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# OFFICIATING VOLLEYBALL

## INTRODUCTION

Volleyball is one of the most difficult and rewarding games to officiate. It demands not only a fine performance from each official, but also intelligent and cooperative teamwork between officials. The referee must make a decision every time the ball is contacted as to whether a play is legal. This means virtually no rest time. Having the ability to stay focused for an entire match, and consistently make good calls is an accomplishment you can be proud of.

The primary job of an official is to see that a game progresses smoothly. Don't interfere with play more than you need. Call the plays that are clearly illegal. Watch the hands of the players as they contact the ball. If you aren't sure about a call, don't make it. You want to be seen as someone that knows what he is doing, not someone that likes to guess about calls.

The essentials of good officiating include:

1. The ability to handle players in a friendly, firm and fair fashion, maintaining unchallenged control of the game and unqualified discipline of its players.
2. Letter perfect knowledge, understanding and application of the rules with fair, fearless and intelligent enforcement.
3. Knowledge of and adherence to approved mechanics with a thorough mastery of the assignments and duties of each officiating position.

Setting the standard for calls is something that needs to be done from the onset of the first game. Players will be looking to you for consistency and fairness. Be aware of the level you are officiating. Don't expect young players to be able to correctly pass or set the same way more experienced players can. Keep your standards of what is a legal play in accord with the level you are officiating.

There are many things you will have to remember as a volleyball referee, but the most important thing is to .....

**HAVE FUN!**

# *THE ART OF OFFICIATING: RULES TO LIVE BY*

- Be responsible and punctual for your assignments. It is irresponsible and unethical to not appear for a scheduled match or to frequently appear late.
- Have a good time. If you do not truly enjoy the experience of officiating, you should explore other options.
- Prepare yourself both physically and mentally. This will enable you to make quick and positive decisions, increase your self-confidence, and help to eliminate unnecessary questioning by the contestants.
- Know the duties and responsibilities of your specific assignment, as well as those of the other officials. It may be necessary for you to assume the responsibilities of more than your own duties sometime during the contest.
- Acquire and maintain your knowledge of the rules and understand their correct interpretation and application. Discuss interpretations with your fellow officials. See that they interpret the rules properly and fulfill their duties fully and impartially.
- Make a concerted effort to develop a basic knowledge and understanding of human nature. This will help you to anticipate and control situations as they arise.
- Observe the warm-up period. Observe the skill level and the intensity of the players. Sharpen your reaction time.
- Check the physical layout of the courts for minimum clearance requirements. Determine with administrative officials if special ground rules are to be used.
- Make an effort to meet coaches and captains before the game and maintain a pleasant attitude toward both teams. Avoid fraternizing that is unnecessary or which the public may misinterpret.
- Be efficient, firm, pleasant, knowledgeable, fair, courteous, clear, and concise. Enforce the rules without partiality and with consistency throughout the match. Accept constructive criticism gracefully.
- Be alert, active, and dignified at all times. Keep your eyes on the game. Give decisions quickly, accurately, and positively. If you don't see all of the play, don't blow your whistle.

# THE ART OF OFFICIATING – CONTINUED

- Ensure a crisp whistle tone. The whistle should be blown with authority and assuredness at the moment of infraction, and have variations in the tone to denote various meanings (time-out, foul, etc.)
- The execution of the correct official hand signals should be clear, understandable, and sustained. Immediately identify infractions of the rules correctly.
- Use a firm voice; be direct and responsive without being intimidating. Be polite in all dealings with players, coaches and team representatives keeping a professional distance. Avoid arguing or talking back. You'll only look unprofessional. Ignore spectators. Dealing with them is not your responsibility.
- When making calls, it is important to be effective, consistent, and positive. Call violations you see regardless of pressure from fans, the score, or what others may want you to do.
- Penalize no one for your mistakes; call for a re-play if necessary. If the call for the infraction is late, let it go (if borderline) or call for a re-play (play-over, official's mistake.)
- Communicate with both teams through the proper team representative(s). Courteous inquiries during a time-out or when you are not engaged should be answered in a kind and diplomatic manner.
- If, at any time, debris is thrown on to the court to such an extent that it endangers the players, or interferes with the conduct of the game, the referee has the right to stop play. It is not a part of the officials' job to clear the court. Simply withdraw from your position and allow the attendants to clear the court.
- Your personal appearance is very important. The official dress is navy slacks, white low cut tennis shoes, white sweat socks, and a white knit sport shirt with three or four buttons, a collar, and short sleeves. Keep your slacks pressed and your shirt clean. You are to supply your own officiating equipment.
- It is improper to indulge in any alcoholic beverages on the day of an officiating assignment. It is improper for you to appear in a bar in your official's uniform at any time.
- Be loyal to other officials. Officiating is a team effort. Treat them with respect and consideration, as you would hope they would do for you. Allow them to make their own decisions. Provide assistance when needed but don't interfere unless they look for help. If you have concerns about a performance, speak to them in private.

