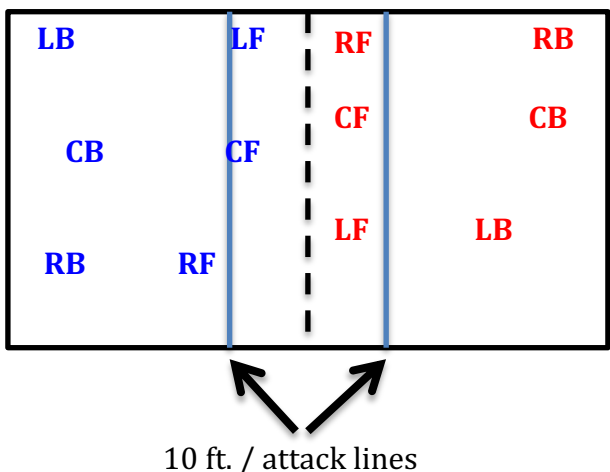


VOLLEYBALL OFFICIALS' TRAINING 101

GENERAL INFO

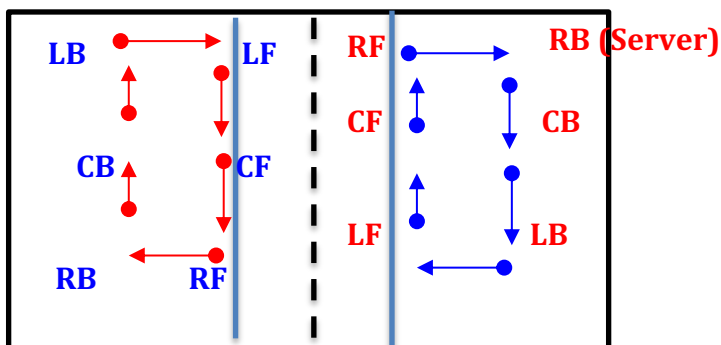


The Court



On each side, there are 6 players;
 3 front row and 3 back row
 Right front
 Right back
 Center front
 Center back
 Left front
 Left back

R1

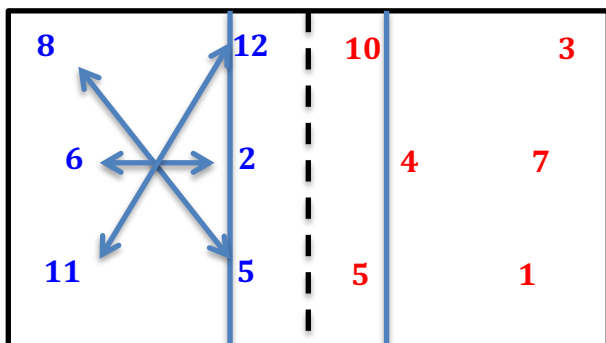


Teams rotate clockwise around the court

RB is in the serving position

Note that the team benches do not extend past the attack line toward the center of the court. This is part of the pregame responsibilities.

R2



Opposites: players are in opposite positions on the court and it is **CRUCIAL** to know the opposite players, especially the setter and her opposite. **Must know that they are in opposite positions on the court!**

EX: Left side: 5,8 2,6 12,11 are opposites



The Line-Up Card is your **FRIEND!**

Van/Red

+	3							1
								2
								3
-	10							4
								5
								6
								7
0	4							8
								9
								10
+	5							11
								12
								13
-	1							14
								15
								16
0	7							17
								18

First Serve TX 0 0

Opposite players on the court

Substitution Count Running Total

As substitutions occur, cross through the number

Timeouts

When a timeout is called, mark thru a 0 & write score down. Write down the score of the team that called the t/o first.

Service Order

Players' numbers are in serving order

But when the set begins, the first server of the **receiving** team will be in the right front (RF) position

When checking lineups ALWAYS start at the top of your lineup card and find that position on the court

The RF is a reminder that #5 is the first server for the receiving team but is in the **right front** position to start

Fruitvale/Blue

RF

+	5							1
								2
								3
-	2							4
								5
								6
0	12							7
								8
								9
+	8							10
								11
								12
-	6							13
								14
								15
0	11							16
								17
								18

First Serve TX 0 0

PACK YOUR BAG!!

