

VOLLEYBALL ENGLAND  
**REFEREE COMMISSION**



**REFEREE  
GUIDELINES**

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## **INTRODUCTION**

The following Guidelines are issued by Referee Commission to assist Volleyball England referees in the task of officiating competitive matches. All referees are required to apply the Guidelines to help ensure correct and uniform application of the rules and their interpretations, as well as to achieve uniformity of match procedures.

It is important to note that the *Guidelines should not be used in isolation*, but in conjunction with the latest version of the Rule Book and Scorers' Manual, as well as any supplementary advice or instructions issued by Referee Commission including the Referee Code of Conduct and Child Protection Policies. These guidelines reflect the most recent rule amendments and interpretations implemented by the International Volleyball Federation (FIVB), the World Governing Body for Volleyball.

In addition to thorough mastering of the Rules and Guidelines, Referees should also study the latest version of the FIVB Casebook which, using key game situations, expands on and clarifies the spirit and meaning of the official rules and provides official rulings to be followed by all referees. All documents should be revisited regularly.

*All registered referees should make full use of the Volleyball England website, regularly visiting the Referee section.* Some may choose to download a copy of these guidelines for ease of reference. The Volleyball England website will in future be a key means of communication between Referee Commission and referees. Any future amendments, rule changes, advice, instructions will be posted on the Referee Section of the website.

## PHILOSOPHY OF REFEREEING (FIVB)

The essence of a good official lies in fairness and consistency:

- to **be** fair to every participant
- to be **viewed** as fair by the spectators

This demands an element of trust – the referee must be trusted to allow players to entertain:

- by being **accurate** in his/her **judgement**
- **by understanding why the rule is written**
- by being an **efficient organiser**
- by allowing the competition to **flow** and by directing it to a conclusion
- by being an **educator** – using the rules to penalise the unfair and admonish the impolite
- by **promoting** the game - that is, by allowing the **spectacular** elements in the game
- by allowing the best players to do what they do best: **entertain** the public.

A good referee will use the rules to make the competition a fulfilling experience for all.

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The 'ART' of refereeing needs to be continually practised and refined. Should clarification of rules and situations not be possible from the Guidelines or FIVB Casebook, referees are encouraged to seek guidance from Referee Commission.

As can be seen from FIVB's Philosophy statement and other related documentation, Refereeing does not consist solely of conducting a match by using the Rules of the Game as the basis for all decisions. Refereeing cannot and must not be the mechanical or automatic application of the Rules. The referee cannot carry out tasks just by looking for faults in teams' and players' techniques or behaviour and applying the corresponding sanction.

The good referee remains in the background. The bad referee hampers the game by wanting to play a leading role in the match. The referee must reward the players and teams for spectacular and exciting actions in the spirit of the Rules. It is essential that the referee maintains an excellent relationship with players/coaches, etc., and that his/her behaviour is exemplary.

During the match the referee must be able to distinguish between normal human expressions of feelings made under the stress of the game and real conscious unsportsmanlike behaviour. The referee should not punish spontaneous expressions of feelings such as standing up to cheer for excellent playing actions or for encouragement, etc. However, conscious negative expressions or incorrect gestures to the opponent or protests against the referees' decisions are strictly forbidden and should be sanctioned.

The referee's role is to act as a neutral facilitator, arbitrator and educator in a game of sport, rather than to set out to pick on small individual 'supposed' errors. Care must be taken to ensure that matches are well managed so that players, team personnel, other match officials and spectators gain the maximum enjoyment from the sport of volleyball.

**All referees must comply with the Referee Code of Conduct.**

## PREPARATION

### Personal Equipment

Preparation has many elements, but fundamental to refereeing well and being viewed as adopting a professional approach, referees must ensure that the following are in order prior to the match.

1. Uniform is prepared, clean and well presented

#### **Volleyball England Referee Uniform Code**

Volleyball England Referee Badge	worn <i>centrally</i> on chest
Volleyball England Referee Shirt	Referee Commission approved Shirt  additional Sweatshirts/Jumpers – <i>regulation kit</i> with badge worn centrally on chest
Trousers	<i>dark navy blue</i> - white belt optional.  Jeans, chinos, cords etc., or tracksuit bottoms of any variety are <i>not</i> acceptable
Shoes	<i>predominantly white</i> , clean sport shoes
Socks	white.

The rules insist on players wearing approved kit; it is *compulsory* for *all* referees to comply with the uniform code in all official matches

2. Referees should ensure that they have with them the equipment necessary to carry out their tasks as specified in the rules. Essential items include the following:
  - a) Whistles (spare/different tones)
  - b) Coin – to conduct the toss
  - c) Measuring rod or net height chain or tape measure
  - d) Ball pressure gauge
  - e) Ball pump and adaptors
  - f) Yellow and Red Sanction cards
  - g) Ball point pen(s)
  - h) Current Registration Card
  - i) Rule Book, Competition Handbook (Tournament Rules)  
\*Referees may also choose to carry their own line up sheets.

Referees should ensure:

- i) they have received, read *and responded* to their match confirmation, according to the Competition requirements. Documents should be taken to the match
- ii) that they depart in good time to arrive at the venue *no later than ONE HOUR before the scheduled time for first service, taking into account any possible delays/traffic reports*
- iii) that as soon as possible after arrival they check the Playing Area and equipment. It will be easier to insist on any changes to the court and equipment required if Sports Centre staff are given sufficient warning. This is not always possible but taking care of such matters in advance will help ensure mental preparation and concentration are less affected.

## **Rule 1      Playing Area**

1. Prior to the match the referee must check for any irregularities regarding the playing area. Particular attention should be paid to the playing surface and any equipment which may prove a danger to participants. Lines, court dimensions, temperature and lighting must conform to Rules 1.2, 1.3, 1.4, 1.5, 1.6. Attempts should be made where possible to resolve any issue with the home club/sports centre representative. Any significant irregularities should be recorded on the Scoresheet.
2. The playing area being 'flat, horizontal and uniform' is a definition that also applies to the symmetrical, rectangular free zone (including the service zone). Where the court is not centrally placed in the Sports Hall, referees must ensure that the service zones are delimited so that they are equal for both teams. The first referee should inform the captains of the limits of the service zones prior to the toss.
3. The front zone is considered to extend beyond the side lines to the end of the free zone. For major National and International competitions, the attack lines are extended by the addition of dotted lines beyond the sidelines (Rule 1.4.1 – Substitution Zone).
4. The entire width of the centre line is considered to belong to both courts equally (Rule 1.3.3). This line extends beneath the net from sideline to sideline(Rule 11.2)
5. For major National and International competitions a 'Coaches Restriction Line' is added 1.75 metres from the side line, extending from the extension of the attack line up to the base line. Though it is not in use in our domestic leagues, it does emphasise the principle that the coach should not be in a position which interferes with the second Referee's duties.
6. Players have the right to play the ball beyond the free zone (except the service). Therefore, a ball may be recovered from any point beyond the free zone. The situation (and rule) is different in the opponent's free zone (Rule 10.1.2). Note that by definition the benches and scorer's table are beyond the free zone (Diag. 1b).

## **Rule 2      Net and posts**

1. Sports Centre Staff and/or the Home team are responsible for the correct and safe erection of the net and posts. Referees are strongly advised not to assist in the adjustment of the net / post assembly, or of the referee stand itself; these tasks should be left to properly-trained sports centre staff. This is important where liability may become an issue. If a match is delayed as a result, this should be noted on the scoresheet. (Referees may make adjustments to the antennae / vertical side markers, and they can supervise the work of appropriately-insured centre staff without risking their own liability insurance.)
2. Before the match (before the official warm-up) and during the game, the referees must check that the posts and the referee's stand present no danger to the players or the officials (e.g. protruding parts of the posts around the winches and floor fittings; a damaged net cable). Referees are instructed not to agree to officiate on referee stands which appear unsafe; all such occasions must be reported on the match scoresheet.  
The home team is responsible for providing a regulation stand, produced by recognised volleyball equipment suppliers. Referees using other stands do so at their own risk and are not covered by insurance. The referee may refuse to

use a stand which they consider unsafe or unsuitable for the sport. In such cases the referee may choose to referee from the floor.

3. Due to the elasticity of the net, the first referee should check whether it is correctly tightened. This should be done by throwing the ball into the net. The referee can see whether it rebounds correctly off the taut net. The material of the net, and that with which it is fastened, must not be too elastic.
4. The net is 1m deep and 9.50 – 10 metres wide (Rule 2.2). The first referee should ensure that the net has been correctly fastened, has the correct depth and is symmetrically placed between the posts.
5. The vertical plane of the net must be perpendicular to the playing surface and along the axis of the centre line.
6. A net which bulges, or does not have sufficient depth, should not be used. If a replacement net is not available the match should continue with a note being made on the scoresheet.
7. A match should not be played if the mesh of the net is torn. To ensure the game is played a repair should be attempted (Rule 10.3.2).
8. The horizontal white canvases (no other colour is permitted) at the top and bottom of the net must cover the full length of the net.
9. The second referee must measure the height of the net before the 'toss' by means of a measuring rod, net height chain or tape measure. The rod should be marked with heights of 2.43/2.45 and 2.24/2.26 for men and women respectively (Rule 2.1.2). The first referee remains near the second referee during this verification to supervise the measurement.
10. The antennae must be placed on opposite faces of the net. The referees should check that they are correctly and firmly fastened on the outer edge of each side band, placed directly above the outer edge of each sideline.
11. During the game (and especially at the beginning of each set), the corresponding line judges must check whether the side bands are exactly perpendicular to the playing surface and over the sidelines, and whether the antennae are correctly located directly above the outer edge of each side line. If this is not the case they should be readjusted immediately, during a stoppage of play. The first referee should include this instruction as part of the line judge briefing.
12. Touching the net or its antennae is not a fault, except during the action of playing the ball or when it interferes with play (Rule 11.3.1). Once a player has hit the ball, he/she may touch the post, rope or any other object outside the total length of the net provided that it does not interfere with play (Rule 11.3.2)
13. If the ball touches the part of the net beyond its sidebands, the cables or the posts, or the referee's stand, it has touched a 'foreign object' and should be called 'ball out'.

