety hazard exists. If a player is injured as his/her lenses fall to the floor, the injury takes precedence and the provisions of Rule 17.1 should be applied.
 - c. Hard plaster casts are not permitted, regardless of covering or padding.
 - d. Bobby pins, barrettes and hard plastic headbands may be used to control the hair. Such items do not need to be covered or padded.
10. **Interference with Play:**
- a. A player who places a hand/hands near the net in the path of a ball to intentionally deflect the natural rebound of a ball that has been passed into the net by the opponent, has committed a net fault according to the FIVB/USAV interpretation of "interferes with play".
 - b. If a player contacts an official (second referee or line judge) during an attempt to legally play the ball, the first referee may award a replay if the physical interference impeded that player's attempt.
 - c. A ball that contacts an official (referee or line judge) is ruled "out" per Rule 8.4.2.
11. **Improper Requests:**
- a. A request for an illegal substitution shall result in an improper request. However, if such a request is acknowledged (i.e., whistled), a delay sanction shall result.
 - b. Despite any previous delay sanction, a team's first improper request of the match is rejected, and the improper request is assessed without further sanction.
 - c. An improper request is signaled with a sweeping motion – the arm extended, open hand, and the palm facing away from the body on the offending team's side of the court.

© USA Volleyball 2008. *These materials may be reproduced only with permission from USA Volleyball.*