# *CONTROL OF THE GAME*

There are three reasons that an official loses control of a game. This is true in any sport.

## **REASON 1: MAKING TOO MANY CALLS**

When officials make too many calls they find themselves controlling the direction of the game. That's when a lot of problems arise. The most important thing to remember is to let the players play the game. The referee should be in the background not the main attraction.

## **REASON 2: NOT MAKING ENOUGH CALLS**

This is directly opposite of reason 1. Every game is different. Some games you will make a lot of calls and some games you won't. The important thing to remember is if it's an illegal touch the first time then it is the second time.

## **REASON 3: NOT MAKING ANY CALLS**

You are not there to be a spectator. You are there to call the game. Get involved.

A referee has to find a balance between making too many calls and not making enough calls. Good referees constantly consider this. Here are a few ideas that can help.

## **THE MOST IMPORTANT VIOLATION YOU CAN CALL IN A GAME IS THE FIRST ONE.**

This can set the flow of the game for you. You have to make sure that it is a violation that everybody could see and it is an obvious call.

## **THE WORST VIOLATION YOU CAN CALL IS THE ONE TO PROVE YOU KNOW THE RULES.**

Never make a call just to prove that you know the technical parts of the rulebook. Call the violations that need to be called.

# CONTROLLING PLAY ON THE COURT

Refereeing in all sports is difficult, but the refereeing of volleyball, in spite of the officials' fixed position, is one of the most demanding. The volleyball referee is required to keep constant watch over all the space from floor to ceiling, every corner of the court, outside the court, players on the court, substitutes, coaches, team managers, trainers, other personnel sitting on the benches, and even the spectators.

As the game progresses, there is constant change. No play is the same, which is why the referee must be constantly observing and ascertaining each situation as it takes place. Consideration must be made as to what the position is and what form and at what timing the play was made. Thus, any authoritative opinion in a volleyball game must rely on the subjective judgement of the referee. It is the referee's responsibility alone.

Key plays that must be observed closely:

- Basic direction of the ball – the source.
- Starting position of the players.
- Smooth shift of position relative to playing ball.
- Ball-handling tolerance
- Serve reception
- Setting (relay play)
- The source of a spiked ball
- Net play (touch, illegal block, illegal hit, etc.)
- Blocking and subsequent play (initial take-off and landing)
- Unsportsmanlike conduct (any direct or indirect)

## CONTROLLING PLAY – CONTINUED

- The most important characteristics a referee must possess are leadership and dignity. It is the responsibility of the referee to help each player demonstrate full potential and strengths within the limits of the rules and not to concentrate only upon the faults of a player. Referees must realize that they, too, make errors, and must not allow this factor to cause them to become indecisive. The greatest weakness a referee can display is insecurity resulting in feeble whistles and/or indecisive hand signals that cause all concerned to feel uneasy about the call.
- Play begins and ends with an official's whistle. Rallies, as well as infractions are always stopped by an official's whistle blowing. The whistle should be kept in the mouth at all times of play.
- Arm signals should interpret the events of the game and should be held long enough for players, coaches, all officials, and spectators to see. The official should blow the whistle to end each play, give the correct official hand signal with the hand toward the team making the error, and then signal point or side-out.
- In some instances it may be necessary for the referee to visually indicate the offending team or player.
- During substitution, the umpire should turn his back to the court and only face the referee when the scorer is ready. The umpire may stop the game (whistle) if the referee begins the game too soon.

# *THE GAME OF VOLLEYBALL*

Volleyball is a game played by two teams of six players with an inflated ball on a rectangular court separated into two areas by a net. One team serves the ball over the net, trying to make it land within the opponents' playing area. The receiving team attempts to return the ball over the net in such a manner that it will land in the opponents' playing area. Points are scored only by the serving team.