### **Rule 3      Balls**

1. Only FIVB homologated balls may be used (mark and type as instructed for each competition e.g. NVL). The referee should check the FIVB stamp is printed on the ball(s), and must make every effort to play the match with the required balls. If the correct balls are not available the match is still played but the relevant details are recorded on the scoresheet under 'Remarks'.

2. In the NVL a minimum of two *identical* balls is required for a single ball system. A 3-ball system requires five balls.
3. The second referee takes possession of the match balls before the match and checks that all of them have identical characteristics (colour, circumference, weight and pressure). The referees select the match ball(s) and the reserve ball(s). Once the balls have been checked they remain in the secure possession of the second referee - *players are not permitted to use the match balls for warm-up*. The second referee is responsible for them throughout the match and returns the balls to the Court Manager/Home team at the conclusion of the match. Reserve ball(s) are kept at/near the scorer's table throughout the match.  
*Note: After checking the match balls it is customary to mark each ball near the valve to ensure it can be identified.*
4. Where a one ball system is used the second referee should pass the ball to the serving team, after having checked the team line ups, all players are correctly located, and that the scorer and first referee are ready. The second referee does not take possession of the ball during time-outs, at which time it should go to the serving team's end of court. Unlike in the three-ball system, the second referee may take possession of the ball between sets. If the second referee chooses not to do so he/she should remain aware of its location. The second referee should take possession of the match ball prior to the toss for the fifth set.

5. Three-Ball System

During the match six ball retrievers are used and placed in the free zone (Diagram 10 in the Rules of the Game).

Before the start of the match, the ball retrievers at positions 2 and 5, who are placed next to the service zone on the server's right hand side, are each given a ball by the second referee.

At the start of the match, and at the start of a fifth set (if required), the second referee passes the third ball to the server. The second referee should take possession of one of the match balls prior to the toss for the fifth set.

During the match, when the ball is out of play:

- i) If the ball is outside the court, it will be recovered by the closest retriever and immediately rolled to the retriever who has just passed a ball to the player who was to serve next.
- ii) If the ball is on the court, the player closest to the ball must immediately roll it out of the court, over the nearest boundary line. (Rule 16.1.5)
- iii) At the moment the ball is out of play, the ball retriever number 2 or 5 must give the ball to the server as soon as possible, so that the service can take place without any delay

NOTE: with the three-ball system *every rally should be played with a different ball*. This provides time for the balls to be dried by ball retrievers if necessary.

The ball is passed between the ball retrievers by being rolled along the ground (not thrown) whilst the ball is out of play. Ball retrievers should not bounce, dribble the ball, etc., during play. It is the first referee's responsibility to control the ball retrievers.

Players are not permitted to use the match balls between sets or at time-outs.

## Rule 4 Teams

1. Using the registration cards, referees must check team member eligibility before the match (preferably prior to the warm-up period at the net). Apart from the registered players, and possibly a medical doctor (who *must* have previously obtained Volleyball England accreditation), only three others can take a place on the bench. The three are: 1 coach, 1 assistant coach, and 1 trainer/physiotherapist. All three must be in possession of bench personnel registration cards as per NVL Rules. All bench personnel must be recorded on the scoresheet. An Assistant Coach should only be listed if a coach is listed.

In the case of supervised children there is a particular issue of health and safety, so it is strongly advised that players and coaches make alternative arrangements for child care and do not allow them on the team bench. Where there is no alternative, and where the physical circumstances permit, it may be possible for young persons to sit in a safe area behind the team bench (rather than being totally unsupervised elsewhere) but this can be done only where the referee judges it to be the best alternative. In all such cases, the referee should make it clear to the adult supervisor that this is entirely at the risk of the responsible adult.

2. The coach and the team captain are responsible for verifying the identity and eligibility of the players and bench personnel listed on the scoresheet. By endorsing the team list on the scoresheet prior to the match, they are confirming each individual's eligibility. The first referee should clarify any doubts concerning a disputed player. However, it is the team's decision to allow any team member to participate. The competition organisers will subsequently rule on a team member's eligibility.
3. Only team members included in the team list on the scoresheet, or in the space allocated for the Libero, are permitted to sit on the bench during the match or to participate in the warm-up session (Rule 4.2.2). Anyone entering the court must wear sport shoes. It is forbidden to wear shoes with black marking soles.
4. The first referee must check the players' uniforms. The uniform, consisting of jersey and shorts, must be the same design and colours for each team member (except the Libero). The uniforms must be clean and numbered according to Rule 4.3 (Exception: in NVL squad numbers 1-99 are permitted). Numbers should be located centrally on the chest and back. If uniforms are not in order they should be changed, or a remark made on the scoresheet by the first referee. Jerseys should be tucked inside the players' shorts where uniform design permits.
5. The team captain's stripe (8 cm x 2 cm) is fixed under the number on the front of the jersey in a way allowing it to be clearly seen throughout the game. The referees should check this before the start of the game.
6. The Libero must wear a uniform (or jacket/bib for the redesignated Libero) whose jersey at least must *contrast in colour* with that of the other members of the team.
7. If both teams appear with uniforms of the same colour, the home team (or the team listed first on the official programme/fixture list) should change before the toss. If no change is possible it should be noted on the scoresheet.
8. It is forbidden to wear objects which may cause injury or give an artificial advantage to the player. Players may wear glasses or contact lenses at their own risk. Referees should strongly encourage the removal of chains, earrings, etc., which they consider dangerous. Rings and earrings/studs may be taped if

they cannot be removed. Players refusing to comply when asked should be warned that they play at their own risk, both to themselves and third parties. Non compliance should be recorded on the scoresheet.

9. During the match, the second referee must check that the reserve players are seated on the bench or are in their warm-up area – this also applies to the Libero between replacements. Players in their warm up area cannot use balls. The team members, either on the bench or in the warm-up area, have no right to protest or contest the referees' decisions. Such behaviour must be sanctioned by the first referee, according to Rule 21.
10. Participants must behave respectfully and courteously towards officials, opponents, team-mates and spectators. It is not permitted to make comments or gestures that are deemed to be offensive or derisive, or which mock an opponent's actions. If the referees observe such actions, the first referee should impose a sanction(s) according to the seriousness of the offence. The second referee is responsible for liaising with the scorer and ensuring the sanction has been recorded correctly. At the end of the match the first referee must record the sanction on the participant's registration card. It is vital that referees fully understand and apply Rule 21 – Misconduct and Its Sanctions.
11. Communication is permitted between the players on court, those *sitting* on the bench, and those in the warm-up area. This communication may take the form of cheering, speaking, giving instructions, etc.
12. Players are not permitted to stand behind or alongside the bench, nor sit on the floor near the bench. Players in the warm-up area may sit on the floor but may not sit on chairs, or any other objects or equipment. If substitutes stand up from the bench or leave the designated warm-up area, other than during a time-out, they lose the right to communicate and must be encouraged, by the second referee in the first instance, to refrain from such actions. Should they continue then the first referee intervenes using Rule 21 as appropriate.
13. Team members should not leave the Competition Area without the permission of the referee(s).

#### **Rule 5 Team Leaders**

1. The first referee must identify the game captain and the coach and only they will be allowed to intervene during the game. The referees must know the identity of the game captain(s) throughout the match. Thus if the game captain is substituted, or is not in the starting line-up for the set, the second referee should check with the coach or team captain who the game captain is and inform the first referee.
2. The coach, substitutes *seated* on the bench, and players in the warm-up area, may give instructions or communicate with their team. This must be done without disturbing or delaying the match.
3. Should the game captain ask for an explanation of the referee's application of the rules, the first referee must give it. This is done by repetition of hand signals and *using the official terminology of the rules* (Note that the term 'carry' is no longer in the Rule Book). The discussion should take place close to the referee stand. It is important to refrain from entering into protracted and heated debates. After answering the captain's (and only the captain's) question, the first referee should invite him/her to step away from the stand to be ready to play, and then prepare to whistle for service. If the Team captain is substituted, he/she loses this right whilst sitting on the bench or in the warm-up area. The right passes to the game captain.

4. If the game captain does not agree with the explanation of the first referee, and chooses to record an official protest on the scoresheet, at the end of the match, either the first referee should write the protest on the scoresheet, or the scorer as directed by the first referee. The choice to record a protest must be registered at the time of the dispute.
5. The coach does not have the right to request anything from the members of the refereeing corps, except the regular game interruptions (time-outs and substitutions). If, on the scoreboard, the number of used regular game interruptions and/or the score are not indicated or are not correct, the coach may clarify this with the scorer, but only when the ball is out of play.
6. The second referee must check that the coach is sitting on the bench nearest the scorer's table or standing within the free zone, in front of the team bench from the extension of the attack line up to the warm-up area. If the coach vacates his/her bench position it should be left vacant.
7. At no time may the coach enter the substitution zone.
8. The assistant coach may sit anywhere on the team bench, other than in the coach's position, but has no right to intervene in the match. The assistant coach is not permitted to call time-outs or substitutions if the coach becomes a player on court. If the coach enters the court as a player all rights as a coach are forfeited and all requests for regular interruptions must come from the game captain.

**Rule 6 To score a point, to win a set and the match**

1. Unless specifically stipulated in competition rules, matches are played to the best of five sets using the rally point system in all sets (each rally results in a point being scored). (Rules 6.1, 6.2 & 6.3).
2. At the end of the fourth set the referees should ensure that the teams do not change ends after lining up on the baseline.
3. Care must be taken in the fifth set to ensure that teams change ends when the first team reaches 8 points. At the change of ends the second referee should liaise with the scorer and check that the line-ups are correct, also checking that the server is correct and the next server on the receiving side is in position 2.
4. If a team is declared in default or incomplete, the scorer should complete the scoresheet as stated in Rule 6.4
5. In NVL matches referees should refer to the competition rules and the procedures to be followed regarding the late arrival of teams and players.

