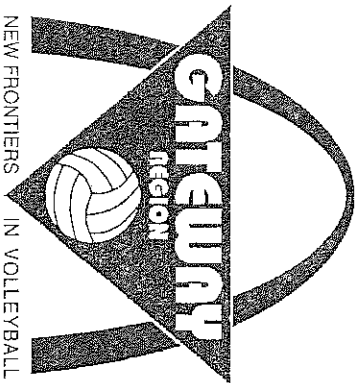
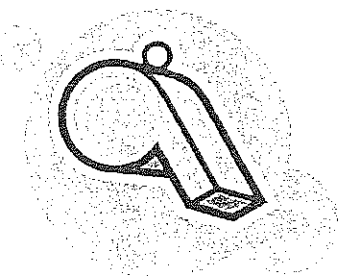


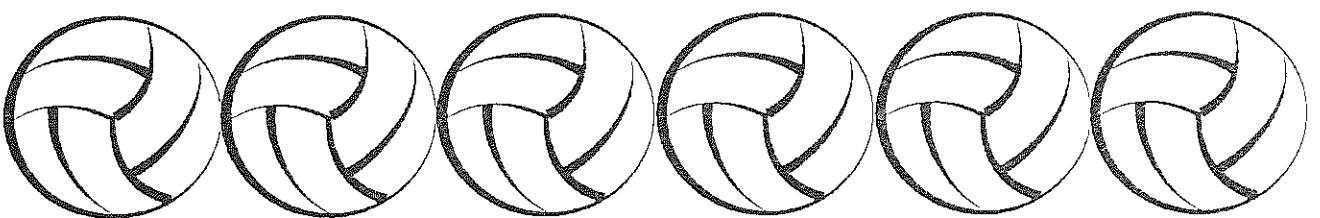
Gateway Region USA Volleyball



Referee Reference Guide



2016



2016 Referee Reference Guide

FIRST REFEREE - Review Rule 23 in its entirety

Pre-match

- ◆ Be punctual to the match. Report for officiating duties 30 min before the match is scheduled or as soon as the previous match has ended.
 - ◆ Have basic equipment: whistle, red and yellow cards, coin, watch, rule book.
 - ◆ Determine playable areas/ground rules. In order for the pursuit rule to be in effect a MINIMUM of 2M clearance on BOTH sides is REQUIRED. If you have any questions, ask the court manager or tournament director for clarifications.
 - ◆ Check court and area surrounding the court: ball, net, antennas, court markings, padding, and referee stand.
 - ◆ Captains' Meeting
 - ◆ Have captains introduce themselves and introduce yourself and the second referee.
 - ◆ Go over ground rules and format of match - 2 sets to 19 points or 2 sets to 25 points or 2 of 3 sets (2 sets to 19 points, 3rd set to 15 points or 2 sets to 25 points, 3rd set to 15 points). All sets must be won by 2 points, no cap.
 - ◆ **Remind players they are responsible for the match ball between rallies, not the line judges.**
 - ◆ Ask if there are any questions from captains. Ask if your second referee has anything to add.
 - ◆ Coin toss: assign a side of the coin to each team; toss, catch coin and **do not turn over**; winner chooses serve, receive, or side. Second referee should let the scorer know which team is serving from which side.
 - ◆ Inform captains of time remaining in warm-ups. (Second referee can assist with timing.) The warm-up time allotment for junior events is separate 4 minute time slots, no shared serving. The serving team has the first 4 minutes. An additional 2 minutes shared warm-up time period must be scheduled prior to a team's first match.
- Meet with Officiating Team
- ◆ Go over second referee duties. Discuss anything you want them to help you with specifically and how you would like them to signal you for violations or cards requested.