## SCORING POINTS

A point is awarded the serving team each time its opponent violates a rule or fails to return the ball.

## SIDE-OUT

A side-out is declared when the serving team violates a rule or fails to return the ball. The ball is given to the serving team's opponent, and no points are awarded.

## PRE-MATCH CONFERENCE AND COIN TOSS

Conduct a conference (see page 11) with a coach and the captain from each team prior to timed warm-ups.

Conduct a coin toss between the captains of each team prior to timed warm-ups (at least 15 minutes prior to the first game of the match) and, if necessary, prior to the deciding game of a match. The visiting captain shall call the toss. The winner shall choose either to serve/receive or the playing area. The loser of the toss shall be given the remaining choice.

## TERMINATION OF THE GAME

During pool play, matches are one game to 11 points with a cap at 13 points. During quarterfinal and semi-final matches, a match is the best 2-out-of-3 with games played to 11 with a cap at 13 points. Third place matches are one game to 15 with a cap of 17 points. Finals matches are best 2-out-of-3 with games to 15 points. There must be a 2-point advantage over the score of the opponent. There is no cap on points.

# SUSPENSION/FORFEITURE OF GAME

If a match is suspended due to:

- Power Failure;
- Host management failing to resolve a situation of an unruly spectator(s) in a reasonable amount of time;
- Other unforeseen circumstances;

It may be resumed from the point of suspension unless the agency determines otherwise. The score and lineup will be the same when it is resumed as they were at the moment of suspension.

Unless local rules determine otherwise, a game shall be declared forfeit when:

- A team refuses to play when directed to do so by the referee;
- A coach is removed from the premises for unsportsmanlike conduct and no authorized representative is present to assume responsibility for the team.

The score of a forfeited game shall be 15-0 if the game has not started. If the game is in progress, the offending team shall be awarded its acquired points and the opponent awarded at least 15 points or a sufficient number to reflect a two-point advantage.

## SCMAF MINIMUM PLAY RULE SPECIFICS

- Each player must participate in one of the first two games of the match and must remain in the game until a minimum of six (6) consecutive cumulative points have been scored.
- Late arriving players must be able to meet the minimum play requirements of six (6) consecutive cumulative points in 2<sup>nd</sup> game of the match.
- Exceptions to the minimum play rule are allowed for players unable to participate due to injury, illness, or disqualification.
- Scorekeepers are encouraged at the start of each game and when there is a score of five (5) points scored by either team in the second game, on their status of satisfying the minimum play rule. The ultimate accountability for compliance is the head coach's responsibility.
- The official scorekeeper shall determine compliance and render final decisions on the spot in the case of questions regarding the issue. Penalty for non-compliance will be forfeiture of the match (pool play = 2 games.)

# *WHO ARE THE OFFICIALS?*

## **REFEREE:**

The referee is the superior official of the game and may overrule decisions of other officials if, in the referee's judgement, they have made errors. The referee also decides when the ball is in play, assesses penalties where necessary, and makes all decisions on any matters or questions not specifically covered in the rules.

## **UMPIRE:**

The umpire assists the referee by keeping watch on all aspects of the game and ruling on situations that are out of the referee's view. He repeats the referee's signal for each call made. He also notifies coaches of time-outs used and penalties against his team.

## **SCORER:**

The scorer is responsible for recording individual and team scoring, verifying serving order, keeping a record of time-outs used and substitutions made by each team, any injuries experienced, or penalties given.

## **TIMER:**

The timer is responsible for timing the intervals for each charged time-out, each injury time-out, and the intervals between games. He will sound an audio signal 15 seconds before the end of the allotted time, if needed, and also at the end of the time-out.

## **LINE JUDGE:**

Line judges are responsible for determining foot faults during a serve, whether a ball crosses the net outside the antennas, if a ball has touched an overhead obstruction, whether a ball lands in or out-of-bounds, and whether there has been a touch on an out-of-bounds ball.