**Rule 7 Structure of play**

1. The warm-up, unless varied by competition rules, will last for 30 minutes. The NVL pre-match protocol is as follows:
  - a) - 45 mins Referees courtside and in uniform
  - b) - 35 mins Check net if possible. Scorer should be present.
  - c) - 30 mins Ensure scorer has received team and referee registration cards and is able to start scoresheet.
  - d) - 20 mins Second referee checks match balls conform to the rules and are at the correct pressure. Line judges should have arrived.
  - e) - 16 mins First referee calls team captains to the scorer's table. Checks whether captains agree for their teams to share the net warm-up, or whether one team prefers separate warm-ups. (Rule 7.1.3)

NOTE:

If it has not already been established it should be confirmed whether either or both of the teams will be using a Libero and, if so, whether the Libero is likely to replace the team captain. In the latter case referees should ask who is likely to be the game captain in such situations.

The toss is taken in the presence of the two team captains. Each captain should be allocated one side of the coin.

After the toss, team captains should be directed to the scorer's table to sign the scoresheet, and the scorer should be informed of the result of the toss.

Teams change into team uniforms prior to net warm-up.

f) - 15 mins

Both coaches check and sign the scoresheet

g) - 12 mins

Begin official net warm up. The customary division of the ten minutes is:-

4 minutes through position 4, then

4 minutes through position 2, then

2 minutes serving

NOTE: The monitoring of the net warm-up is the responsibility of the first referee. It is a responsibility which should not be delegated, even for part of the period. It is the first referee who would have to issue any sanctions necessary during this period. If teams choose to share the net, each must keep to their side of the net. Team members are not permitted to use the opposition's court or free zone.

If one team chooses to warm up separately then the team to serve first will have the court for the first 5 minutes. The receiving team should remain at their bench, *but* it is customary for the opposition to allow them to use the free zone providing they do not impede the team on court.

Second referee ensures that the scorer has both team line-up sheets. Care must be taken to ensure each team does not see the opposition's recorded line-up or line-up sheet.

h) - 2 mins

First referee whistles to signify the end of the warm-up. Referees ensure all is in order and ready for the commencement of play.

i) - 1 min

First referee goes to the stand. Second referee stands at the post on his/her side of the court. The first referee calls teams to line up on their baseline, then on to the court.

Second referee checks the team line-ups. Authorises the entry of team Liberos and gives the ball to the server.

j) 0 min

Start match

2. During the warm-up the first referee must brief the line judges on their responsibilities. NVL referees are advised, where possible, to brief line judges *before* the net warm-up, as it is the first referee who is also responsible for monitoring the net warm-up.
3. The line-up sheets must be checked by the second referee and scorer. The line-up sheet must have the name of the team and the set number and must be signed by the coach, not the assistant coach. *It is no longer obligatory to include the Libero on the line-up sheet for the first set, only to name the Libero in the space provided on the scoresheet. Note: the Libero is only named once – he/she is not named among the list of twelve players.*
4. On each occasion the scorer writes the line-up data on the scoresheet, he/she must ensure that the players' numbers on the line-up sheet correspond to the players listed on the scoresheet. If not, the line-up sheet must be refused and another requested by the second referee. It is imperative that the scorer and second referee cooperate fully and are vigilant, as mistakes result in confusion, confrontation and teams losing points.

5. At the end of a set, the second referee immediately asks the coaches for the line-up for the next set, to avoid prolonging the three minutes interval between the sets. Teams are ordered back onto the court after 2 mins 30 secs by the second referee whistling. Teams return directly to the court, except at the start of a fifth set when they line up on the baseline. If a coach delays the restart of the game by not providing the line-up sheet on time, the first referee sanctions the coach's team for delay.

#### *Rules 7.4 & 7.5– Positions and Rotations*

1. Referees should be careful not to misinterpret Rule 7.4.2.1. Thus, each front-row player must have at least part of one foot closer to the centre line than the feet of the corresponding back-row player.
2. If a *positional fault* is committed, after the hand signal for the positional fault, the referee must indicate the relevant players. If the game captain requests more information on the fault, the second referee should take from his/her pocket the line-up sheet to show the game captain the players who committed the positional fault and assist in ensuring they line up in the correct positions. Note: the second referee should keep the line-up sheets for the current set in his/her pockets not on the scorer's table, at the foot of the post or attached to the post.

If a *rotation fault* is committed by the server (at the moment of the service hit, not before), the scorer must immediately signal this fault to the referees. The second referee may need to check the fault by consulting the scoresheet and the line-up sheet. The second referee indicates to the first referee the result of this verification:-

- i) which team made the fault and which player should have been serving
- ii) the team at fault lose the right to serve; the opponents receive the ball and a point.
- iii) If the team making the rotational fault has also gained points with the incorrect rotational order, these points must be cancelled. The second referee must check the correction on the scoresheet and on the scoreboard and report to the first referee.

NOTE: It is important that referees distinguish between what is a positional fault and what is a rotational fault, and always use the correct terminology.

#### **Rule 8 States of play**

1. The ball is in play from the moment the service hit is authorised by the referee. (Rules 7.4, 7.5.1, & 12.4)
2. It is essential to realise the importance of the word 'completely' in the sentence: 'the part of the ball which contacts the floor is *completely* outside the boundary lines. So, if any ball *touches* the line it is in. 'Shadowing' the line does not constitute touching it. When briefing the line judges the first referee must ensure this is fully understood, by demonstration if necessary.

#### **Rule 9 Playing the ball**

1. Interference with the play of the ball by the line judge, second referee or coach in the free zone:
  - a) If the ball strikes the official or coach, it is 'ball out' (Rule 8.4.2)
  - b) If the player takes assistance from the official or coach in order to hit the ball, it is the fault of the player (assisted hit, Rule 9.1.3) and will not result in a 'replay'.

2. It is emphasised that only the faults that are seen are to be called. *The first referee must consider only the part of the body making contact with the ball*, and should not be influenced by the position of the player's body before and/or after playing the ball. FIVB Referee Commission insists that referees should permit overhand finger contact or any other contact that is legal, according to the rules. Volleyball England Referee Commission instructs its referees to follow this ruling and not to be influenced by calls from team members or spectators.
3. Rule 9.2.1 states: 'The ball may touch any part of the body'. It is irrelevant whether or not the contacting part of the body is soft or hard. Only if there is no rebound and the ball comes to *rest* in contact with the body is the fault of 'caught / thrown' committed.
4. From the start of the 2007–2008 season, the following FIVB rule change has applied in all matches. The rule relating to simultaneous contacts now states: *"If simultaneous hits by opponents over the net lead to an extended contact with the ball, play continues"*  
This so-called "joust" rule change means that the ball can be legally "held" between two opponents above the net, and the referee should no longer stop play when this occurs. (Note that the rules relating to "reaching over the net" and "net touch" remain in force.)
5. If, after a simultaneous contact by two opposing players, the ball rolls along the top of the net and touches an antenna, the rally must be replayed. It is a 'double fault'.  
  
NOTE: A rally is a playing action which results in the award of a point. A replay does not count as a rally. See Rules 15.3.2 & 19.3.2.1 re Sequence of Interruptions and Libero/player replacements.
6. If, in the opinion of the second referee, a team makes a fourth consecutive contact (not counting the block contact), this can be signalled discretely to the first referee, with the official hand signal in front of the chest, but he/she should not insist on it, nor should the fault be whistled by the second referee. Where the same player plays both the third and fourth touches, 'Double Contact' Signal 17 should be used.
7. Rule 9.2.2 states that, 'The ball must not be caught and/or thrown':  
A thrown ball involves two playing actions, first catching and then throwing the ball, while playing the ball means that the ball *rebounds* from the contact point.
8. During an attack hit 'tipping' is permitted if the ball is not caught and/or thrown. 'Tipping' involves attacking the ball gently (completely above the height of the net), and is executed with one hand/fingers.
9. The first referee must watch closely the 'tip'. If the ball does not instantly rebound, but is accompanied by the hand or is thrown, it is a fault and must be penalised.
10. Attention is drawn to the fact that a player's blocking action will not be legal if the ball is not simply intercepted coming from the opponent, but it is held (or lifted, pushed, carried, thrown, etc). In such cases the referee must punish this block as 'catch' (Signal 16).
11. Referees must understand and correctly interpret Rule 9.2.3.2. Care must be taken to understand 'at the first hit of a team'. In four different cases the team has a *first hit* (which counts as the first of the three touches of a team):

- i) The service reception
- ii) Attack reception (not only spike but all attack hits); (Rule 13.1.1)
- iii) The ball coming from the opponent's block
- iv) The ball coming off the team's own block.

12. In accordance with the spirit of international competitions and to encourage longer rallies and spectacular actions, only the most obvious violations are to be whistled. Therefore, when a player is not in a good position to play the ball, the first referee will be less severe in the judgement of ball handling faults. For example:
- i) The setter running to play the ball or forced to make a very quick action to reach the ball in order to set.
  - ii) The players are forced to run or make very quick actions to play a ball after it has rebounded from the block or from another player.

The first team contact may be freely made except if the player catches or throws the ball. (Rule 9.2.3.2)

**Rule 10 & Rule 11**     **Ball at the net and Player at the net**

1. Rule 10.1.2 gives the right to recover the ball from the opponent's free zone. It is important that the second referee and the line judges understand this rule fully. They must be able to distinguish who has the right to play the ball and signal accordingly, only when a fault has been committed. The second referee must try to move to give space to the player attempting to play the ball, but should the second referee unintentionally impede the player the rally is not replayed.
2. It is extremely important that each time a player and the net 'meet' the referees distinguish clearly whether it is the player who has touched the net or the net has touched the player. As stated in Rule 11.4.4, 'Contact with the net or antenna is *not a fault, unless it is made during the action of playing the ball or interferes with the play.*' The action of playing the ball is any action of players who are close to the ball and are trying to play it. Attention should be paid to the following situations:
  - i) If a player is in his/her playing position on his/her court and a ball is driven from the opposing side into the net and causes the net to touch the player (Rule 11.3.3), no fault is committed by the latter.
  - ii) When one or more players are considered to be close enough to the ball to be part of the action of playing the ball, the touch of the net is a fault.
  - iii) where the ball is *intentionally* deflected by a receiving player at the net to stop the opponents recovering the ball, a fault should be called.
3. The cable and cord binding the net beyond its 9.50/10.00 m length do not belong to the net. This also applies to the posts. Thus, if a player touches an external part of the net this can never be considered a fault.
4. The game near the net is of fundamental importance and therefore referees must be particularly attentive, especially in cases where the ball rubs against the blockers' hands and afterwards is sent outside the court.

