



VOLLEYBALL

STUDENT OFFICIATING - TEACHING GUIDE

HOW TO USE THIS GUIDE

Purpose: Give Sports Officiating teachers the essential material students need to recognize common volleyball situations, make a decision, communicate the call, and work an elementary P-BVUSD match. This is a condensed teaching aid, not a replacement for the full rules source.

1 P-BVUSD MATCH FORMAT

MATCH	GAMES 1-2	GAME 3	SCORING	Timeouts
Best 2 of 3	21 points Cap at 23	15 points Cap at 17	Rally scoring	1 per game No rollover

REFEREE MINDSET	GAME MANAGEMENT
• Know the score and which team is serving before authorizing the next serve. • Use a clear whistle to stop or beckon play; avoid unnecessary whistles. • Make the decision, then communicate it with the appropriate signal. • The referee has authority over the match and may correct an official crew error when appropriate. • If an unusual situation is not covered by the rules, the referee makes the final decision.	• Do not change a judgment call simply because a player or coach questions it. • A referee may warn or penalize misconduct; game management should remain calm and professional. • When a legitimate injury occurs, stop play and follow the appropriate injury procedure. • If the referee believes an injury is being used to gain an advantage, the source rules allow play to continue. • Keep the match moving; unnecessary delay is not part of good officiating.

2 CORE BALL-PLAY CONCEPTS STUDENTS MUST RECOGNIZE

- Ball contacting the net, including a served ball, may remain playable when it legally crosses into the opponent's court.
- A ball contacting a boundary line is in.
- A team is allowed a maximum of three contacts before returning the ball.
- A player may not contact the ball twice in succession except where the rules specifically allow it.
- A legal contact must not be caught or thrown
- **Center line:** A player's foot or feet may touch the center line. **CALL A FAULT only when** a player completely crosses the center line with any part of the body AND doing so compromises the safety of an opponent making a legitimate effort to play the ball. Do not call a fault solely because a player touches or partially crosses the center line.
- Back-row and front-row restrictions matter when judging attacks and blocks.

3 SIMPLE OFFICIATING SEQUENCE

WHISTLE Stop/beckon play	DECIDE Identify the fault or result	SIGNAL Show the ruling clearly	POINT / SERVICE Indicate the team awarded the rally	RESET Confirm score & next server
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MATCH-DAY SKILLS

1 OFFICIATING CREW

ROLE	PRIMARY JOB
Referee(R1)/Referee(R2)	R1 - Control the match, beckon service, whistle faults, and manage play. R2 - Positioned on the floor opposite the up referee. Assists with the net and center line violations, subs, and support on calls.
Scorekeeper - Need 1	Track the running score and match information(subs/rotations) accurately.
Scoreboard Operator - Need 1	Keep the visible score synchronized with the official score.
Line Judge - Need 2	Assist with in/out and other assigned line responsibilities; do not overrule the referee.

2 TEACH THESE CALLS & SITUATIONS

- Service order / rotation: recognize when the wrong player serves or when a team is out of order.
- Serve: Beckon service and recognize obvious service faults.
- In / out: a ball touching the boundary line is in.
- Three contacts: identify a fourth team contact.
- Illegal contact: recognize caught/thrown or prolonged contact and illegal consecutive contacts.
- **Center line:** A player's foot or feet may touch the center line. Call a fault only when a player completely crosses the center line with any part of the body and doing so compromises the safety of an opponent making a legitimate effort to play the ball. Touching or partially crossing the center line by itself is not a fault.
- Attack / block restrictions: recognize relevant front-row/back-row restrictions.
- Substitutions and time-outs: know when a request is legal and keep the match organized.
- Injury / unusual play: stop play when required and involve the adult supervisor when the situation goes beyond the student official's role.

3 PROFESSIONALISM & COMMUNICATION

- Be neutral. Do not favor a school, coach, player, or friend.
- Use a confident whistle and clear signals; do not argue with players or spectators.
- Listen to a coach's appropriate question, but do not change a judgment call merely because it is questioned.
- If behavior becomes inappropriate, involve the adult supervisor rather than debating the issue.
- If unsure about an unusual rule situation, get the adult supervisor/referee instead of guessing.
- Correct an obvious crew or score-table error promptly when permitted; then restart play calmly.

ELEMENTARY P-BVUSD QUICK CHECK

Teams	Girls or coed teams consisting of 5th and 6th graders; boys are eligible to participate.
Warm-up	4 min on court + 4 min off court; 2 min shared serving
Match start	10 minutes after warm-ups begin
Roster	Minimum 12 present
Officials	Junior-high student officials with one adult supervisor at the score table
Libero	Not permitted

4 BEFORE STUDENTS OFFICIATE A LIVE MATCH

Suggested readiness check: Before assigning a student to a live match, have the student demonstrate the whistle/decision/signal sequence, explain the district scoring caps, identify common in/out and contact faults, and complete a short practice scrimmage with a scorekeeper.