1. Black whistle and black lanyard (Fox 40 classic or mini; whistle must be pealess);
Pink whistle and lanyard can be used in October
2. Uniform
 - a. White TASO officiating shirt (short or long sleeved - tucked in)
(If you wear an undershirt - cannot be long-sleeved & it must be plain, white with no logos)
(Purchase from approved vendors at state or regional clinic)
 - b. Jet black pants w/pockets (NO denim, skinny jeans or leggings/tights)
Dockers/cotton pants not recommended b/c they fade quickly
 - c. Black belt if pants have loops or cut loops off
 - d. Solid black socks
 - e. Solid black shoes
 - f. Jacket over shirt but Jacket must be fully zipped
3. Flipping coin (at least quarter size—preferably larger)
4. Red/Yellow cards
5. Line-up cards (supplied)
6. Pen (clickable)
7. Rulebook (supplied)
8. Flags - red.
9. Black watch (must show seconds)
10. Net chain*
11. Air gauge and pump*
* optional for first year officials



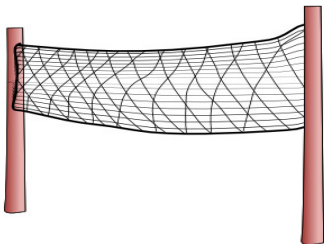
PROFESSIONALISM & TRAINING

1. Be professional in all aspects—in dress, body language, speech and behavior before, during and after the match. When stepping on court, be sure you are dressed appropriately!
2. Be Confident! Knowing the rules is not optional. You are the expert. Learn the rules—this give you confidence!
There is no substitute for reading the rulebook!
Daily reading is encouraged!
3. Be coachable! Ask questions! Learn at least one thing from every match you officiate and every person you work with. Don't be afraid to ask me or any person on the board for clarification.
4. Be patient! Don't get discouraged. All of us have been 1st and 2nd year officials and we remember!!!! It takes time!!! All of us learn something new and get better EVERY SINGLE YEAR! And we STILL make mistakes!
5. Use sharp, decisive mechanics!
6. RELAX & HAVE FUN!!



PRE-MATCH RESPONSIBILITIES for the R2 (down official)

1. Arrive IN UNIFORM at the gym at least 30 minutes before start of match
2. Introduce yourself to both coaches. (If you know the coach don't act like it!)
3. Find out who is the Administrator in Charge & where they are in the gym
4. Assist first referee (R1) with pre-match duties including but not limited to:



- ✓ Net height
- ✓ Net padding
- ✓ Antennae placement
- ✓ Ball inflation
- ✓ Score table & team benches positioning
- ✓ Playable and non-playable areas



5. Attend pre-match conference with R1, **HEAD** coach & captain(s) from each team. **Collect accurate rosters from coaches during this pre-match conference (new rule 2019). Return roster to coach. Changes can be made until 10 minutes remaining on pre-game clock.**
6. Introduce yourself to scorekeeper, bookkeeper & libero tracker
(Let bookkeeper know which team serves first & mark this on your lineup card)
7. Go over responsibilities for scorekeeper, bookkeeper & libero* tracker
8. Instruct line judges (R1 may choose to do this)
9. Observe visitor & home players and identify setter(s)
10. Check that lineups are turned in to YOU as the R2 no later than 2 minutes prior to the end of the timed pre-match warm-up. No changes can be made to lineup.
11. Record the lineup on your card, marking captains as listed on coach's line up sheet. Be certain that the submitted lineups match the official scorebook & your lineup card. (The lineups submitted are in serve order)
12. R1 will blow whistle and signal players on to the court.
13. Check to see that players from each team are in proper position on the floor according to submitted lineup (use your lineup card)
14. Beckon libero* in after checking line up for her team if there is one.
15. Check proper lineup for other team & beckon libero* in after checking lineup.
16. Roll ball to server
17. Ask each coach and score table personnel if they are ready.
18. Give the floor to the R1

*The libero is a defensive specialist & will have a different color jersey
They cannot be listed as a starter on the lineup and cannot be on the floor during lineup checks.