**Rule 12**     **Service**

1. In depth the service zone extends to the end of the free zone (Rule 1.4.2 – See also Rule 1 Guideline 2). Where advertising boards are used the server may not move them to increase the serving area. Similarly, if a synthetic court is used the server may not step off the playing area.

3. Before whistling for service the first referee should also make a quick check that his/her second referee is ready and not dealing with the bench personnel, scorer, etc.,
4. The first referee and the corresponding line judges must pay attention to the position of the server at the moment of the service hit or take-off for the jump serve. At the moment of the service hit, or take-off for a jump service, the server must not touch the court (the end line included) or the ground outside the service zone. Note that the service markers are part of the service zone and may be touched. The line judges must immediately signal to the referee if a fault is committed and the first referee must whistle it. The server may start the service motion outside the service zone but must be fully inside at the time of contact (or must be fully inside the service zone at the moment of the take-off).
5. In the case of a foot-fault the first referee should need only to signal 'Team to Serve' (Signal 2). If further clarification is required the referee can point at the relevant line.
6. Hand signal 19 (NB flat hand on the side of the net, not pointing) is the signal to be used by the first referee when a served ball touches the net and does not stay in play. This signal *is* repeated by the second referee (FIVB instruction). When the serve hits the net, the first referee should whistle as soon as he/she judges that it will not cross the crossing space. He/she should not wait until the ball hits the floor.
7. When the ball is being served, the first referee must watch the serving team, while the second referee watches the receiving team. It is not among the first referee's responsibilities to whistle the positional faults of the receiving team, nor the second referee's responsibility to call faults on the serving team. Referees must work as a team and trust their colleagues to perform their own duties.
8. If the server does not proceed at a normal pace to the serving zone, or does not accept the ball from the ball retriever, intentionally delaying the game, the team may be awarded a delay sanction.  
  
Some referees and players misinterpret this text, thinking the 8 seconds will be counted only from the moment when the server tossed or released the ball to execute the service hit. This is not the case. The rule states clearly: '*....after the first referee whistles for service*'.
9. At the moment of the service hit all the players (except the server) must be within their playing court limits. If a player is making contact with the free zone outside of the court boundary lines, or the opponents' court, *at the moment the ball is hit by the server*, it is a fault and must be signalled by the line-judge and whistled by one of the referees.
10. The first referee is responsible for calling the screen (Rule 12.5.1 & 12.5.2).
11. With reference to Rule 12.5.1: if there is an individual or a group of players hiding the server or the path of the ball, then it is a screen. It cannot be a screen if the ball is served high over the net. *The path of the served ball must be low over the net and must pass low and directly over the screening player(s) in order for a screen to be called.*
12. Regarding rule 12.5.2: a single *static* player is not usually thought of as a screen. The first referee should pay particular attention to front row players on the serving team who move sideways, or adjust their arms to prevent the opposition from seeing the server. If a player in back court (e.g. at position 6)

stands or moves to hide the server (sometimes the player will be seen looking behind and then adjusting his/her position to stand in front of the server), this is a screen if the ball is served low over the player, so that the path of the ball is hidden.

13. A screen can be formed by players who can be quite a distance apart (there is no rule, as some suppose, about players having to be a certain distance apart), but who stand so as to form an effective 'wall' hiding the server. Again this should only be penalised if the ball is served low over the group of players. (Rule Diagram 6: Collective Screen)
13. There is no specific rule about arms raised or not. All three blockers may stand with arms raised. The first referee needs to decide whether the receiving team can see the server and the path of the ball.
15. Often a good clue in practice is that, when the first referee looks at the receiving team to see whether they are ready before whistling for service, the receiving team players move around to try to see the server better. Then the referee can also look carefully at the serving team's positions, possibly also being adjusted. The referee is then ready to whistle if the ball follows a trajectory which passes low and directly over the players screening.
16. Sometimes teams will ask for a screen before the server has hit the ball, because they claim that they cannot see the server clearly, but the screen cannot be called until the ball has been hit low over the player(s) hiding the server.
17. A myth about screening is that the first referee must warn the team screening before whistling for it as a fault – there is no such rule or instruction to referees.

### **Rule 13. Attack Hit**

1. Referees should know and apply the definitions of game actions. Knowledge of the definitions is essential to the understanding of game situations. When answering the requests of game captains, referees should use the terminology of such definitions, e.g.:-  
Rule 13.1.1 states, '*All actions which direct the ball towards the opponents, with the exception of service and block, are considered as attack hits*'. To refer only to a 'spike' as an attack hit is incorrect.  
'An attack hit is completed at the moment the ball completely crosses the vertical plane of the net or is touched by an opponent' (Rule 13.1.3).
2. Care should be taken to understand Rule 13.2.4, concerning the attack on the opponent's serve. In this case it is the position of the *ball* which needs to be judged and not that of the players. It is only a fault if the attack is completed, as in the definition above. Only the first referee may whistle this fault.
3. When considering the back row player and the attack hit of the 'Libero', it is important to understand that such a fault is committed only if the attack hit has been completed (either the ball completely crossed the vertical plane of the net or was touched by one of the opponents). *The first referee must not blow the whistle until the attack hit is completed.*

### **Rule 14 Block**

1. The definition: Blocking is the action of players *close to the net* to intercept the *ball coming from the opponents by reaching higher than the top of the net*.
2. The block cannot be caught and thrown, it must *rebound*.

3. After the third touch by the opponent, the ball may be blocked within the opponent's space.

Additionally, the blocker has the right to block any ball within the opponent's space; with his/her hand(s) beyond the net provided that:

- this ball, after the first or second contact by the opposing team, is directed towards the blocker's court and
- no player of the opponent team is close enough to the net in that part of the playing space to continue the action.

However, if a player of the opposing team is near the ball and about to play it, the block touch beyond the net is a fault if the blocker contacts the ball before or during the player's action, thus having prevented the opponent's action.

4. Sets and allowable passes (not attacks) which do not cross the net towards the opponent's court may not be blocked beyond the net except after the third contact.
5. If one of the blockers puts his/her hands beyond the net and hits the ball instead of making a blocking action, it is a fault (the expression 'beyond the net' means reaching the hands over the net into the opponent's space. It is *always* illegal to '*attack*' the ball in the opponent's space.
6. The text of Rule 14.6.3: 'Blocking the opponent's service' means that the player *completes* a block on a service ball.
7. Since the ball may touch any part of the body, if during the block the ball touches the feet, it is not a fault. It is still a block provided the contacts take place during one action.
8. A back-row player (except the Libero) may take part in a block attempt; however, if *any* player completes the block (i.e. touches the ball) the fault of illegal back court block is committed.
9. If a blocker blocks the ball in the opponent's space from outside the antenna, it is a fault. The first referee must whistle this fault immediately if the fault occurs on his/her side of the net, and the second referee whistles when the fault occurs on his/her own side.

## **Rule 15 Regular game interruptions**

### **Time-out**

1. Before whistling for a time-out the second referee must check that:
  - the person calling the time-out has the right to make the request
  - the request has been made with the correct signal
  - that the team has time-out(s) left
  - there is time left before the first referee whistles for serve

If the answers to all the above are YES then the referee should whistle and make the official hand *signal* (Signal 4) – note the top hand should point in the direction of the team calling the time-out. Also note there are two parts to the signal.

If the answer is NO to any of the above the team has made an 'improper request' and it must be rejected. If the improper request does not delay the game, the referee should simply reject it. An improper request which causes a delay should be sanctioned by the first referee, with a Delay Warning or Delay Penalty, as in the rules.

If the second referee has whistled, the team is still regarded as having made an improper request which has delayed the game and should be sanctioned for delay.

If a team has requested *and has been given* a third time-out, it should immediately be cancelled and the teams returned to court. The appropriate sanction should be given for delaying the game.

2. A time-out lasts for 30 seconds. The second referee must blow for the end of the time-out after 30 seconds, not less. In National League when no floor wiping is taking place, and the team(s) is/are ready to enter the court, and most of the time has expired, players should be allowed to re-enter the court. However, they must not insist on a re-start until the second referee has blown the whistle to indicate that 30 seconds have elapsed.
3. During the time-out the players in play must go to the free zone in front of their bench. They may sit on the bench. Reserve players may also leave the warm-up area and go to the bench.  
Note: Where free zone space permits, players should be encouraged to go to the bench, not to stand near the edge of the court. Drinks spilt close to the court are more likely to result in a delay sanction if the re-start is delayed.
4. During the time-out the second referee's default position is with his/her back to the post, where the referee is ideally positioned to be able to monitor both teams equally and to be in eye contact with the Scorer and Assistant Scorer. In halls with very limited space a position to the side of the net may be necessary.
5. During time-outs substitutes may warm up in the free zone behind their court without a ball.
6. At the *end* of the time-out the second referee should, by signalling, inform the coach if it is the *second* time-out (the coach should not be interrupted during the 30 seconds), then check that:-
  - the substitutes and bench personnel for each team are either sitting on the bench or in the warm-up area (exception: the coach)
  - there are no dangerous objects in the free zone, particularly in front of the team benches e.g. drinks bottles and carriers, first aid etc.
  - there are six players on each court
  - the scorer is ready to continue
  - the server has the ballThe second referee should then take up his/her position on the receiving side and only then give the 1st referee the 'ready' signal.
7. TECHNICAL Time-Outs – Where TTOs are used, the assistant scorer must use the buzzer (or other sound device) to signal each TTO, after the first team reaches the 8<sup>th</sup> and the 16<sup>th</sup> points in the set (this is not the responsibility of the second referee). The same assistant scorer must signal with the buzzer the end of the TTO. The announcer must say for the first TTO of the set: 'First Technical Time-Out'. At the end he/she must say: 'End of the Technical Time-Out'. The same process will be applied to the second TTO. The second referee must ensure that players do not go on the court, before the assistant scorer's buzzer sounds indicating the end of the TTO. The second referee is responsible for checking the work of the assistant scorer, in addition to that of the scorer.