2015-2017 Significant Rule Changes

- 4.5.3 Compression pads (padded injury protection devices) may be worn for protection or support.
- 8.3 BALL "IN". The ball is "in" if any any moment of its contact with the floor, some part of the ball touches the court including the boundary lines.
- 11.3 **CONTACT WITH THE NET**
- 11.3.1 Contact with the net by a player between the antennae, during the action of playing the ball, is a fault. The action of playing the ball includes (among others) take-off, hit (or attempt) and landing.
- 11.4 **PLAYER'S FAULTS AT THE NET**
- 11.4.4 A player interferes with play by (amongst others):
- ✓ touching the net between the antennae or the antenna itself during his/her action of playing the ball.
 - ✓ using the net between the antennae as a support or stabilizing aid.
 - ✓ creating an unfair advantage over the opponent by touching the net.
 - ✓ making actions which hinder an opponent's legitimate attempt to play the ball.
 - ✓ catching/holding on to the net.
- Players close to the ball as it is played, or who are trying to play it, are considered in the action of playing the ball, even if no contact is made with the ball.
- However, touching the net outside the antenna is not to be considered a fault (except for Rule 9.1.3)

Continued on back page

◆ Meet with line judges and review calls and signals.

- ✓ Ball landing in or out.
- ✓ Any part of the ball crossing or touching the net outside the antenna or touching the antenna.
- ✓ Touches off blocks on either team on "out" balls ONLY - If a ball is blocked out of bounds on the attacker's side, the signal is "out of bounds". If the ball is blocked out of bounds on the blocker's side, the signal is "touch".
- ✓ Foot faults by server or other players outside the court.
- ✓ Line judge screened on the call.
- ✓ Signals should be held long enough to be seen.
- ✓ Look to line judges often and ask them to make a call every time.

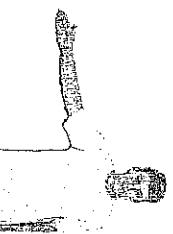
Hand Signals

◆ Display one signal at a time - 3 distinct steps: Whistle, Result and Violation.

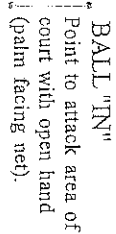
1. Blow Whistle the instant the play ends (e.g. ball hits the floor).
2. First signal is showing which team will serve next.
3. Second signal identifies action which caused play to end (Violation). Use hand on the side of the net action/result takes place. Hold signals high enough and long enough to be seen.

Starting Play

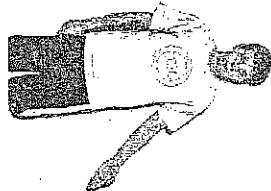
- ◆ At the beginning of the first set, whistle teams to end lines, then whistle teams onto court. During following sets, teams come directly onto court.
- ◆ Scan court before each serve: 6 players in position, check coaches, make sure officiating team is ready.
- ◆ Whistle to serve, beckon with your hand and arm.
- ◆ **DO NOT** take requests after whistle to serve (time-out, line up checks, substitution = improper request).
- ◆ Allow 8 seconds for service. For 14 and under divisions and below, allow a re-serve if the ball is allowed to drop. The serve time is 5 seconds for **both** attempts.
- ◆ The receiving team may not block a serve and attack the serve in the front zone while the ball is above the height of the net.
- ◆ Any first contact may include successive contacts, provided it is a single attempt to play the ball. The ball may not be caught or thrown.



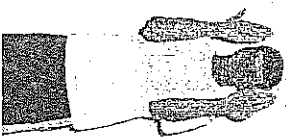
LOSS OF RALLY
Extend the arm in the direction of the team that will serve (palm perpendicular to the floor)



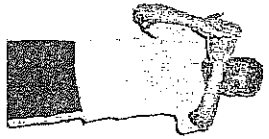
BALL "IN"
Point to attack area of court with open hand (palm facing net).



1. BALL "OUT"
2. PLAYER ILLEGALLY IN ADJACENT COURT
Raise the forearms in a vertical position with hands open, palms facing upward.



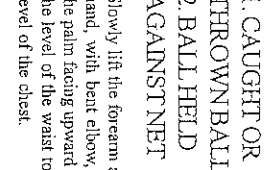
BALL "OUT" AFTER CONTACT WITH A PLAYER
Brush one hand with a horizontal motion over the fingers of the other hand held in a vertical position with the palm facing away from the court.