The libero can play back row only & can only serve in one position and they DO NOT count as subs

They go in behind subzone/attack line in the replacement zone.

MATCH/SET PROCEDURES for the R2

Ready Position:

1. Position yourself on defensive side of court (opposite serving team) outside of the court, away from and to the side of the standard. **DON'T** stand behind the pole!
2. Keep shoulders square to the court
3. Put your line-up card & pen in pocket
4. Place whistle in mouth

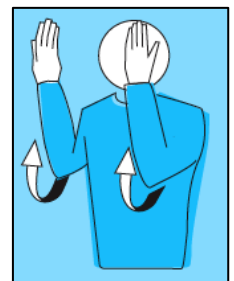


Responsibilities:

1. Look for **overlapping/out of rotation** on defensive side prior to the contacting of ball for serve (**DO NOT** watch the server; Listen for sound of ball being contacted)
2. Use lineup card and check defense for overlapping/out of rotation before **EVERY** serve
3. Put card back in pocket during plays
4. Blow whistle once if overlapping/out of rotation occurs; give appropriate signal

During Play:

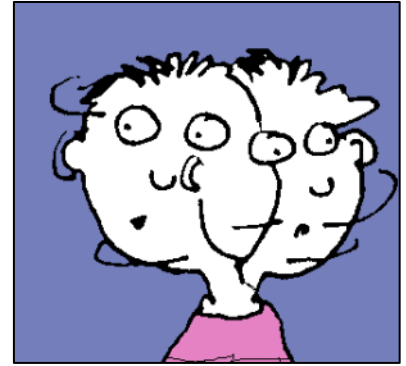
1. Transition to other side of pole once the serve has crossed the net to a player
2. Transition from one side to the other (always transition to defensive side) as play progresses
3. Watch area between the 10-foot/attack lines. **DO NOT WATCH THE BALL!!**
4. Watch for net violations - any touching of the net by a player except for loose hair. Towels are considered part of uniform. If they touch net, it is a violation.
 - a. Blow whistle (one tweet) immediately for any net violations
 - b. Step to side of the net in which the violation occurred
 - c. Give net violation signal
 - d. Signal the number of the player to the R1
5. When R1 blows whistle for violation, quickly move to side of court where violation occurs. (The R1 should wait for you to transition)
6. Mirror R1's signal for violation and point. (Always point to pole)
7. Assist R1 with ruling on situations that are out of the view of the
 - a. R1. Use discrete, informal signals.
8. Verify and confirm with bookkeeper that the 24th point has been scored. Communicate this to the R1 using a discrete signal.



NOTE: R2 only blows whistle for net violations, overlapping/out of rotation & for ball traveling outside or over the net antennae on the R2 side. In each case blow one long tweet.

Between Points:

1. Scan both benches quickly.
2. Listen and watch for coach to call time out or request substitutions.
3. Watch for bench players to approach substitution zone.
4. Check for overlapping/out of rotation on defensive side (Use lineup card & quickly replace in pocket before whistle for serve)
5. Wait till contact of serve to blow whistle for out of rotation. (Be certain they are out of rotation before blowing the whistle)



Substitution Procedures:

Substitution can **ONLY** occur during a dead ball!

Once R1 has blown whistle beckoning for serve, substitutions are **not allowed!**

1. Blow whistle - 2 short tweets - and signal substitution **ONLY** if the coach verbally requests sub or if the player enters the sub zone—in front of the 10-foot/attack line. (Do not blow whistle & signal until player is in sub zone)
2. Once player enters the sub zone or the request by coach is recognized by R2, the player must continue with substitution. If coach withdraws sub request after being recognized by the R2 or after the sub has entered the sub zone, an unnecessary delay is administered & no further subs, time-outs etc... can take place until the next rally.
3. Verbally call out the #'s of the substitute player & the player leaving the court. "8 for 6". Beckon for them to make the switch.
4. Write every sub on line-up card & mark the subs #'s on the right side of card.
5. Be sure bookkeeper & libero tracker hears/sees this. They must write it down.
6. If multiple players need to sub, only **ONE** player at a time can be in the substitution zone. The others wait outside the sub zone (in replacement zone) and once the 1st player subs and moves on to the court, the next substitute slides into the zone. "8 for 6; 7 for 2; 3 for 4"
7. Give the floor back to the R1 once all substitutions are complete, and bookkeeper & libero tracker have recorded info.
8. Move to defensive side of court & check for out of rotation & overlapping.