# *PRE-GAME INSTRUCTIONS*

- Introduce officials, captains, and coaches.
- Go over court boundaries and markings.
- Go over any special ground rules.
- Review substitution procedure and minimum play rule.
- Describe warm-up procedure.
- Determine who will call the toss of the coin.
- Report to the scorer the result of the coin toss.
- Clarify in a pre-match consultation with your umpire those calls that you expect him/her to make. The referee should set the standards on the three important areas of skill execution:
  - Serve-Receiving
  - Setting
  - Hitting

# COURT PROTOCOL

- At the beginning of the match, the officials should appear together. The referee will instruct the other officials of their duties. One official must check the height of the net, the ball, the lights, the scoreboard, etc.
- The umpire will check the players' roster with the official scorekeeper, find out the names and numbers of the captains and bring them together for the referee to toss the coin, go over the ground rules, and other pre-game procedures.
- At the end of the timed-warm-up period and prematch ceremonies, the officials take their positions on the court. The referee blows the whistle and directs the starting players to their respective endlines. When all officials are ready, the referee blows a second whistle and signals the players onto the court. Then, the umpire checks lineups for each team.
- Both officials should work as a team in the closest possible cooperation. Give active support at all times. The umpire is particularly cautioned to watch for fouls occurring at the net after the play has moved away from the net. If the umpire is asked by the referee to give his opinion about any matter, give it frankly and impartially.
- At the end of the game the referee will blow the whistle and signal "end of game" directing players to their respective endlines. With the players remaining on their respective endlines, the referee visually confirms the score of the game with the umpire, then blows the whistle and directs the teams to the appropriate team benches. The timer begins timing the interval between games with the referee's second whistle directing teams to their benches.
- Following non-deciding games, after the referee has confirmed the score of the game, he/she blows the whistle and signals the teams to change courts. The non-playing team members proceed immediately to their new team benches. The players proceed counter clockwise along the sidelines outside the standards, then directly to their new team benches.
- After a non-deciding game, just prior to a deciding game, with the players remaining on their respective end lines, the referee shall call the captains to the center of the court for the coin toss (the referee may request the umpire to conduct the coin toss.) Following the coin toss the referee blows the whistle and signals the teams to change courts or to return to their same benches depending on the results of the coin toss.
- At the end of the match, the referee shall blow the whistle, give the end-of-game signal directing players to their respective end lines. After the referee visually confirms the score with the umpire, he/she blows the whistle and directs the players to their respective team benches. The referee then verifies the score by initialing the score sheet. The match becomes official when the score sheet is initialed, and no change of score shall be allowed thereafter.

# *DUTIES OF THE REFEREE*

## **BEFORE THE MATCH**

- Be in uniform at the site of the match no less than 30 minutes prior to the start of the match;
- Examine the game ball to make sure it meets rule specifications, and make the final decision on the game ball to be used;
- Inspect the court markings, net supports, referee's stand and other equipment. Measure net height;
- Establish non-playable areas, and define any additional ground rules which might be necessary;
- Designate the official scorer, timer, and line judges;
- Review specific duties with the umpire and line judges;
- Assign line judges to their positions;
- Verify with each coach that all players are wearing legal uniforms and equipment;
- Check players for open wounds, bleeding or excessive blood on the uniform;
- Call a captain and coach from each team together for a pre-match conference;
- Conduct a coin toss between the captains to determine which team shall have the first choice of serving/receiving or playing court;
- Inform scorer which team elected to serve first and from which court they will serve.

## **POSITION**

The referee shall take a position on an elevated platform at the end of the net opposite the officials' table so the referee's head is 2-3 feet above the net in order to have an unobstructed view of both playing areas of the court.

# DUTIES OF THE REFEREE – CONTINUED

## DURING PLAY

The referee is the head official and shall:

- Have general supervision of other officials;
- Make decisions on matters not specifically covered by the rules;
- Make the final decision when there is disagreement between officials;
- In the spirit of good sportsmanship, promptly handle any unexpected situation.
- Also, the referee may replace a scorer, timer, or line judge who is not performing his duties properly.
- Blow the whistle and direct starting players to their respective end lines prior to the first game; then again direct them onto the court to begin play.
- Wait until the umpire has checked the initial rotational orders.
- Check that both teams are ready to play.
- To start the game, and after time-outs, the referee shall check that playing captains and officials are ready, then sound the whistle and give a visible signal for the serve. After dead balls, the referee shall make certain both teams and the officials are ready, then sound the whistle and give the visible signal for the serve.
- Blow the whistle for each serve or dead ball.
- The hand of the referee should be placed on the cable to discern more easily if the ball hits the net on service.
- Recognize requests for time-out or substitution, if necessary.
- Give a visible signal for each point/side-out, serve, violation, penalty, replay/re-serve, end of game, and change of courts as shown and described in the officiating manual, and give verbal clarification when necessary.