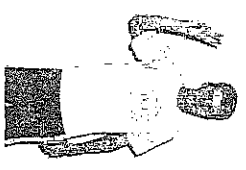
BALL CONTACTED MORE THAN THREE TIMES BY A TEAM
Raise forearms vertically with four fingers extended.



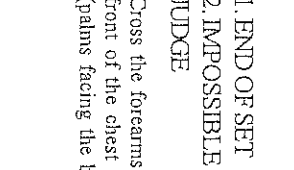
1. LINE FAULT
2. PENETRATION
3. BALL CROSSING PLANE UNDER NET
Point to the line with index finger



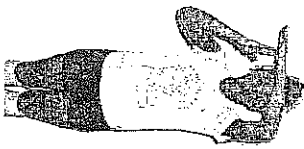
1. CAUGHT OR THROWN BALL
2. BALL HELD AGAINST NET
Slowly lift the forearm and hand, with bent elbow, with the palm facing upward from the level of the waist to the level of the chest.



BALL ILLEGALLY CONTACTED MORE THAN ONCE BY A PLAYER
Raise forearms vertically with two fingers extended.



1. END OF SET
2. IMPOSSIBLE TO JUDGE
Cross the forearms in front of the chest (palms facing the body)



TIME-OUT
Place palm of one hand horizontally over the other hand, held in a vertical position, forming the letter "T". Indicate the team requesting the time-out.

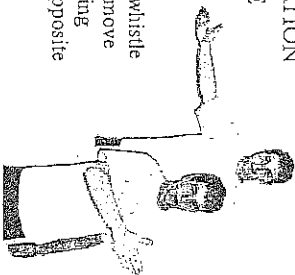
SUBSTITUTION

Make a circular motion of the forearms around each other, with closed fists



AUTHORIZATION FOR SERVICE

Extend arm toward serving team with palm forward. Blow whistle for service and move hand in a sweeping motion to the opposite



- 1. **ILLEGAL SERVICE**
 - 2. **BALL NOT RELEASED AT TIME OF SERVICE**
- Lift the extended arm (palm up) from the level of the thigh to the level of the chest



- 1. **DOUBLE FAULT**
 - 2. **RE-SERVE**
 - 3. **PLAYOVER**
- Raise the thumbs of both hands (hands held close together)

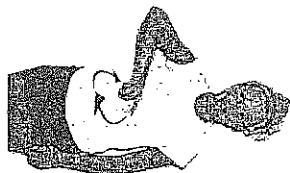


ILLEGAL BLOCK or SCREEN

Raise hands to head height (palms facing away from body). Indicate player(s) committing the fault.



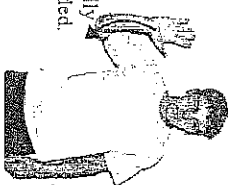
- 1. **POSITION FAULT**
- 2. **ROTATION FAULT**



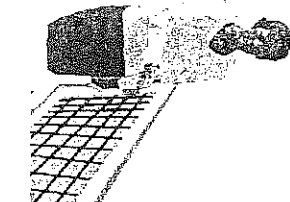
Make a circular motion with the index finger. Indicate the player(s) committing the fault.

DELAY OF SERVICE

- 1. Five seconds (14s & below).
 - 2. Eight seconds
1. Raise forearm vertically with all five digits extended.
2. Raise both arms with eight digits extended.



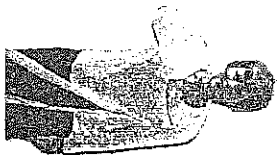
- 1. **BALL TOUCHES NET OR TEAMMATE OR FAILS TO REACH NET AT TIME OF SERVICE**
- 2. **PLAYER COMMITS NET FAULT**



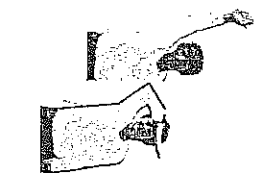
1. Touch the net.
2. Touch the net and indicate the player committing the fault.