### **Substitution(s)**

1. Neither at the time of the request for a substitution, nor during the process of that substitution, should the coach enter the substitution zone. In particular,

the second referee should ensure that the scorer has a clear view of the players entering and leaving the court, so that they can be recorded quickly and accurately.

2. Substitution must be carried out within the substitution zone and shall only take the time needed for recording the substitution on the scoresheet, and allowing the entry and exit of players. It is important to ensure that the coach and players move quickly and calmly. When a team is very slow, and the substitution procedure is impeded, an attempt to delay the game is obvious. The team shall be sanctioned with a 'delay warning' or with a delay penalty if the team has already been sanctioned for delay. If the first referee sanctions a team for delaying a substitution, the substitution must be refused (Rule 15.10.3). A rally, not a replay, must take place before a further request for substitution.
3. At the moment of the substitution request, the substitute player(s) must be ready to enter the court, standing close to the substitution zone. If that is not the case the substitution is not granted. Note a rally, not a replay, must take place before a further request for substitution may be made.
4. When a coach requests a substitution, *the official hand signals must be used*. If only an oral request is made the referee cannot know the precise nature of the request and should reject, not authorise, this request for an interruption. In this case the first referee should decide if this is an intention to delay the game and sanction it according to the rules.

The same procedure must be applied when the substitute player is either not ready or not close to the substitution zone.

5. If the coach wishes to substitute more than one player at the same time, this must be advised at the time of the request (after the hand signal for substitution) by showing the number of substitutes with fingers. In this case, all substitute players must be close to the substitution zone ready to enter to play. Multiple substitution may only take place in succession: first, one pair of players – one player coming off the court and the substitute going in, then another, etc., in order to allow the scorer to take due note and check them one by one. However, if at the moment of the request for multiple substitutions a substitute is not close to the substitution zone ready to enter the court, the substitution involving that player should be rejected without penalty. The other substitution(s) may be accepted. Players not involved in any specific substitution must remain outside the substitution zone until the previous substitution is completed and registered and the second referee asks the next pair to come for the substitution.

*If the coach does not show any number, only one substitution is granted. The coach is not required to signal for one substitution.*

6. Before whistling for a substitution the second referee must check that:
  - the person calling the substitution has the right to make the request
  - the request has been made with the correct signal
  - that the team has a legal substitution(s) left
  - the player is close to the substitution zone and ready to enter the court
  - there is time left before the first referee whistles for serve
  - if paddles are used the substitute(s) must have the paddle(s) raised above the head

If the answers to all the above are YES then the referee should whistle and make the official hand signal (Signal 5).

7. At substitutions, after whistling and signalling, the second referee should
- go to the 'T', where the attack line meets the side line and face the net
  - lower the 'bar' i.e. extend an arm above the sideline
  - the pair of players should meet either side of the 'bar' – where a *paddle* is used the players must hold it *between them* and *above head height*, within the scorer's sight
  - make eye contact with the scorer.

During the substitution process, *the second referee should not make physical contact with the players*. Referees must avoid the temptation to educate junior players by physically guiding them into position. If necessary, the second referee should use a combination of whistle and gestures to achieve what is required.

*Before the match* the second referee should brief the scorer to make eye contact and *hold up one arm* to indicate that the substitution

- has been noticed
- is legal
- is ready to be recorded.

If the scorer is inexperienced and close enough, the second referee may assist by calling the numbers. It is better to start with the player leaving the court, because that is the number the scorer must first find on the scoresheet.

Once the scorer has given the *one arm* signal, the on court player and the substitute player should be allowed to change. The scorer should take down the arm prior to the writing process.

The second referee signals the substitution to take place by indicating to the leaving player with the arm closest to the court, and the entering player with the arm outside the court, so that the signal finishes with the arm crossed. *The referee does not wait for a two armed 'ready' signal from the scorer before allowing the players to change.*

If more than one substitution is to be made (the coach must have indicated the number required when originally signalling the substitution) they must be made one pair at a time – the next substitute(s) waiting just outside the substitution zone.

Before the match the scorer should also have been instructed to raise two arms, giving a 'ready' signal, when the recording of the substitution(s) is completed.

The second referee informs the relevant coach and the first referee if it is the 5<sup>th</sup> or 6<sup>th</sup> substitution.

If the game captain is substituted the second referee must check if there is a new game captain, or whether the team captain is re-entering. If there is to be a new game captain the second referee informs the first referee by pointing at an imaginary team captain stripe on his/her own chest and either indicating the new game captain with a hand or showing the number of the new game captain.

After checking that the substitution has been correctly recorded, and having obtained the 'ready' signal from the scorer, the second referee takes his/her position on the receiving side and then gives the first referee the 'ready' signal i.e. raising two arms.

8. A request for substitution before the set is permitted and should be recorded as a regular game interruption in that set.

9. Referees must carefully study and fully understand the rule concerning 'improper request' (Rule 15.1.1):

- what 'improper request' means
- what are the typical cases
- what is the procedure to follow in such cases
- what must be done if the team repeats this in the same match

During the match the first referee must check that the second referee is correctly applying the rule.

10. The referees must clearly distinguish between:
- (i) *illegal* substitutions, when a team has made an illegal substitution, the play is resumed, and the scorer/second referee did not notice it (Rule 15.6), and
  - (ii) a *request* for an illegal substitution which, at the time of the request, the scorer and/or the second referee realises is illegal (Rule 16.1.3) – this is rejected and may then be punished with a delay sanction.

11. INJURY: When a player is injured, the first referee should ask for a substitution to be made. In the case of a serious injury the referees should stop the game and allow the medical team staff to enter the court. In the case of an injury, if no legal substitution is possible an exceptional substitution may be made freely by the team, leaving out of consideration the 'limitations of substitutions', by any player not on court *at the moment of the injury* (Rule 15.7), except the Libero and his/her replacement. The injured player substituted by an exceptional substitution is not allowed to re-enter the match. An exceptional substitution is never counted as a regular substitution. (See also Rule 17.1.2).

**BLOOD INJURY:**

In the case of a *very minor* blood injury e.g. finger which can be taped:

- the referee should use discretion and allow quick attention to the injury
- any ball with blood on it must be replaced
- any blood on the court must be hygienically removed
- any uniform with blood on it must be changed, and noted on the scoresheet if the new uniform is not identical.

In the case of a more serious *blood spillage* the situation should be treated as above but

- *the player must leave the court immediately and be substituted legally*; if no legal substitution is possible then an exceptional substitution may be made. The same rules apply as for an injured player. The injured player substituted by an exceptional substitution is not allowed to re-enter the match.

12. Distinction must be made between a 'Libero Replacement' (Rule 19) and a normal substitution. The latter must be requested by the coach or game captain, authorised by the second referee (sometimes the first referee) and registered on the scoresheet (Rules 15.5–15.9). In some competitions the assistant scorer registers the Libero's replacements on a separate recording sheet specially prepared for this purpose, so that the number of the player replaced by the Libero, at any time, is known.

**Rule 16 Game delays**

1. The referee must fully understand the principles and sanctions that relate to delays and must know the difference between an improper request and a delay.

2. The referees should prevent all unintentional and intentional delays by teams.

*Examples of delay:*

A player asks the referee's permission to fasten footwear. This is sanctioned by a 'delay sanction'. A player should tie footwear *without asking*, in such instances the referee should ensure all players are ready before whistling for service.

Main causes of delay (among others):

- incorrect or slow substitution procedures
- extending time-outs
- unnecessary mopping of the floor
- slow or inappropriate returning of the ball.

3. Sanctions for delays are against the team, not against a team member, including when just one team member has caused the delay.
4. Where the first referee has given a delay warning or delay penalty against a team, the second referee must go to the scorer's table and ensure that the scorer registers the information correctly in the 'Sanctions' box of the scoresheet, recording:
  - a) the fact that the team has been sanctioned for a first delay in the match (delay warning). The scorer enters a 'D' in the column 'W' (warning)
  - b) in the case of a 'delay penalty', a 'D' is entered in the column 'P' (penalty)
  - c) the team's identification (A or B)
  - d) the number of the set in which the sanction was given
  - e) the set score at the moment when the team was sanctioned (with the offending team's score first)
  - f) in the case of delay penalty, the subsequent point won by the opponent must be circled in the running score column.
5. Attention is drawn to the fact that the 'delay warning' is only indicated by a hand signal (Signal 25) without any card, but it must still be recorded on the scoresheet in the sanctions box. This is different from the 'minor misconduct warning' (Rule 21.1) which has no hand signal and is not recorded on the scoresheet.
6. Floor mopping

The main purpose is to secure the players' safety whilst maintaining the normal flow of the game. Particular attention should be paid to the front zone.

Note: The full procedure for floor mopping at major events and international matches is published on the Referee Section of the Volleyball England website.

Where no floor moppers are allocated:

- towels should be available at the base of each post
- teams should be instructed to collect the towel(s) immediately they observe a 'wet spot'
- the first referee should be aware of the situation and not authorise service until sure the playing area is
- the second referee should check immediately, going to the wet spot and monitoring its safe removal by the player(s). The referee should *not* dry the court him/herself.
- if the second referee believes the court is not wet, and it is a delaying tactic, this is reported to the first referee, who issues a delay sanction.

If players, at their own risk, mop the floor with their own small towel or attempt to dry the area with hands or feet, the first referee does not wait until such action is over and players are in their playing positions. Should they not be in their correct place at the moment of the service hit, the corresponding referee will whistle the positional fault. In such situations the first referee should err on the side of safety and not authorise service too quickly.

### **Rule 17 Exceptional game interruptions**

1. Rule 17.1 emphasises the responsibility the referees have for player safety. Should the referees feel a serious injury has occurred the game should be stopped immediately. Referees should err on the side of caution in such circumstances. The rally should be replayed.

An injured player should be removed from the court only when it is safe to do so. Referees should check whether the player agrees to be moved. Even where team members are willing to help remove the injured player, the referees may decide that the player should not be moved without medical attention, even if this results in an exceptional game interruption.

If the delay is likely to be considerable, teams should be kept aware of the situation and given instructions about whether to stay warm, etc.

An injured player should not be allowed to remain in front of the team bench, or at its extension, or in any position where further injury is likely to result, either to the player or other participants.