# DUTIES OF THE REFEREE – CONTINUED

- Signal at the end of each charged time-out, how many time-outs each team has used.
- Determine illegal hits.
- Determine the alignment of players on the serving team is legal at the moment of service.
- Determine screening by players on the serving team at the moment of service.
- Determine net fouls.
- Determine foot faults at the serving area and spiking lines.
- Determine back-row player fouls.
- Determine double fouls.
- Determine the number of hits by a player and team.
- Determine ball in play and dead ball.
- Determine point/side-out.
- The referee must make the final decision in case of opposing calls by officials. The referee may change his own decision or that of any of the other officials. For example: if a decision has been made and whistled, and then it is seen that the umpire has made an opposite decision, the referee may:
  - If convinced of the accuracy of the original call, repeat that signal;
  - If convinced the original decision was inaccurate, change the decision and give the appropriate call.
- If it is determined that a fault was committed simultaneously by each team, signal for a play-over.
- Grant time-outs, substitutions, and requests for serving order.

## DUTIES OF THE REFEREE – CONTINUED

- Blow the whistle when the team charged with a time-out is ready for play prior to 60 seconds expiring and the umpire is still checking the score sheet.
- The referee shall make decisions on infractions of the rules from the time a game begins until the scorebook is signed. The decisions shall relate to acts on or off the court during playing time, time-out, or between games.
- Handling any rule interpretation protest during the match, the referee shall write all of the facts concerning the rule interpretation protest. In addition, the referee shall make an official note of the score, playing areas, server, players, and coaches initiating the protest and the referee must sign the protest. The game shall then proceed, and the match shall be completed. If the protest is valid, the match is re-played from the point of the protest to the end.
- Administer cards for misconduct by players, coaches, or team personnel, and inform them of such actions.
- Notify (or request umpire to notify) the appropriate coach of reason for any disqualification.
- Blow the whistle and signal “end of game” directing players to their respective end lines.
- Visually confirm the score of each game with the umpire, then blow the whistle and direct teams to the appropriate team benches.
- After the match, sign the score sheet.

# *DUTIES OF THE UMPIRE*

## **BEFORE THE MATCH**

- The umpire should arrive, in uniform, at least a half-hour before the match.
- Assist the referee in prematch duties, and supervise the placement of the officials' table and team benches. If the referee has not arrived, the umpire should begin the pre-match procedures. If the referee does not arrive, the umpire should conduct the match.
- The umpire takes the game ball to the referee for approval and becomes personally responsible for the game balls.
- The umpire times the warm-up period before the match.
- The umpire obtains the line-up sheets from the coaches and makes sure that they are properly filled and duly authenticated.

## **POSITION**

The umpire shall be in a standing position on the floor opposite the referee, outside the sideline boundary and back from the standard.

- At the moment of the serve, the umpire shall be standing near the net on the side of the receiving team to view illegal alignment and illegal block or attack of the serve.
- During a live ball, the umpire shall move quickly to the side of the net opposite the ball and concentrate on play by both the offense and defense near the net.

## **DURING PLAY**

- The umpire shall assist the referee by ruling upon situations that are clearly out of the referee's view.
- Blow the whistle and give the signal for calls initiated by the umpire including time-out and substitution.
- Repeat the referee's signal for each point/side-out, violation or replay/reserve.
- Assist the referee by making sure a whistle is blown for each dead ball.

# DUTIES OF THE UMPIRE – CONTINUED

- Determine the alignment of players on the receiving team at the moment of the serve.
- Determine net fouls on both sides of the net.
- Determine hand/foot faults at the center line.
- Determine back-row player fouls.
- Control the entry of substitutes onto the playing area.
- Check the lineup of each team prior to each game.
- Grant time-outs, substitutions, and requests for serving order.
- Blow the whistle when the team charged with a time-out is ready to play prior to 60-seconds expiring.
- Signal at the completion of a charged time-out, how many time-outs each team has used.
- Notify the coach when one of the team's players has entered the game for the third time.
- If the game becomes tied at 14-14, notify each coach that he/she has an additional time-out.
- Check the score sheet for accuracy during each time-out and at the end of each game; initial it after each game and give the end-of-game signal (#23) to the referee.
- Determine, then notify referee of unsportsmanlike conduct violations by players, coaches, or other team personnel.
- Confirm illegal player equipment or uniform and warnings, penalties and disqualifications for unsportsmanlike conduct with the scorer, then record on line-up card.
- If requested by the referee, notify appropriate coach of reason for disqualification.
- In the absence of a timer, time time-outs and intervals between games.
- If requested by the referee, conduct the coin toss prior to the deciding game.