- 1. **ILLEGAL ATTACK BEYOND THE NET**
- 2. **ILLEGAL BLOCK BEYOND THE NET**

Hold forearm (palm down) over top of net. Indicate player committing the fault.



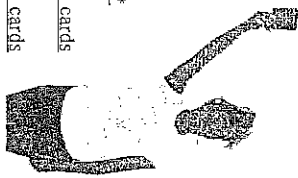
- 1. **ILLEGAL BACK-ROW ATTACK**
- 2. **ILLEGAL ATTACK OF THE SERVE**



Make a forward and downward motion from the shoulder with the forearm and hand.

INDIVIDUAL SANCTIONS

- 1. **WARNING**
- 2. **PENALTY**
- 3. **EXPUSSION**
- 4. **DISQUALIFICATION**

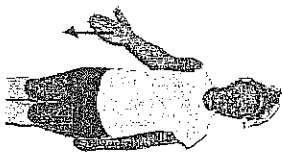


- 1. Show a yellow card.*
- 2. Show a red card.*
- 3. Show red and yellow cards in one hand.*
- 4. Show red and yellow cards separately.

*Carry over from set to set throughout the match.

AUTHORIZATION TO ENTER

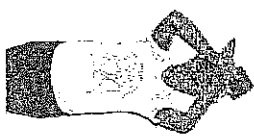
Extend the arm on the substitution side and make a forward motion (palm facing forward)



TEAM SANCTIONS

- 1. **TEAM DELAY WARNING**
- 2. **TEAM DELAY PENALTY**

- 1. Show a yellow card held against opposite wrist.
- 2. Show a red card held against opposite wrist.



CHANGE OF COURTS

Raise forearms front and back and twist them around the body.



◆ Screening - there are many things to consider when calling a screen.

- 1. Separation of players.
- 2. The server and flight of the ball must be viewable by receivers
- 3. Did the ball pass low over the net with a fast trajectory? AND
- 4. Did it pass directly above 2 or more players standing together?
- 5. Players bending over are not to be considered screening.
- 6. If you feel there may be a potential screen, request the serving team captain to ask players to bend down or move apart.

During Play

- ◆ Be aware of the position of the ball relative to the net.
- ◆ Be consistent with calls and do not make a call based on sound or spin alone. The players may not catch and/or throw the ball. If the player undercontrols the ball, the ball will spin/orbit and most probably 2 hits occurred.
- ◆ The ball may touch any part of the body.

- **Attacking and Blocking**
 - ✓ Pay attention to offspeed and dink hits. Watch for prolonged contact, change of direction and if contact is made behind the head.
 - ✓ A player may not attack the ball on the opponent's side of the net.
 - ✓ A player only becomes a blocker when some part of the body is above the height of the net. If the contact is not a block, then it is a first team contact.
 - ✓ The opponent may block the ball on the attacking team's side of the net only after the hitter attacks the ball or if the attacking team does not have a play on the ball. The third team contact is considered an attack. Watch for an overpass before it has broken the plane of the net.
 - ✓ A joust is not a fault and play continues. If the ball goes out of bounds, it is the fault of the team on the opposite side of where it landed.
- **Back Row Attacking and Blocking**
 - ✓ An illegal back row attack or block may be called by either the first or second referee. It is acceptable to make a delayed call if you are unsure.
 - ✓ Legal back row attackers must take off completely behind the 3 meter line. ("Legal" signal - arm extended palm away.)
 - ✓ A back row player in the front zone may not attack the ball completely above the height of the net. Remember, some players can jump and still be below the height of the net. ("Legal" signal - arm extended, elbow bent, palm down, with downward motion.)
 - ✓ A back row setter in the front zone may jump above the height of the net to set a teammate. It is legal as long as the ball does not cross the vertical plane of the net. Once in the vertical plane of the net:
 - * The opponent may legally attack or block the ball.
 - * If the back row setter and opponent contact the ball simultaneously, it is an illegal back row block on the setter.
 - * If the opponent contacts the ball before the attacker, it is an illegal back row attack on the setter.
 - ✓ Review Rule 19, The Libero Player.
 - * The libero can serve in one rotation.
 - * Teams can redesignate the libero per set provided they designate one or none to start the match.

[6]

End of Set - 3 Whistles

- ◆ Whistle and signal the result, then signal the fault.
 - ◆ Whistle and signal end of set. Teams are not required to go to the end lines.
 - ◆ Whistle and direct teams to switch courts. (If end of match, direct teams to the endlines and then to shake hands.)
 - ◆ Time between sets starts when the first referee executes the "end of set" signal (3 min).
 - ◆ If deciding set is necessary, the first referee will release the teams to their respective benches. Captains immediately meet at the scorer's table where the second referee should conduct the coin toss. Once choice of sides has been determined, the first referee signals teams to their appropriate team areas.
- General
- ◆ The first referee is in charge but works with officiating team.
 - ◆ Knowledge of rules is important.
 - ◆ Be confident and relaxed, yet act professional; be approachable to team captains.
 - ◆ Don't "make up" for mistakes or let errors affect your concentration.
 - ◆ Don't let the teams or crowd influence your decisions.
 - ◆ Refrain from all unnecessary talk and discussion with players and officiating team.
 - ◆ Don't leave the stand except for protests.
- Sanctions
- ◆ Take preventative measures to avoid penalizing. Don't rely on sanctions.
 - ◆ Sanctions are cumulative and carry through **THE MATCH**.
 - ◆ The first referee is the only official authorized to impose sanctions.
 - ◆ The first referee must notify the player and/or playing captain and the second referee must notify the coach when a sanction is imposed on their team.
 - ◆ Team sanctions:
 1. Improper request - warning for invalid request, no penalty - "wave off".
 2. Team delay warning (yellow card against opposite wrist) - warning for delay, no penalty.
 3. Team delay penalty (red card against opposite wrist) - any team sanction after warning, loss of rally and point.

[7]

- ◆ Individual sanctions:
 1. Warning (verbal or yellow card) - unsportsmanlike behavior.
 2. Penalty (red card) - unsportsmanlike behavior, loss of rally and point.
 3. Expulsion (cards together) - 1 set ejection for excessive misconduct, no other penalty.
 4. Disqualification (cards separately) - 1 match ejection for excessive misconduct, no other penalty.

Other

- ◆ Overlap - players must be in position at contact for serve (e.g. left back must be closer to the left side line than middle back and closer to the endline than left front). Position is judged by last foot in contact with floor at contact for serve.
- ◆ Time out - captain or head coach must request - 30 seconds. (If other players request, it is an improper request.)
- ◆ Substitution - to be considered a request, an incoming substitute MUST enter the substitution zone. No further action by the head coach/captain is required. Verbal requests are not acknowledged. Multiple substitutions by the same team at the same time must enter the substitution zone consecutively, one substitution at a time. Unlimited individual entries are permitted with a maximum of 12 team subs.
- ◆ Injured player - stop play immediately; rally replayed. If injured player unable to continue in 30 seconds, team must make substitution or call time out. If making substitution, team has as much time as necessary to remove player. You may want to "lead" the coach or captain by asking if they want to substitute.
- ◆ Playing with 5 - For adult men's, adult women's, junior boys', and junior girls' competition, a team may start any set with 5 players and a ghost player, regardless of reason. An automatic loss of service is charged to a team and a point is awarded to the opponent at the ghost player's term of service. On the scoresheet this is indicated by recording the exit score in the appropriate service round box beneath the ghost server's player number. The service round number is not checked.

The court position vacated by the ghost player is a back row position. When a team of 7 with a Libero is reduced to 6, for any reason, the Libero will become a regular player for the remainder of that set. The player who left the set may return in any subsequent set but not in the same set. For coed competition only, the ghost player must rotate all positions.

SECOND REFEREE - Review Rule 24 in its entirety

- ◆ Be punctual to the match.
- ◆ Have basic equipment: whistle, watch, coin.
- ◆ Attend captains' meeting and notify scorer of results of coin toss.
- ◆ Second referee usually times warm-ups.
- ◆ Hand lineup sheets to coaches or captains, retrieve completed lineup sheets, give to scorer and keep confidential.
- ◆ Review responsibilities with first referee. During play your primary responsibility and focus is the net area. Blow your whistle for:
 - ✓ Players out of rotation at time of service on the receiving team.
 - ✓ Centerline violations - It is legal for any body part to cross the centerline as long as some part of the body is on or above the centerline, and there is no interference or safety hazard to the opponents.
 - ✓ Contact with the net - contact with the net by a player between the antennae, during the action of playing the ball is a fault. The action of playing the ball includes (among others) take-off, hit (or attempt) and landing.
 - ✓ Ball passing over or contacting the net above or outside the antenna on either side unless pursuit rule is in effect.
 - ✓ Illegal back row attack, only if certain ball was contacted completely above top of net.
 - ✓ Illegal back row block.
- ◆ Discuss substitution and time-out procedures with scorer:
 - ✓ signal to the R1 the 12th team substitution.

- ▶ Blow whistle at end of warm-ups and after 2 minutes and 30 seconds between sets. Start the time between sets as soon as the first referee signals "end of set".
- ▶ Check rotation of starting players with lineup sheets. Let first referee know captains.
- ▶ Position at net - 1 to 2 meters back away from the pole, but near the centerline extension on the receiving/blocking team. Move from side to side always staying on the blockers side and keep attention in net area.
- ▶ Scan the court - give requests for time-outs, subs, line-up check, etc. (only captain or head coach may request).
- ▶ Note whether setter is front or back row.
- ▶ Substitution - double whistle.
 - ✓ Signal substitution - do not repeat whistle if blown by first referee.
 - ✓ Administer substitutions one at a time and authorize their entry near the scorer's table. Clearly indicate when players may enter. Do not allow the players to exchange without authorization.
- ✓ Let head coach know if 9th, 10th, 11th or 12th team substitution. Also signal the first referee of the 12th substitution only.
- ✓ Indicate to first referee when you and the scorer are ready.
- ▶ Time-out - double whistle.
 - ✓ Signal time-out and time 30 seconds.
 - ✓ Identify the requesting team to scorer, confirm the number taken by each team and signal to first referee.
 - ✓ Blow whistle when time expires.
- ✓ At the end of the second time-out used, signal the head coach and/or captain that 2 time-outs are used by their team and signal the R1.
- ▶ Other
 - ✓ Do not follow the ball as it moves away from the net while players are still active at the net.
 - ✓ Help first referee by providing discrete signals.
 - ✓ Repeat the first referee signals except beckon for serve and net serve.
 - ✓ Monitor all scoring related matters. Confirm set point and final point.
 - ✓ Scoring inquiries (e.g. time-outs used, team subs used) by coaches and captains are made through second referee and not directly to scorer.

- ✓ Control benches and coaches.
- ✓ Conduct coin toss prior to deciding set. The referee should assign a side of the coin to each team.
- ✓ At end of match, retrieve match ball and place on the scorer's table.

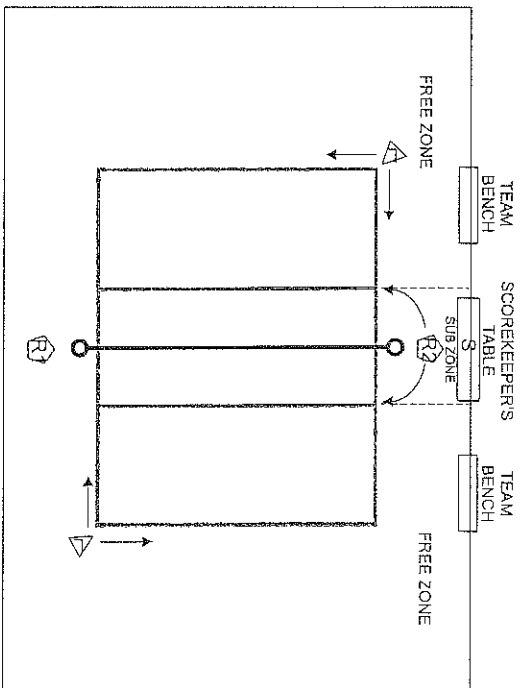
NET HEIGHTS

AGE GROUP	WOMEN'S & REVERSE COED		MEN'S & COED	
	Adult	15 & Older	7' 4 1/8"	7' 11 5/8"
14 & Under	7' 4 1/8"	7' 4 1/8"	7' 4 1/8"	7' 11 5/8"
13 & Under	7' 4 1/8"	7' 4 1/8"	7' 4 1/8"	7' 4 1/8"
12 & Under	7' 0"	7' 0"	7' 0"	7' 0"
10 & Under	6' 6"	6' 6"	6' 6"	6' 6" *

* Gateway Region Only (7' 0" in national rulebook)

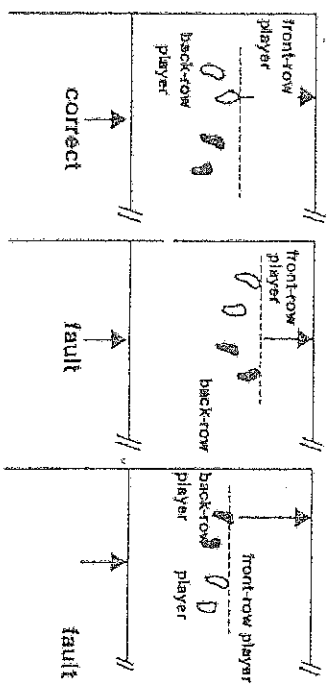
LOCATION OF THE OFFICIALS

R1 = First Referee
 R2 = Second Referee
 S = Scorer
 L = Line Judges

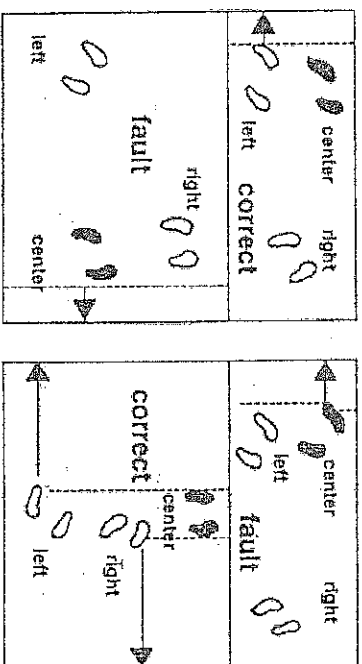


Position of players

Determination of the positions between a front-row player and the corresponding back-row player:



Determination of the positions between players of the same row.



2015-2017 Significant Rule Changes (continued from front page)

New USAV 5: The Libero CAN be team captain, game captain or both.

New USAV 5.1.2: When the team captain is not on the court, the coach or the team captain must assign another player on the court to assume the role of game captain.

New USAV 5.1.2.1: Added "If the final point of the match is disputed, the protest must be recorded within the first 60 seconds after the final point of the match is scored."

New USAV 5.1.3: The captain does not sign the score sheet after the match. It is no longer required that either coach sign the score sheet after the match to verify the results.

New USAV 17.3.2: For tournament play where a court change is necessitated, the match will be continued from the point of the interruption.

New USAV 17.3.2.2: If the match is resumed on another playing court, the interrupted set shall continue normally with the same score, players (except expelled or disqualified ones) and positions. The sets already played will keep their scores.