2. If an injured player cannot be substituted a) legally, or then b) exceptionally, the player is given 3 minutes recovery time, but only once for the same player in the match. The second referee is responsible for timing the 3 minutes (Rule 24.2.8).

### **Rule 18 Intervals and changes of courts**

1. The intervals between sets always last three minutes. The scorer is responsible for timing the interval from the time of the whistle to end the final rally of one set until the whistle for the first serve of the next set. The scorer informs the second referee when 2 minutes and 30 seconds have elapsed. The second referee then whistles for the teams to return to the court.
2. During intervals, balls *other than the game balls* may be used by players for warming up in the free zone behind their court.
3. In the deciding set, after the leading team scores its 8<sup>th</sup> point, the teams change courts. Teams go to their own baselines, and then the first referee whistles and uses Signal 3. If the 8<sup>th</sup> point was won by the receiving team, this team must make a rotation after the change of court, before its service – this must be checked by the scorer and the referees. The second referee should check that both team line-ups are correct. There should be no delay with the change of ends. Teams are not permitted to go to their benches, take drinks, etc.
4. Where a one ball system is used the match ball should, wherever possible, remain in the relevant service zone during stoppages. During the time-outs and substitutions and during the change of court in the deciding set at the 8<sup>th</sup> point, the second referee *does not* take the ball.

## **Rule 19     The Libero player**

1. Referees must ensure they are fully conversant with the rules regarding the Libero player, and understand the limitations of the Libero's play.
2. Referees must check with the coach of each team, before the match, whether he/she will be using a Libero.
3. Referees should check with the coach of each team, before the match, who will act as the team's game captain if the team captain, or game captain, is replaced by the Libero.
4. In case of injury of the designated Libero, the coach can re-designate a new Libero from one of the players not on the court at the *moment of the re-designation* (Rule 19.3.3).  
Note the difference between (i) the *exceptional* substitution of an *injured* player (when any player who is not on court *at the moment of the injury*, except the 'Libero' and his/her replacement player, can substitute the injured player) and (ii) the *re-designation* of a new 'Libero' (when any player who is not on the court *at the moment of the re-designation* can replace the injured 'Libero').  
The re-designation of a new 'Libero' is an *option*, which the coach can use or not.

## **Rule 20     Requirements of conduct** **Rule 21     Misconduct and its sanctions**

1. It is vital that all referees thoroughly study these Rules in order to understand their spirit, the text, and the scale of the misconduct sanctions. It is the referees' responsibility to ensure participants comply with Rule 20.2.1: 'Participants must behave respectfully and courteously in the spirit of FAIR PLAY, *not only towards the referees, but also towards other officials, the opponents, team-mates and spectators*'.
2. Referees must be fully conversant with the level of conduct required from the participants. Wherever and whenever possible, they should endeavour to educate and communicate the standards of conduct as laid down in the Rules of the Game and those expected in the NVL.
3. All misconduct sanctions are individual sanctions, remain in place for the entire match and are recorded. Referees must remember that the sanction scale is progressive, so an individual team member receives a heavier sanction for each successive offence.
4. Rule 21.1 deals with 'minor misconducts' which are not subject to sanctions. A *warning* is given to a team member or to the team through the game captain, verbally or by a hand signal (no cards, no recording on the scoresheet). Referees should make use of this rule to try to avoid players reaching the level where a sanction is required, but where a sanction is required it must be issued.
5. Rule 21.2 deals with 'misconduct leading to sanctions'. According to this rule *offensive or aggressive behaviour is seriously sanctioned*. Sanctions are recorded on the scoresheet according to the sanction scale.
6. The Rules identify three areas of personal misconduct and stipulate the level of sanction levied for each one, as decided by the first referee:
  - Rude Conduct: action contrary to good manners or moral principles, or expressing contempt
  - Offensive Conduct: defamatory or insulting words or gestures
  - Aggression: physical attack or intended aggression.

7. *Practical implementation*

Team Member on the court

The first referee blows the whistle (usually when the ball is out of play, but as soon as possible when misconduct is serious) and instructs the sanctioned player to approach the referee's stand. When the player is close to the referee's stand, the first referee shows the appropriate card(s) and says 'Penalty/Expulsion/Disqualification for.....' as relevant.

The second referee acknowledges this action and immediately instructs the scorer to record the appropriate sanction on the scoresheet. The second referee should quickly go to the scoresheet and check that the sanction has been entered correctly. If necessary the referees can clearly show the number of the sanctioned player, in order to make certain they both agree. If the team member is one of those without numbers (e.g. assistant coach), it is particularly important to ensure that the sanction has been recorded correctly. *There should be no delay in the process*, but if in doubt the second referee must not let the game start until it is clear what sanction has been awarded and to whom.

If the scorer, based on information on the scoresheet, states that the first referee's decision is not permitted by the Rules of the Game, e.g. it is against the scale of sanctions (two yellow cards to the same player for rude conduct), he/she must immediately inform the second referee. The second referee, in turn, after first verifying the scorer's advice, informs the first referee. The first referee must then correct the previous decision. If the first referee does not accept the scorer's and second referee's remarks, the scorer must enter the first referee's decision on the scoresheet under the heading 'Remarks'.

Team member not on court

The first referee should blow the whistle and call the game captain to his/her stand. The game captain should be informed of the sanction - 'I am awarding player number.....(or the coach, etc) a penalty/expulsion/disqualification for.....'. The game captain must inform the team member concerned who must *stand up and acknowledge the sanction by raising his/her hand*.

While the team member's hand is raised, the first referee clearly displays the card(s) so that the sanction is understood by the teams, second referee, scorer and public.

Note: If the misconduct happens during a Technical Time-out the scoreboard operator will change the result after the end of the TTO.

Implementation of cards between sets

In the case of a *penalty* (yellow card): The first referee should *show the card at the start of the next set*. In the case of an *expulsion or disqualification*: the first referee should call the game captain *immediately* and instruct him/her to inform the coach concerned about the type of sanction (to prevent double penalisation of the team). The card(s) should be shown at the beginning of the next set.

*Rude conduct*: Rules 21.2.1 & 21.3.1. *Misconduct Penalty* - Signal 6 – *Yellow card*, shown on the side of the team member being sanctioned.

- The team of the player concerned loses its right to serve and a point if it was serving or due to serve.
  - If the opposing team was serving it gains one additional point.
- The second rude conduct in the same match, by the same team member is sanctioned by expulsion.

*Offensive conduct:* Rules 21.2.2 & 21.3.2. *Expulsion – Signal 7 – Red card*, shown on the side of the team member being sanctioned.

- *No loss of rally – no point is awarded.*
- Sanctioned player *may not play for the rest of the set.*
- An expelled coach loses his/her right to intervene in the set.
- Sanctioned team member must remain seated in the penalty area.
- Expulsion, followed by rude conduct is sanctioned by disqualification.

*Aggression:* Rules 21.2.3 & 21.3.3. *Disqualification – Signal 8 – Red and Yellow cards jointly* in the hand on the side of the team member being sanctioned.

- *No loss of rally – no point is awarded.*
- The *first* aggression is sanctioned by disqualification.
- Sanctioned team member must leave the Competition Control Area for the rest of the match.
- The *second offensive conduct* is sanctioned by disqualification.
- The *third rude conduct* is sanctioned by disqualification.

8. During the game, the referees must pay particular attention to the disciplinary aspect, acting with firmness when applying the sanctions for misconduct of players or other team members

9. Registration of sanctions on the scoresheet

The scoresheet has in its lower left-hand corner a section entitled 'Sanctions', where all sanctions for misconduct and delay *must* be recorded. It is the *second referee's responsibility* to ensure the scorer completes the record accurately, and must check that the scorer has done so. The record made by the scorer for misconduct sanctions must be as follows:

- a) The scorer must write *the player's number or the abbreviation for the member of the registered bench personnel* (C = coach; AC = assistant coach; T = trainer, M = medical doctor) in the appropriate column: P = penalty; E = expulsion; D = disqualification.
- b) In the next column to the right is written *the team's letter, A or B*. In the following *the number of the set* during which the sanction is given. Finally, in the last column, the *score* of the teams at the moment of the sanction, with *the score of the team receiving the sanction shown first*.
- c) If the sanction is a *penalty* it will result in a point being awarded. In this case the point must be circled in the team's running score column to indicate that a point has been correctly awarded. Note: a point is *not* awarded in the case of expulsion or disqualification.

## **Rule 22 Refereeing corps and procedures**

1. It is very important that the referees signal the end of a 'rally' only if the following two conditions are fulfilled:
- they are sure that a fault has been committed or there is an external interference.
  - they have identified the nature of any fault.

Note the word 'rally' above. A sequence of playing actions which does not result in a point is *not*, by definition, a rally. This has implications for Libero replacements and substitutions, for example.

2. To inform the teams, the benches, other officials and spectators of the exact nature of the fault, care must be taken to use only the official hand signals (Rules 22.2, 24.3 and 28.1). Only those hand signals in Rule 28.1 may be

used. They should be performed accurately, as illustrated, and clearly separated. There must be no other manner of execution.

3. Particular attention must be paid to the procedures, contained in Rule 22.2, with regard to the sequencing of signals. It is important that the first and second referee work, and are seen to work, as a team. They must give each other time in order to co-ordinate their signals.

*If the fault is whistled by the first referee, he/she will indicate:*

- a) the team to serve
- b) the nature of the fault
- c) the player(s) at fault if necessary.

The second referee should *follow* the first referee's hand signals by repeating them and should not signal *before* the first referee, when the first referee has whistled the fault.

*If the fault is whistled by the second referee, he/she will indicate:*

- a) the nature of the fault
- b) the player(s) at fault if necessary.

The second referee *waits* for the first referee to signal the team to serve, then

- c) the team to serve, following the hand signal of the first referee.

It is important that the first referee allows the second referee time to complete the signal sequence before indicating the team to serve next. The first referee does not show the fault, or the player at fault, but only the team to serve next.

*In the case of a double fault, both referees indicate:*

- a) the nature of the fault
- b) the player(s) at fault, if necessary
- c) the team to serve as directed by the first referee.