# *DUTIES OF THE SCORER*

## **BEFORE THE MATCH**

- Be designated and report to the referee no less than 20 minutes before the starting time.
- At least 10 minutes prior to the end of the prematch warm-up, receive each team's roster. When discovered, the scorer shall report any inaccuracies to either official.
- At two minutes prior to the end of the prematch warm-up and one minute prior to subsequent games, enter the uniform numbers of the starting players in the proper service order. Prior to each game of the match, the scorer shall provide the umpire with a lineup, which lists the players' numbers and the serving order of each team. This information shall be made available to the assistant scorer.
- Print the referee's and umpire's names on the official score sheet.

## **POSITION**

- The official scorer shall be seated at the officials' table next to the official timer.
- An assistant scorer may be seated on the outside of the official scorer.

## **DURING PLAY**

- Record individual and team scoring, and supervise the operation of the visual scoring device.
- Notify the umpire during the first dead ball when there is a discrepancy with the score.
- Verify the serving order to the referee or umpire.
- Designate the proper serving order upon request of the referee or umpire during a dead ball.
- Sound a signal at the time the ball is contacted for the serve when there is an improper server.

## DUTIES OF THE SCORER – CONTINUED

- Keep a record of time-outs charged to each team, and notify the umpire how many time-outs each team has used at the completion of each team time-out.
- Record in the “Comments” section of the score sheet all warnings, penalties, and disqualifications for unsportsmanlike conduct violations; notify the umpire of any previous unsportsmanlike conduct violations recorded for the same individual.
- Record in the “Comments” section of the score sheet all uniform/equipment violations and notify the umpire of any previous violations recorded for the same team.
- Record in the “Comments” section of the score sheet when a player is removed from the game because the player is unconscious or apparently unconscious.
- Record in the “Comments” section of the score sheet the number of any player replaced by an exceptional substitution.
- Notify the umpire when a team has requested an illegal time-out.
- Record each substitution as the umpire reports it. Immediately notify the umpire if a substitution is a request for a:
  - Fourth entry
  - Re-entry in wrong service position
  - Re-entry of a disqualified player
  - Re-entry of an injured/ill player during the same game in which he/she was replaced by an exceptional substitution.
  - Player not listed on the roster.
- Not count an illegal substitution as one of the three entries allowed a player.

### **THE OFFICIAL SCORE:**

The individual points being kept by the official scorer. Whenever a discrepancy occurs between this score and the visible scoring device or another part of the score sheet, the individual points shall be considered official and correct.

# *DUTIES OF THE TIMER*

## **BEFORE THE MATCH**

- Be designated and report to the referee no less than 20 minutes before the starting time.
- Test the timing device to be certain it is in proper working order.
- Time the prematch warm-up period.

## **POSITION**

- The official timer shall be seated at the officials' table next to the official scorer.
- An assistant timer may be seated on the outside of the official timer.

## **DURING PLAY**

- Time the interval for each charged time-out beginning with the official's signal, and, if necessary, give an audio signal at the end of 45 seconds and 60 seconds.
- Time the interval for each injury time-out, beginning with the official's signal, and give an audio signal at the end of 30 seconds unless play has resumed or the official indicates a decision has been made.
- Time the interval between games (three minutes) beginning when the referee signals the teams to report to the appropriate team benches. Give an audio signal at the end of two minutes and 45 seconds and again at the end of three minutes (unless both teams are on the court.)

# *DUTIES OF THE LINE JUDGES*

## **BEFORE THE MATCH**

- Be designated and report to the referee no less than 20 minutes before the scheduled starting time of the match.
- Review specific responsibilities with the referee.
- Be assigned to positions by the referee prior to the match.