NOTE:

- Teams are only allowed 18 substitutions per set
- Coach is notified by R2 after the 15th, 16th, 17th & 18th subs are used
- If coach withdraws substitution after it has been recognized or player delays to sub, an administrative yellow unnecessary delay is given (YUD)
- If this happens again during the **same set**, an administrative red unnecessary delay (RUD) penalty is given. Loss of rally/point awarded to the opponent

Time Outs:

Types:

1. Referees' time out - taken by referees for any reason deemed necessary - not charged to team

Blow whistle - 2 short tweets and signal "official's timeout"

INJURY:

Referee stops play and within 30 seconds the head coach must:

- Request substitution
 - Leave player in the set and play resumes immediately OR
 - Take a team time out if available
-
- If the team does not have a time out & no legal or exceptional substitutions are available, the referee may call a special injury timeout of to 3 minutes. (Only one special injury timeout per player per match)
 - If injured player cannot return, the team will play short the rest of the set.
 - When the vacant spot rotates to serving position, a loss of rally point occurs

Bleeding, open wound or blood on uniform -

player must leave court until bleeding is stopped, wound covered and/or uniform changed.



Concussion Protocol



Any athlete that exhibits signs, symptoms or behaviors consistent with a concussion, must be removed from the contest **IMMEDIATELY** and **SHALL NOT** be allowed to return unless cleared by an appropriate healthcare professional.

CONCUSSION SIGNS include:

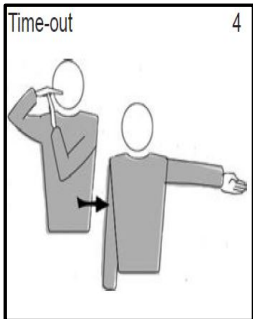
dizziness, confusion, headache, balance problems, loss of consciousness



2. **Charged time outs** - requested by the team or charged to team by either ref and can only be requested during DEAD BALLS

Lasts a maximum of 60 sec unless both teams are ready to play

Team limit of 2 timeouts per set



- Blow two short tweets, step to side of the court from which the time out is called and signal t/o
- Signal to R1 the number of team time-outs used
- Be sure scorekeeper starts the clock
- Confer with bookkeeper the number of subs, score & timeouts by each team
- Mark on your lineup card the time out and the score when taken
- Confer with libero tracker location of libero (in or out of set)
- Make whistle - double tweet- is blown at 45 seconds
- Make sure horn is sounded at end of time-out or when both teams return to court
- Signal the number of team timeouts used with R1 used & return the court
- Signal the coaches the number of timeouts used especially if it's the final timeout (DON'T chase coach down to tell them)

End of Set:

R1 will blow whistle to end set and signal for teams to change sides

R2 will

- Mirror signal for end of set and change of sides
- Facilitate teams moving to other benches

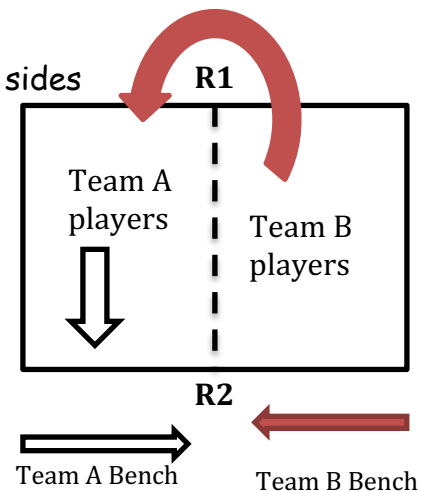
Between Sets:

Time period between sets is no more than 3 minutes

Lineups must be in 1 minute before start of set

R2 will:

- Initial score sheet after each set
- Prepare next line-up card & double checks with scorebook
- Check to see that players are in proper position on the floor according to submitted lineup (use your lineup card) then beckon libero to enter the court
- Check proper lineup for other team and beckon libero in after checking lineup
- Roll ball to server
- Ask each coach and score table personnel if they are ready.
- Give the floor to the R1
- Get in ready position



Deciding Set Protocol:



Sub varsity matches are 2 out of 3; 3rd set to 25 (or follow district minutes)



Varsity matches are 3 out of 5; 5th set to 15

At the end of the 2nd or 4th set of a match and a deciding set is necessary, the R1 will blow the whistle and signal for teams to move to the benches

The R2 will:

- Hold up a coin and call for captains
- Tell the home team captain, she gets to call the toss
- Show the both sides of coin—heads & tails
- Tell the home captain to call the toss while the coin is in the air
- Tell visiting captain she must repeat the call
- Flip the coin, catch it and open hand (DO NOT TURN HAND OVER)
If you drop it, re-toss.
- Ask the winner of toss if she wants
 - Serve (if chosen, other team picks side)
 - Receive (if chosen, other team picks side)
 - Side (if chosen, other team picks serve or receive)
- Signal R1 who will serve and if teams will change side
- Tell bookkeeper which team will serve first



End of Match

The R1 will blow the whistle and signal end of set/match and signal for players to move to net.

R2 mirrors end of set/match signal

POST MATCH PROCEDURES:

- Initial score sheet
- Thank the table crew and coaches if available
- Pack up and leave **together**
- Debrief

Ask questions about situations that arose

Listen for advice and how to get better

Pick one area to work on/study



HOMEWORK:

1. Practice official volleyball signals in a mirror - sharp & clean!
2. Practice signaling numbers in mirror
3. Read rulebook and casebook
4. Practice flipping coin

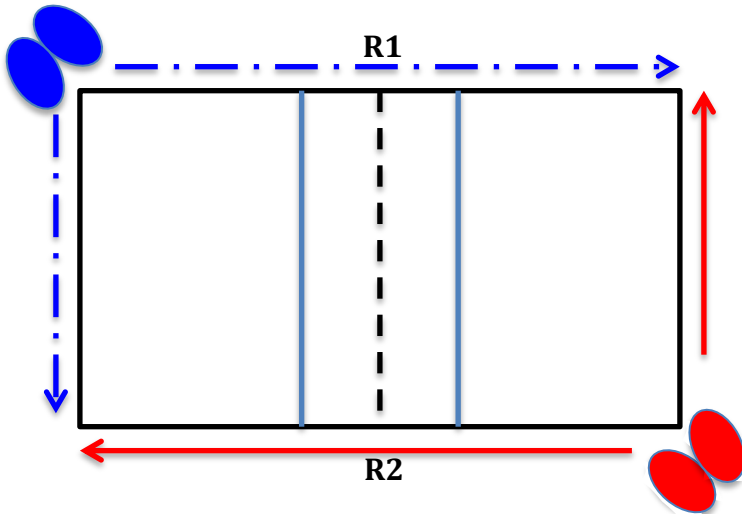
Be Professional!
Be Confident!

5. Practice blowing whistle

Line Judge Responsibilities

You may be assigned to call lines in a varsity match.

Line judges are crucial in a fast paced varsity match to assist the R1 in making calls.



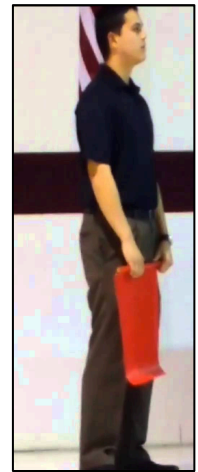
Court Position:

Stand just outside the boundary line corner.

Stand up straight.

Resting Position:

Hold flag by handle with one hand and hold the other end of the flag with the other hand.



What specifically are you watching? (SALT)

Server - did server step on the line before making contact with the ball?

Antenna - did ball pass completely between the antennas?

(If ball passes outside or over the antenna extended, the call is "OUT")

Lines - did the ball land "IN" the court or "OUT" of bounds?