If both referees whistle together, or close together, the first referee should wait and allow the second referee to indicate the fault he/she has whistled. If the first referee has seen the same fault, he/she then simply signals the team to serve. If the first referee has seen another fault, then he/she needs to decide which fault came first: (i) if the fault whistled by the second referee came first, then the first referee simply signals the team to serve; or (ii) if the fault whistled by the first referee came first, then the first referee signals the team to serve next and then the nature of the fault (and the player[s] at fault if necessary). In this case, the second referee should also show the nature of the fault penalised by the first referee.

Note: when indicating the player(s) at fault, the referee should never point with a finger(s). A hand with closed fingers and thumb should be used.

4. First and second referee should make eye contact after every rally, and also during rallies when appropriate.

### **Rule 23 First referee**

1. The first referee must always cooperate and maintain good communication with fellow officials (second referee, scorer, line judges). The first referee must let others complete their own specific duties. For example, after whistling for the end of a rally, when judging ball in/out/touched, the first referee should look at the line judge(s) and take their signals into account before giving a final

decision. When judging in/out, the first referee should immediately look at the line judge in charge of the line where the ball landed. He/she has the right to overrule if sure that the line judge is mistaken.

During the match the referees must collaborate very closely. During the playing action the first referee must *frequently* look at the second referee to find out whether he/she is signalling a fault or not (e.g. four contacts, double touch, catch, where the first referee is unsighted) before confirming the decision. There should be eye contact with the second referee after every rally and before the whistle for service execution, to check whether he/she is signalling a fault or not, and then that the second referee is in position for the service.

2. The question whether the ball 'out' was touched previously by the receiving team (e.g. by the blocker, etc.), is checked by the first referee and the line judges. It is however, the first referee who makes the final decision, after seeing the signals of the other members of the refereeing corps (the referee should never ask the player whether the ball has been touched or not).
3. The first referee should always make sure that the second referee and the scorer have sufficient time to do their administrative and registration work, e.g. that the scorer has had enough time to check the legality of a request for substitution and its registration. If the first referee fails to give fellow officials sufficient time to do their work, the scorer and second referee will not be able to follow the next phase of the match, resulting in further mistakes by the members of the refereeing corps. If the first referee fails to give the necessary time for the control and administration of the facts, *the second referee must prevent the continuation of the match by whistling*.
4. The first referee may change any decision of fellow officials or his/her own. If he/she has made a decision (whistled) and then sees that colleagues have made a different decision:
  - if sure that he/she is right, will keep to the decision;
  - seeing that he/she was wrong, may change the decision;
  - if faults were committed simultaneously by both teams, he/she should signal for the rally to be replayed (Signal 23);
  - if he/she considers that the second referee's decision, for example, was wrong, can reverse it. (For example, if the second referee has called a positional fault by the receiving team, but the first referee immediately or after the protest of the game captain has stated the position was correct, the first referee can order the rally to be replayed.)
5. Finding that one of the other officials does not know his/her job, or is not acting objectively, the first referee may have him/her replaced.
6. Only the first referee may apply misconduct and 'delay' sanctions. The second referee, the scorer and the line judges do not have this right. If the officials, other than the first referee, notice any irregularity, they should signal and go and inform the first referee of the facts. It is only the first referee who applies sanctions. *Any misconduct directed at the corps of officials should be sanctioned*.
7. After the match, it is the first referee's responsibility to ensure that, a) the scoresheet has been filled in correctly and is duly signed, b) that any player or bench personnel sanctions are recorded on the relevant registration card(s).
8. The first referee must note serious infringements of NVL rules on the match scoresheet; this applies especially to the recording of disciplinary sanctions, all cases of missing player/coach registration cards and all cases where match equipment is unsatisfactory. (In the case of an expulsion or disqualification,

the first referee is required to submit a written report to Referee Commission). The referee should also note those occasions where players are “playing up” from teams in a lower division.

#### **Rule 24     Second Referee**

1. The second referee should be as competent as the first referee: if the first referee falls ill, the second referee should replace him/her.
2. The second referee's duties and rights are clearly stipulated in this Rule.
3. The second referee must study the specific ‘Responsibilities’, particularly in which cases the second referee ‘decides, *whistles* and signals’ the faults during the match (Rule 24.3.2).
4. During the exchange of play *near the net*, the second referee must concentrate on decisions regarding the contact of the player with the net, penetration on to the opponent's court beyond the centre line, and on the actions on the side of the block (receiving team). *The second referee's main focus remains near the net*, and at the same time *he/she must have good peripheral awareness* but must *resist the temptation to watch the ball* as it passes into the back court. Even when there are no line judges, the second referee does not make ‘in/out’ line call decisions – they are the responsibility of the first referee.
5. Attention must be paid to the correct application of Rule 11.3.1, ‘Contact with the net by a player is not a fault, unless it is made during the action of playing the ball, or it interferes with the play’. Referees must avoid disrupting the continuity of the game by incorrectly stopping play for net contacts which are not faults.
6. The second referee must carefully check before and during the match if the players are in their correct positions, on the basis of the team's ‘line-up sheet’. In this work, the second referee is assisted by the scorer, who can indicate which player must be in position I (server). On the basis of this information, by turning the line-up sheet clockwise in the hand, the second referee can state accurately the regular rotation order (position) of each team. When verifying positions, the second referee should stand near position II (2) on the left or IV (4) on the right, respectively. He/she should locate the players following the order indicated in the line-up sheet, starting with the player in position I.
7. The second referee must pay attention to the fact that the free zone must always be free from any obstacle which can cause an injury to a team member (drinking bottles, first aid kit, substitution paddles, etc...). Specifically, there should not be any items in front of the team bench.

#### **Rule 26     Scorer**

1. The scorer's work is very important as the accurate recording of the match is essential. All referees and the line judges must know how to fill in a scoresheet; and, if necessary, they must be capable of doing the work of the scorer.  
Scorers must be competent and referees must note on the scoresheet where this is not the case. (Please write, e.g. “*scoresheet not completed correctly*”, rather than “*incompetent scorer*”.)
2. A manually operated scoreboard, placed on the scorer's table, is compulsory for all matches. If an electronic scoreboard is used, this is in conjunction with the manual scoreboard and not in place of it. The scoreboard should be operated by an assistant scorer.

3. Before the start of the match, the scorer ensures that the team lists on the scoresheet, and the team Libero if being used, are verified and signed by the team captains and coaches.
4. Before each set the scorer must check that the numbers on the line-up sheets appear on the respective team member lists on the scoresheet (if not, he/she must report the fact to the second referee).
5. The scorer verifies the service (rotation order) at each service. If a rotation order mistake is discovered, on the serving team, the scorer informs the second referee immediately *after* the service hit.
6. The scorer reports to the second referee the second time-out and the fifth and sixth substitution of each team. Using the relevant number of fingers, the second referee then reports the second time-out of each team and the fifth and sixth substitutions to the first referee and to the relevant coach. The signals should be clearly given and not hidden from spectators. The second referee should not signal the first time-out, nor the number of time-outs left.
7. The scorer must ensure that substitutions are legal and are recorded swiftly and accurately; cooperating closely with the second referee during the substitution process.
  - The second referee, after authorising a substitution by whistling, goes to the junction of the attack line and the side line, shoulders parallel to the net and facing the scorer. At the same time, the substitute player must go to the substitution zone corner, in front of the second referee. When paddles are used the substitute must raise the correctly numbered paddle high in one hand. In the event that the coach signals for more than one substitution, the process of substitution must be done one at a time, so that the second referee and scorer have time to check and verify that the substitutions are legal. The second referee looks at the scorer, who checks if the request of the substitution is legal; if it is legal the scorer must immediately *raise one hand*. At this stage the second referee, by seeing the scorer raising a hand, understands that the request is legal and immediately lets the substitute player enter the playing court while the other leaves the court.
  - The scorer, after showing to the second referee that the request is legal *puts down his/her hand* and immediately writes the substitute's number and the score at the time of the substitution in the appropriate squares of the scoresheet. Then the scorer must immediately *raise two hands* to show that the administrative procedure has been completed. In the case of multiple substitutions, the scorer must use the same process for each substitution. After the second referee sees the scorer's hand signal of 'OK' ('ready' - two hands raised), he/she repeats the signal to the first referee who now has the right to whistle for the next service. At this moment, the scorer must concentrate on checking if the player making the service hit, follows the rotation order or not. If not, the scorer must stop the play immediately, but not before the service hit is executed. The second referee must go to the scorer's table to check the decision and inform the teams and the first referee of the situation.
  - If the scorer discovers, after looking at the substitute near the second referee and comparing the number on the player's jersey to that on the scoresheet list of 'starting players' and 'substitutes' that the request is illegal, he/she immediately raises and waves one hand saying, 'The request for substitution is illegal.' In this case the second referee must immediately go to the scorer's table and check, on the basis of the scoresheet data, the illegality of the request. If confirmed, the request must be rejected by the second referee. The first referee

must sanction the team by whistling a 'delay'. The scorer must register on the scoresheet, in the 'sanctions' section, the appropriate sanction. The second referee should check the scorer's work following the sanction.

8. The scorer must be able to differentiate between the recording of sanctions given to team members by the first referee for misconduct and those given for delay. If the scorer, based on information on the scoresheet, states that the first referee's decision is not permitted by the Rule, i.e., it is against the scale of sanctions, he/she must immediately inform the second referee accordingly. The latter, in turn, immediately informs the first referee. The first referee must then correct the previous decision. If the first referee does not accept the scorer's and second referee's remarks, the scorer must enter the first referee's decision on the scoresheet under the heading 'Remarks'. The recording should take place before the match continues. (Rules 20 & 21 - Guidelines 7 & 9)

#### **Rule 27 The Assistant Scorer**

1. The assistant scorer sits close to the scorer. In the case of illness/injury of the scorer, he/she acts as substitute for the scorer.
2. Responsibilities are:
  - to complete the Libero control sheet, where one is being used, and to check whether the Libero's replacements during the match are legal or not.
  - to direct and control the timing of Technical Time-Outs.
  - to operate the manual scoreboard on the scorer's table.
  - to check if the hall scoreboard shows the correct scores/results to the public and, if not, to correct it.
3. The assistant scorer's name must be recorded on the scoresheet; he/she must sign the scoresheet at the end of the match.

#### **Rule 28 Line Judges**

1. The line judges' work is very important. All referees must be wholly conversant with the role and responsibilities of line judges and should be able to fulfil the role if designated to do so.
2. For NVL matches the line judges must be present at the score table, in uniform where one is provided, 20 minutes before the match start time. On arrival, or immediately after their briefing by the first referee, they must ensure that the scorer clearly enters their names in the appropriate boxes on the scoresheet. They do not *sign* the scoresheet. Line judges are numbered 1 to 4 anti-clockwise, starting with the sideline judge on the right of the first referee. Where only two line judges are to be used they should be recorded as line judges 1 and 2. It is the *first referee's responsibility* to brief the line-judges. Line judges must be competent and referees must note on the scoresheet where this is not the case.
3. The organisers should provide all line judges with uniform flags (40 cm x 40 cm).
4. Each line judge must know his/her responsibilities and be standing in the correct position (Diagram 10). *If only two line judges are used*, they stand at the corners of the court closest to the right hand of each referee, diagonally at 1 to 2m from the corner. Each one of them should be *active*, moving as necessary to check both the end line and the sideline on his/her side.

*If four line judges are used they stand 1 to 3 m from each corner of the court, on the imaginary extension of the line they control.*

*The first referee should ensure that line judges are correctly positioned throughout the match and that they remain focused on their role. It is recommended that line judges be positioned approximately 1.5 m from the court. Line judges must not be positioned at a greater distance than the rules allow.*

5. Line judges are required to signal every fault which occurs close to the line(s) of which they are in charge, as well as those occurring at the moment of the service hit. In high level matches where the speed of the attack could be 120 km/hour, it is very important that the line judges also concentrate on the movement of the ball, especially the touches of 'out' balls by the team receiving the ball.
6. If the ball touches the antenna, crosses over it or outside it, the line judge closest to the direction of the ball must signal the fault. Line judges must understand Rules 10.1.2 and 10.1.2.2 and signal at the appropriate time.
7. Line judges signal to the first referee faults that are within their jurisdiction. Faults should be signalled clearly and with authority. The signals should be held long enough to ensure, beyond any doubt, that the first referee sees them.
  - The first referee may use the information given by the line judge
  - The first referee may ask the line judge to repeat any signal.
  - The first referee may decide not to use the information.
  - The line judge may not insist on a decision to the first referee.
  - Where contrasting decisions are made by the line judges the first referee will determine the decision.

## **Rule 29            Official hand signals**

1. The referees must use only the official hand signals. To use of any other signals should generally be avoided and used only when it is absolutely necessary to be understood by the team members.
2. When whistling for a fault the second referee must show the hand signal on the side where the fault was committed (Rule 28.1). For example: if a player from the team on the left has touched the net illegally the hand signal should not be shown through the net from the other team's side. The referee should move so that the (left) hand signal is indicated on the side of the fault.
3. Certainty in signalling faults (Rules 22.2, 23.3 and 24.3)  
Referees must whistle immediately. However,
  - the referee should not signal a fault when urged to by the public or players. He/she must make the decision on what member(s) of the refereeing corps have seen and judged to be a fault.
  - when fully aware of having made a misjudgement, the referee ought to rectify the error (or that of other members of the refereeing corps), on condition that this is done immediately.
4. The referees should pay particular attention to the correct application and use of the 'out' hand signal:
  - for all balls that fall 'directly out' after an attack or a block by the opposing team, the hand signal 'ball out' (Signal 15) must be used by the officials.
  - If an attack hit crosses the net and touches the floor outside the playing court, but a blocker or other player of the receiving team touches it, the officials must use the hand signal 'ball touched' (Signal 24).

- If a ball, after a team has played it with the first, second or third touch, is out on its side, the officials must use the 'ball touched' hand signal (Signal 24). The referees should also use Signal 24 when the ball hits an external object on the receiving team's side (such as a bench or the wall) after being touched by a player on the receiving team.
  - If after an attack hit the ball is smashed into the top of the net and after that it falls 'out' on the attacker's side without touching the opponent's block, the referee must signal 'out' (Signal 15) and *then immediately indicate the attacker* (so that it is clearly understood that the ball was not touched by the blockers and went directly out after the attacker's contact).
  - If, in the same situation the ball *has* touched the block and afterwards flies out on the attacker's side, the first referee must show the hand signal 'ball out' (Signal 15) *and then immediately indicate the blocker who touched the ball*.
  - If the ball touches the roof the correct signal is 'out' (Signal 15), irrespective of which player touched the ball last. If there is any doubt, the referee should indicate the player who touched the ball last.
  - The ball which hits the net outside the antenna, the cable or cord, the post, the referee stand, or the referee, is signalled 'out' (Signal 15). If there is any doubt, the referee should indicate the player who touched the ball last.
5. When the ball hits the net on service, and fails to cross the crossing space, both referees give the signal for the team to serve next (the second referee slightly after the first referee). Then both referees give Signal 19, again the second referee slightly after the first referee.

Note: a) it is not necessary for the first referee to wait until the ball reaches the floor, only to be certain that it will not cross the net through the crossing space, b) that the official FIVB signal diagram shows *the hand* indicating on the respective side of the net and *not pointing with the finger*.

Where the service becomes a fault because of a foot fault it should only be necessary for the first referee to indicate the team to serve next. A clear signal should already have been given by the line judge. If further clarification is required the first referee should repeat that part of the line judge signal which points to the respective line (Line judge Signal 4).

Similarly if, after the first referee's whistle to authorise service, the server tosses or releases the ball and catches it again, the officials should only indicate the team to serve next. If further clarification is required the first referee should signal 'catch' (Signal 16).

6. The line judge's flag signals are also very important from the point of view of the participants and the public. The first referee must check the line judge's flag signals and correct them if they do not conform to the official signals.

## **GAME MANAGEMENT**

- 1. Before the match**
- a) Officials must be present at the venue one hour prior to the scheduled match start time.
  - b) The officials should be present in their referee uniforms 45 minutes before the scheduled match start time.
  - c) If the first referee has not arrived on time, the second referee should begin the 30 minute pre-match protocol, after requesting authorisation from the Control

Committee (if there is one) and/or informing both team coaches/captains.

- d) If the first referee fails to arrive the second referee should conduct the match (as first referee) and (where available) a reserve referee takes the place of the second referee. For NVL fixtures current NVL Rules must be applied.
- e) The refereeing corps prepares the start of the match as stipulated in the 'Structure of Play' (Rule 7), the relevant match protocol and according to the responsibilities of the referees and scorer.

## 2 During the match

- a) At the moment of the service hit, the first referee checks the position of the serving team. The second referee *must* be on the side of the receiving team. To check the receiving team, the second referee, who generally remains by the post on the receiving side, can move along the side line from the centre line. He/she should stand in a neutral position i.e. with *shoulders parallel to the sideline*. It should not be necessary to move more than 1 or 2 m to achieve an optimum optical position to check the positions of players. *Immediately following the service hit* the second referee should move to the side of the receiving team. Throughout the play the second referee should be on the side of the defending (blocking) team. So, during the match, the second referee must continuously change position. As well as moving laterally the second referee will also need to move backwards and forwards, depending on whether the play is on the near side of the court or the far side.
- b) The first referee is responsible for watching the ball and its contact with player(s) or equipment and objects. At the moment of the attack hit, the first referee looks directly at the attacker and the ball, *focusing on the actual point of contact*, whilst at the same time he/she can just see out of the corners of his/her eyes the probable direction of the ball. If the ball is hit at the net, the first referee must immediately look in the direction of the vertical plane of the net, but not before watching the actual contact of the player with the ball.
- c) If the team members on the bench or in the warm-up area act against the rules, the second referee must immediately inform the first referee, when the ball is out of play. The first referee is the one who applies any sanction.
- d) When the second referee whistles a *positional fault* on the receiving team, he/she must indicate the positional fault with the official hand signal (Signal 13) and indicate clearly and accurately the players at fault. If necessary, the second referee must take the line-up sheet from his/her pocket and show it to the captain or coach in order that the team can adopt the correct rotation prior to the next service.
- e) According to the Rules of the Game, the first fault to occur must be penalised. The fact that the first and second referees have different areas of responsibility makes it very important that each referee whistles the fault immediately. On the whistle of one of the referees, the rally ends (Rule 8.2). After a whistle by the first referee, the second referee has no further right to blow the whistle, because the rally ends with the first whistle of the referees. If the two referees blow their whistles one after the other – for different faults – they cause confusion for the players, public, etc.
- f) It is usually the second referee (the Rules say 'the referees') who authorises the requested game interruptions (time-outs and substitutions) and only if the ball is 'out of play'. If the second referee has not noticed the request for interruption of the game, the first referee can also authorise it, helping the second referee. However, first referees should encourage teams to use the second referee as their contact point for stoppages. Wherever possible the first referee should enable the second referee to complete his/her usual

duties.

- g) If, during the match, the second referee observes unsportsmanlike gestures or words between the opponents, on the first occasion when the ball is out of play, he/she must inform the first referee, who must immediately warn or sanction the player(s) depending on the gravity of the behaviour.

### **3 After the match**

- a) After the match the two referees stand in front of the referee's stand. The first referee descends the stand and goes to the *right* of the net. The second referee crosses the court on the opposite side of the net and stands next to, but on the other side of the net from, the first referee. The players of the two teams stand on their own end line. The first referee blows the whistle and the team to the left of the first referee comes to shake hands first with the referees, and then to shake hands with the opponents; the team from the first referee's right comes to shake hands first with the opponents, and then the referees. The teams then return to their benches. The first and second referees go along the net to the scorer's table, check the scoresheet, sign it and thank the scorers and line judges for their work.
- b) At this point the work of the referees is not finished. They must check that the teams' behaviour remains sportsmanlike, including after the first referee has whistled for the end of the match. As long as the teams remain in the Competition Area, all unsporting behaviour must be checked and reported to the game Jury (if there is one) and written on the scoresheet in the 'Remarks' box and/or in a separate report. The first referee is advised not to sign the scoresheet, and separate the copies, until after they believe there will be no further requirement to add remarks.