## **POSITION**

- Line judges shall stand near the intersection of the left sideline with the end line, and move so they have a clear view of both the end line and the sideline.

\*If the server serves from the left third of the service area, the line judge on the serving team's side shall move directly back and in line with the extension of the left sideline until the ball is contacted for serve. Then the line judge quickly moves back into position at the intersection of the end line and left sideline.

- Line judges shall hold the same positions relative to the court throughout the match.
- Line judges shall stand at the midpoint of their respective end lines during time-outs. The line judge on the serving team's side of the net shall hold the game ball.
- Line judges shall have a designated neutral area where they can be seated between games.

## **DURING PLAY**

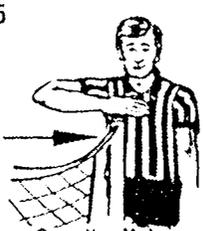
- Determining at the moment of contact for the serve whether the server touches the end line or the floor outside the lines marking the width of the serving area.
- Indicating when the serve, or any played ball, crosses the net not entirely between the net antennas.

## DUTIES OF THE LINE JUDGES – CONTINUED

- Indicating when the ball touches the net and/or net supports not entirely between the net antennas.
- Indicating whether a ball is inbounds or out of bounds when it lands near any line for which the line judge is responsible.
- Indicating when a player touches a ball that is going out of bounds on the player's side of the net.
- Communicating with the referee when asked, when the ball touches the ceiling or overhead obstruction, if out of view of the officials.
- Communicating with the referee when asked, 'ball-in-bounds' when it lands near any area for which the line judge is responsible.

USE OF FLAGS BY LINE JUDGES IS OPTIONAL.

# OFFICIAL VOLLEYBALL SIGNALS

1  Illegal Alignment/ Improper Server	2  Line Violation	3  Illegal Hit	4  Delay of Service	5  Over-the-Net
6  Net Foul or Net Serve	7  Legal Back Row Attack	8  Illegal Attack of Server/ Back Row Attack	9  Illegal Block/Screening	10  Ball Touched
11  Four Hits	12  Double Hit	13  Ball Lands In-Bounds	14  Out-of-Bounds/ Antenna Violation	15  Begin Serve
16  Side-Out	17  Point	18  Replay/Re-serve	19  Substitution	20  Illegal Substitution
21a  Team Time-Out	21b  Officials Time-Out	22  Unnecessary Delay	23  End of Game	24  Change of Courts

# *USING THE SIGNALS*

## **WHEN STOPPING PLAY, OFFICIALS SHOULD:**

- Sound the whistle with authority;
- Signal the violation, and hold the hand and arm signal long enough to be seen,
- Signal point, side-out or replay;
- Verbalize the decision when necessary. Signals are given with arm or hand on the side of the team involved.

**ILLEGAL ALIGNMENT/ IMPROPER SERVER (SIGNAL # 1):** Circular motion with the entire hand.

**LINE VIOLATION (SIGNAL # 2):** Indicate the line where the violation occurred by pointing down towards the line with an outstretched arm, open hand and fingers together, palm forward.

**ILLEGAL HIT (SIGNAL #3):** Slowly lift hand and forearm palm up, on the side where the violation occurred.

**DELAY OF SERVE (SIGNAL # 4):** Hold hand at head height with fingers spread, palm forward.

**OVER-THE-NET FOUL (SIGNAL #5):** Pass forearm, palm down, over the net.

**NET FOUL/NET SERVE (SIGNAL #6):** Hand of outstretched arm touches the side of the net on which the foul occurred. **NOTE:** The umpire is not required to touch the net.

**LEGAL BACK ROW ATTACK (SIGNAL #7):** Arm on attacker's side is extended, parallel to the floor at chest level, palm down. Make one slight horizontal sweeping motion.

**ILLEGAL ATTACK OF SERVE/BACK ROW ATTACK (SIGNAL #8):** Raise hand beside head and rotate forearm forward and downward.

**ILLEGAL BLOCK/SCREENING (SIGNAL #9):** Raise both arms to head height, palms forward.

**BALL TOUCHED (SIGNAL # 10):** Hand on offending team's side held beside head, palm toward head, then brush upward across fingertips one time with other hand, palm forward.

