

# Officials and Their Duties

## Crew:

- ❑ 1<sup>st</sup> referee (on the platform), remains the 1<sup>st</sup> referee for the entire match unless he/she cannot continue because of unusual circumstances, such as illness, emergency.
- ❑ 2<sup>nd</sup> referee (opposite the 1<sup>st</sup> referee, also scorekeeper)
- ❑ Two line judges/flag

## Whistles

- ❑ Only the 1<sup>st</sup> and 2<sup>nd</sup> referee blow whistles during the match.
- ❑ The 1<sup>st</sup> referee gives the signal for service to begin the rally.
- ❑ The 1<sup>st</sup> or 2<sup>nd</sup> referee signals the end of a rally, provided he/she is sure that a fault has been committed and has identified the nature of the fault.

## Hand Signals

- ❑ Immediately after a referee whistles to signal the end of the rally, that referee indicates the decision with the official hand signals. Signals made with one hand should be made with the hand on the side of the team that commits the fault or makes the request.
- ❑ If the fault is whistled by the 1<sup>st</sup> referee, he/she indicates the nature of the fault, the player who faulted (if necessary, for example in position faults), and the result of the play (point, play-over, sideout).
- ❑ If the 2<sup>nd</sup> referee whistles the fault, he/she indicates the nature of the fault and the player who faulted (if necessary, for example in position faults). She/he should step to the offending team's side of the net and signal the fault. The 1<sup>st</sup> referee then mimics those signals and then indicates the result of the play (point, etc.).
- ❑ In the case of a double fault, either referee indicates the nature of the faults and, if necessary, the players at fault. The 1<sup>st</sup> referee then indicates the result of the play.
- ❑ The use of signals is critical to volleyball officiating, as you are communicating to your partners, players and spectators. Signals should be made clearly & correctly with minimal delay.
- ❑ Before giving the authorization to serve signal/whistle, observe both teams that they are ready, make eye contact with your partner, scan the benches to make sure subs have legally entered the match, observe that the line judges are ready. The 1<sup>st</sup> referee controls the tempo of the match.

*\*\*\*Due to the 2<sup>nd</sup> referee's role as scorekeeper for intramural play, the 2<sup>nd</sup> referee's ability to use hand signals and mimic the 1<sup>st</sup> referee's signals may be hindered.\*\*\**

# First Referee – Reference Guide

## Scope of Authority

- ❑ Having authority over all team members.
- ❑ Having final authority over all decisions including those not specifically covered in the rules.
- ❑ Having authority over other officials and overruling other officials if certain one of the officials made an incorrect decision.

## Responsibilities

- ❑ Conduct the coin toss & captains meeting.
- ❑ Examine the ball & inspect the net and court.
- ❑ Establish ground rules as needed.
- ❑ Blow the whistle and authorize service.
- ❑ Frequently look at the second referee for discreet signals (example: four hits).
- ❑ Follow the ball and make call on in-bound/out of bounds plays.
- ❑ Scan benches during dead balls to be attentive to time outs, substitutions, or other requests.

## Whistle and Signal

Make calls on:

- ❑ Faults of the server, the position faults of the serving team, and faults in playing the ball.
- ❑ The back-row attackers and blockers.
- ❑ Attack-hit or blocking faults of back-row players.
- ❑ Determine whether a ball that went out on the blockers' side did or did not touch the block with assistance from the second referee and/or the line judges.
- ❑ A ball that crosses the net outside the antenna or touches the antenna on his/her side of the court.
- ❑ A ball that contacts an outside object that is out of play.
- ❑ A foreign object that enters the playing area and presents a hindrance to play or safety to the players.
- ❑ Recognize honor calls, unless there is a definite reason to believe that the player was mistaken.
- ❑ When used, the caution card/yellow card shall be displayed above the head on the side of the player(s) who is sanctioned. Communicate to the player and your partner that the player is being cautioned for misconduct.

## Whistle

- ❑ Whistle immediately when you see a violation.
- ❑ Loud, clear, and long. Don't be bashful!
- ❑ Keep your whistle in your mouth when the ball is in play; be ready to blow whistle when you see a violation.
- ❑ When you see a violation, blow whistle immediately (you may delay back-row violations for verification), signal violation, and indicate which team is awarded the ball.

## Net

- ❑ Touching the net is a fault **\*\*Exception: Minor net away from the play is legal if the player isn't playing the ball.\*\***
- ❑ A player may touch a post, a rope or any object outside the total length of the net provided the contact does not interfere with the play or is not used as a means of support while playing the ball.

## Center Line

- ❑ Hand or foot may touch the opponent's court providing some part of the hand/foot remains in contact with or directly above center line and there is no interference with opponents.

## Out of Rotation

- ❑ Players must be in rotation at time of service:
  - Front row player must be closer to the net than the corresponding back row player.
  - Right (left)-side player must be closer to the sideline than the center player in the corresponding row.
- ❑ Be sure a team is out of rotation before whistling.

## To Do

- ❑ Bring your whistle to each match.
- ❑ Present yourself to the 2<sup>nd</sup> referee as early as possible prior to the match/game.
- ❑ Discuss responsibilities with the 2<sup>nd</sup> referee.

## **Second Referee – Reference Guide**

### Responsibilities

- ❑ Make sure both teams are in correct positions to begin game.
- ❑ Authorize and control time outs and substitutions.
- ❑ Scan benches during dead balls to be attentive to time outs, substitutions, or other requests.
- ❑ Report unsporting behavior immediately to first official. The 2<sup>nd</sup> referee can also issue a warning (yellow card) or ejection if the 2<sup>nd</sup> referee observes the misconduct. The 2<sup>nd</sup> referee will then communicate to the 1<sup>st</sup> referee the nature of the sanction, player, and record the information on the game scoresheet.
- ❑ Responsible for the ball during interruptions of play.

### Whistle and Signal

During play, whistle & signal:

- ❑ Faults of the center line.
- ❑ Contact of a player with the net or antenna.
- ❑ Faults involving either antenna or the net outside either antenna.
- ❑ Position faults by the receiving team.
- ❑ Faults by an illegal attacker/blocker when positive that a fault has occurred.
- ❑ Contact of the ball with overhead or floor obstructions that are out of play.
- ❑ When a foreign object that enters the playing area and presents a hindrance to play or safety to the players.
- ❑ When used, the caution card/yellow card shall be displayed above the head on the side of the player(s) who is sanctioned. Communicate to the player and your partner that the player is being cautioned for misconduct. The word “caution” is written next to the player’s name of the scoresheet.

### Positioning

- ❑ Step back 3-6 feet from the pole as space allows.
- ❑ Pay attention to receiving team during service.
- ❑ Transition to blockers’ side during rally – move immediately on contact of service, and quickly throughout rally.

### Whistle

- ❑ Loud, clear and long. Don’t be bashful!
- ❑ Keep your whistle in your mouth when the ball is in play; be ready to blow whistle when you see a violation.
- ❑ When you see a violation, blow whistle immediately, signal violation, and indicate which team is awarded the ball.
- ❑ After each play, step out from the pole and mimic the first referee’s signal.

### Control Time Outs, Substitutions

- ❑ Notify first referee of how many time outs have been taken by each team.

## Net

- ❑ Touching the net is a fault \*\*Exception: Minor net away from the play is legal if the player isn't playing the ball.\*\*
- ❑ Contacting cables outside the net is not a fault.

## Center Line

- ❑ Hand or foot may touch the opponent's court providing some part of the hand/foot remains in contact with or directly above center line and there is no interference with opponents.

## Four Contacts, Ball Handling & Ball Contacting Floor

- ❑ Do not whistle.
- ❑ Discreetly signal 4 contacts (typically on chest); do not signal "touch."
- ❑ Discreetly signal violations blocked from the first referee's view.

## Out of Rotation

- ❑ Players must be in rotation at time of service:
  - Front row player must be closer to the net than the corresponding back row player.
  - Right (left)-side player must be closer to the sideline than the center player in the corresponding row.
- ❑ Be sure a team is out of rotation before whistling.

## To Do

- ❑ Bring your whistle to each match.
- ❑ Present yourself to the first referee as early as possible prior to the match/game.
- ❑ Discuss responsibilities with the first referee.

## Do Not

- ❑ Squat under the net.
- ❑ Watch for out of rotation violations on the serving team.
- ❑ Whistle 4 contacts.
- ❑ Whistle ball-handling violations.
- ❑ Follow the ball; focus on the net and center line.

# Line Judges - Reference Guide

## Position

- ❑ When two line judges are present, they stand diagonally opposite each other at the ends of the court, one at the intersection of the sideline and endline to the 1<sup>st</sup> referee's right, and the other at the sideline/endline intersection to the 2<sup>nd</sup> referee's right.
- ❑ Base position is with the left foot close to the sideline and the right foot close to the endline.
- ❑ Be attentive and maintain good body posture and position.
- ❑ Move from the base position to avoid interference with the play.
- ❑ Move from the base position to better observe a ball crossing the net near an antenna or to prevent being blocked from seeing the ball land near a boundary line.
- ❑ When the server moves to the left side of the service area to serve near the line judge's position, the line judge moves back along the sideline extended, farther back than the server.

## Responsibilities

- ❑ Each line judge controls an endline and an entire sideline.
- ❑ The line judge is **not** responsible for retrieving the ball. This is the players' responsibility.

During play, signal the 1<sup>st</sup> referee when:

- ❑ A ball lands inside or outside the court near their line.
- ❑ A player or server commits a line violation. The line judges' responsibility for foot-fault errors includes players other than the server on the court.
- ❑ After a team's first contact or block, a ball crosses to the opponent's free zone over or outside the antenna.
- ❑ A ball that has been retrieved from the opponent's free zone crosses back completely inside the antenna.
- ❑ A ball touches, crosses over or passes outside the antennas after a team's second or third contact.
- ❑ A ball contacts a player before going out of bounds on that player's side.

\*\*Note: The decision whether a ball that returns to the attacker's side did or did not touch the block is made by the 1<sup>st</sup> referee with the assistance of the 2<sup>nd</sup> referee; this is **not** the responsibility of the line judge.

## Flag & Signals

- ❑ Use the flag to signal.
- ❑ Use proper signals.
- ❑ Clarify the team at fault when necessary by pointing to the center of the near court with the right arm extended when the nearest team is at fault. Point down the sideline to the far court with the left arm extended when the far team is at fault.