(Each line judge is responsible for one entire sideline & one end line)

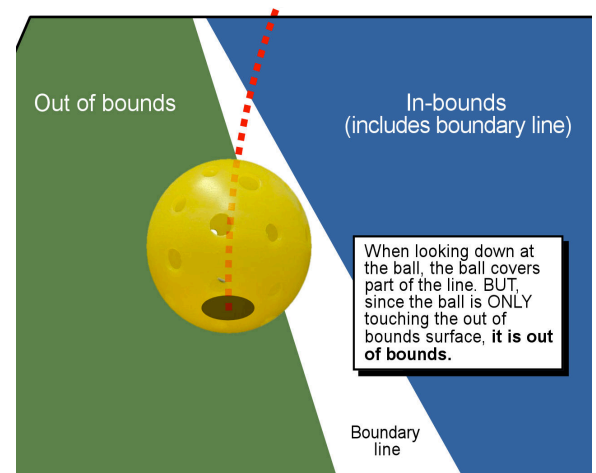
Tips/touches - did any player touch the ball before it went "OUT"

or did a player tip/touch the ball off of a block before it went out?

If a player touches the ball before it goes "OUT" on *their side of the net*, the signal is "TIP/TOUCH"

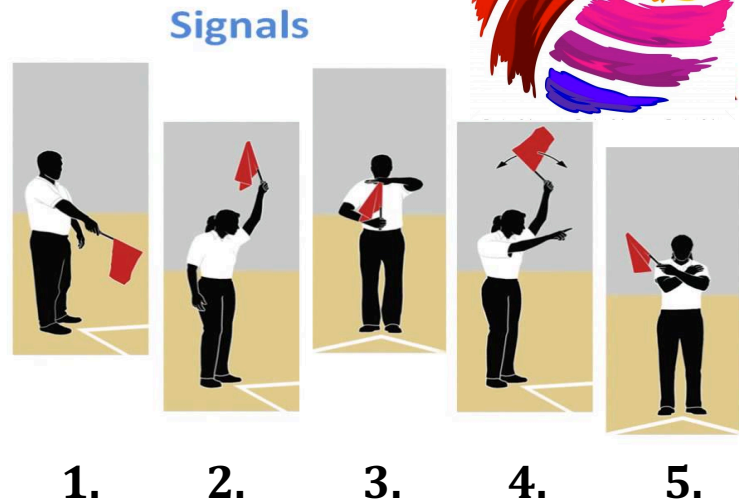
If a player touches the ball before it goes "OUT" on *opponent's side of net*, the signal is "OUT"

The court boundary lines are "IN". If any part of the ball lands on the line, the signal is "IN"



Line Judge Signals:

1. "IN"
2. "OUT"
3. "TOUCH/TIP"
4. "ANTENNA" - "OUT"
5. "DID NOT SEE"
6. "LINE VIOLATION"
 - Server stepped on line before making contact with ball
 - Signal is same as antenna violation but point towards serving line



- Look at the R1 when making a call
- Hold the call*
- Move along court boundaries to get a better angle of the play
- Do not be upset if the R1 overrules your call (R1 may ask you to come to stand)
- Make a call for EVERY play regardless of how obvious it may be (your area only)
- Move out of the way of the server if she is serving on your side of court
- Move out of the way of a player who is attempting to make a play
- Do not shag the ball
- Walk around the court to 10ft line & stand during time outs & between sets**
- Be decisive, be confident and "sell" the call

* Hold call long enough for the R1 to look at you esp. if your call is a deciding one.
If there is a serving line violation or antenna violation, continue to hold call until an official sees the signal

**A player will hand you the ball during time-outs. Carry ball & walk around outside of court towards R1 and stand on the 10 ft. line facing the score table.

In sub-varsity games, players, parents, students or coaches will call lines. The line judges must be "trained" and shown the signals to make for each call. Most of the time in Jr. High matches, the girls have NEVER done this! The R1 is responsible for the line judge training, but the R2 can do it also.

**BE VERY ENCOURAGING TO STUDENT LINE CALLERS!
ACKNOWLEDGE THEM WHEN THEY MAKE A GOOD CALL!**