## SIGNALS - CONTINUED

**FOUR HITS (SIGNAL # 11):** Hand and arm nearest violating team raised, showing four fingers.

**DOUBLE HIT (SIGNAL # 12):** Hand and arm nearest violating team raised, showing two fingers.

**BALL LANDS INBOUND (SIGNAL # 13):** Extend one arm with an open hand palm down toward the floor area between the attack line and the net.

**OUT-OF-BOUNDS/ANTENNA VIOLATION (SIGNAL # 14):** Hold forearms in front of chest, hands open, palms toward face.

**BEGIN SERVICE (SIGNAL # 15):** Extend arm towards server, then blow the whistle to serve and move the arm overhead in a beckon motion.

**SIDE-OUT (SIGNAL # 16):** Extend arm at shoulder height, palm facing forward, on the side of the team to serve.

**POINT (SIGNAL # 17):** Raise index finger and arm on the side of the team that scores the point.

**REPLAY/RE-SERVE (SIGNAL # 18):** With fist hands, thumbs up, lift arms upward.

**SUBSTITUTION (SIGNAL #19):** Circular motion of hands around each other at head height.

**ILLEGAL SUBSTITUTION (SIGNAL # 20):** Hold arm nearest the offending team overhead, elbow bent, making two circles with the arm before pointing toward the court of the offending team followed by penalty signal (either point or side-out.)

**TIME-OUT (SIGNAL # 21):** Form a "T" with hands in front of face, then:

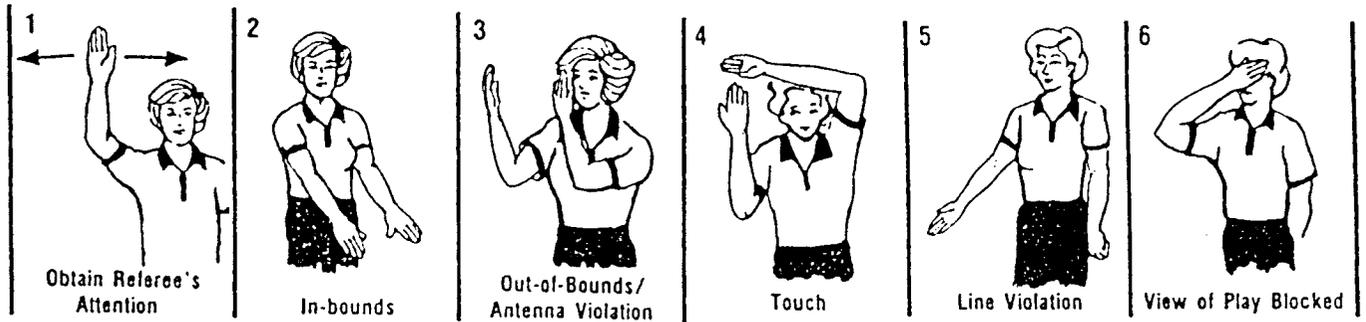
- **TEAM TIME-OUT** – Indicate court of team being charged.
- **OFFICIAL TIME-OUT** – Tap top of shoulders with hands.

**UNNECESSARY DELAY (SIGNAL # 22):** Both hands on hips, then indicate court of offending team followed by penalty signal (either point or side-out.)

**END OF GAME (SIGNAL # 23):** Arms crossed in front, hands open followed by a sweeping motion outward directing players to end lines.

**TEAMS CHANGE COURTS (SIGNAL #24):** Raise forearms and swing right arm in front of the body and the left arm in back of the body.

# LINE JUDGE SIGNALS



## HOW TO USE:

- **OBTAINING REFEREE'S ATTENTION:** Wave arm overhead to obtain the referee's attention, when necessary.
- **INBOUNDS:** Arms extended in front of body, hand open (palm down) toward the floor area between the attack line and the net.
- **OUT-OF-BOUNDS/ANTENNA VIOLATION:** Hold forearms in front of chest, hands open (fingers together) and palms toward face.
- **BALL TOUCHED:** Hand on offending team's side help beside head, palm toward head, the brush upward across fingertips one time with other hand, palm forward.
- **LINE VIOLATION:** Point downward toward the line where the violation occurred with outstretched arm, hand open (fingers together) and palm forward. Used to indicate service line violation.
- **VIEW OF PLAY BLOCKED:** Raise open hand (palm towards face) directly in front of eyes to indicate view of the play was blocked.

## OR WHEN FLAGS ARE AVAILABLE:

