

# **CGVA Referee Training**

## **2009-2011**

---

**Produced for CGVA by:**

**Glo Bailey**  
USAV National Official  
PAVO National Official  
Training Coordinator –  
CO-WY Board of PAVO  
[geckovb@aol.com](mailto:geckovb@aol.com)

**Ryan MacDowell**  
USAV National Official  
FIVB International Beach Official  
PAVO State Official  
[rymacdow@aol.com](mailto:rymacdow@aol.com)

# Clinic Goals and Objectives

---

**This year's clinic has been formatted to:**

- **Follow how a match should be run from beginning to end.**
- **Provide helpful HINTS and NOTES to enhance officiating skills.**
- **Increase knowledge and offers help on when and how to apply the rules.**
- **Provide pictures and illustrations that demonstrate signals and on-court situations.**

# Pre-Tournament

---

**Before a tournament begins, a referee should do the following:**

- **Attend the captain's pre-tournament meeting for information on match format and ground rules. A protest committee should be identified at this time.**
- **Upon arrival to your court:**

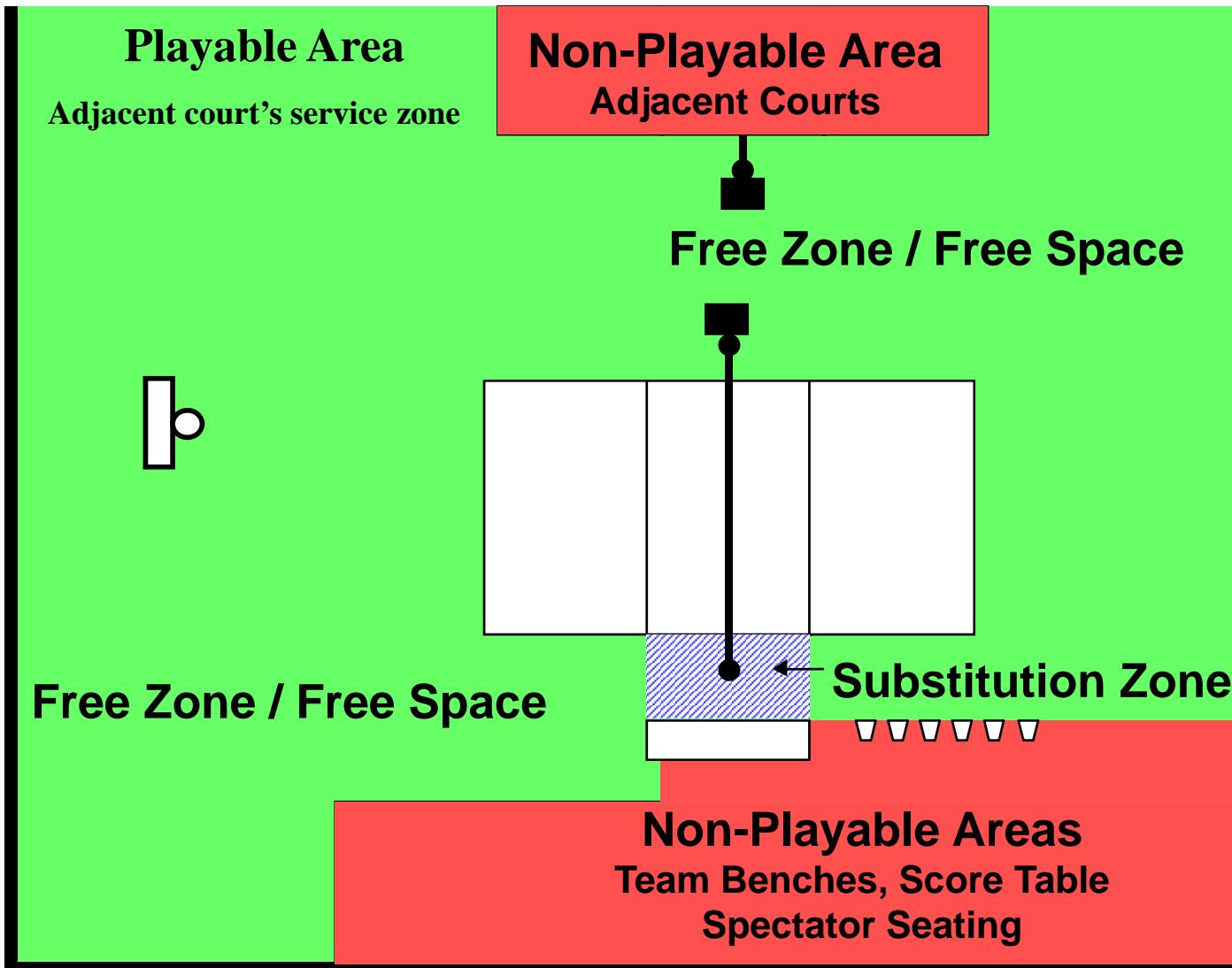
**Make sure that you have your referee equipment: whistle, coin, watch, red/yellow cards, rule book, (extra whistle – Jrs).**

**Check the net height and ball pressure (4.3-4.6 psi).**

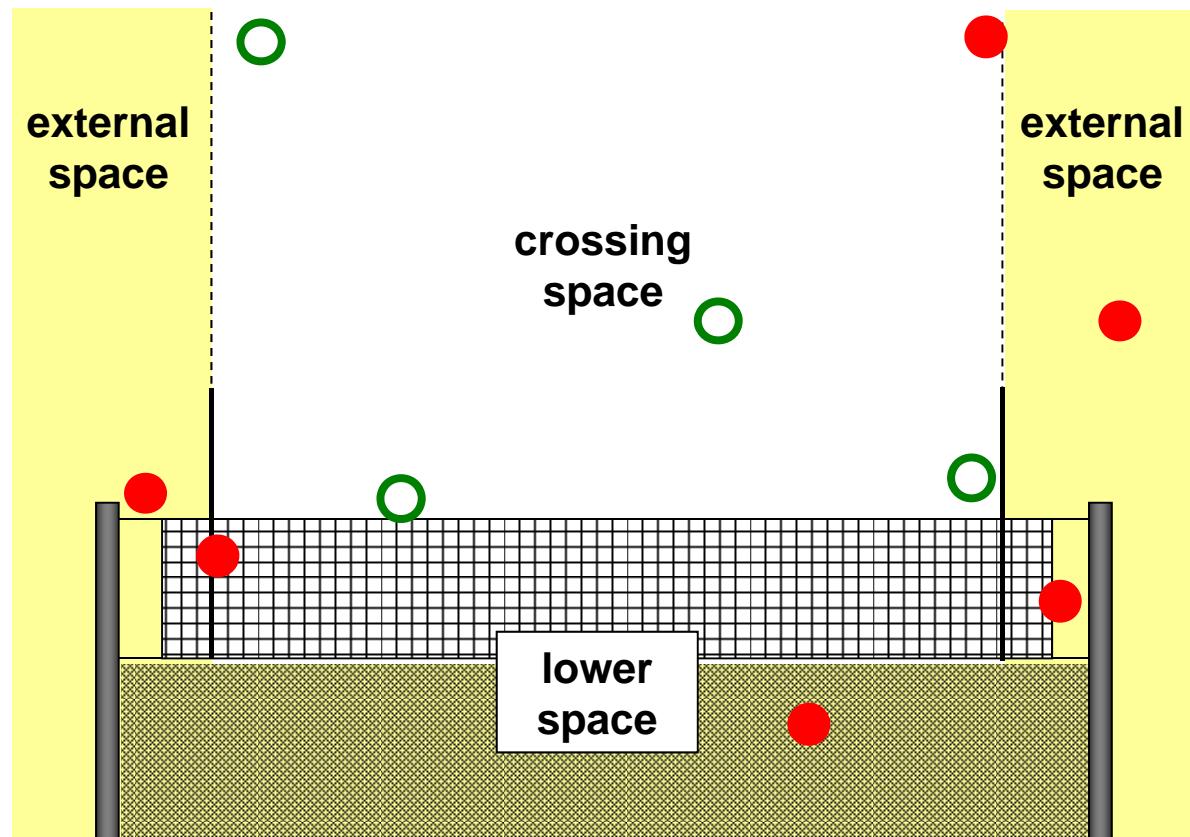
**Check service area for at least 6'6" in depth. If less, a tape line should be placed inside the court to insure 6'6" for serve.**

**Identify which ground rules apply to your court. Check for ceiling and wall obstructions (know the correct call or no call). Determine the playable and non-playable areas of your court. Know the legal crossing space for the net.**

# Playable / Non-Playable Areas



# Net Diagram



● fault

○ correct crossing

# Match Formats

---

- **2 out of 3:** The first two sets are played to 25 points, no cap, win by two. If needed, the third set is played to 15 points, no cap, win by two, switch sides when the first team reaches 8 points.
- **3 out of 5:** The first four sets are played to 25 points, no cap, win by two. If needed, the fifth set is played to 15 points, no cap, win by two, switch sides when the first team reaches 8 points.
- **One game playoff:** Played to either 15 or 25 points (see the tournament guidelines), no cap, win by two, switch sides when the first team gets to 8 (for 15 point game) or 13 (for 25 point game).
- You can find out the match format at the captain's meeting.  
**NOTE: Tournaments may use any of these formats or one of their own (there are many variations of these). As a referee, you should attend the pre-tournament meeting to see what format will be followed.**

# Pre-Match

---

- Dress the part! If playing or coaching wear something that distinguishes you from players when you begin officiating.
- Conduct a captain's meeting. Items you should discuss are: match format, warm-ups, ground rules, obstructions. Complete a coin toss for service and court choice (the winner of the coin toss may chose serve, receive or side). Ask if captains have questions.
- Monitor and Time warm-ups. Get line-ups from teams (coaches). Check line-up for signature, floor captain, repeated numbers, and if libero is indicated (may change each set).

**HINT: Preventative officiating begins now. Check players for jewelry. Check libero jerseys for legality during warm-ups.**

- Talk with and educate your officiating team (R2, line judges, scorekeeper and assistant scorekeeper) making sure everyone knows what is expected of them and what you as R1 want from them. Be prepared to train and educate.

# Duties of the R1- First Official

---

- **Facilitate the match from beginning (pre-match duties) to end.**
- **Ensure the safety of all participants.**
- **Educate members of your officiating team on what's expected of them.**
- **Make final rulings on all plays, gathering information from other members of the officiating team.**
- **Address questions regarding the application of a rule from floor captains and coaches.**
- **Handle all disputes, administer all sanctions and penalties.**

# **During the Match - Outline**

---

- **Signals and Whistle Authority and the 5 Most Used Signals**
- **Signal Sequences**
- **Serving and Screens**
- **Rotation and Positional Faults – How to track Rotations**
- **Libero**
- **Ball Handling**
- **Attacking and Blocking / Back Row Attacks and Blocks**
- **Center Line Violations**
- **Regular Game Interruptions / Exceptional Substitution**
- **Illegal Players on Court**
- **Team and Individual Sanctions, Protests**
- **Spectator Issues**
- **End of Set/Match protocol**

# Signals & Whistle Authority

---

- Signals and good whistle authority are your non-verbal tools for communicating with players, coaches, and your officiating team.
- **HINT:** Start and end each play with a strong whistle.
- **HINT:** Blow the play dead. Gather information from R2 and line judges. Make a decision based on all information then initiate signal sequence.
- **HINT:** Using correct signals will help establish your credibility and help to avoid misunderstandings.
- **HINT:** Use different whistle tones and cadences to communicate different situations: To end play or beckon for serve –one strong whistle blow. A ball on or player injury– multiple strong whistle blows to end the play NOW.
- The following slides show the five (5) most commonly used signals:

# “Beckon for Service”

The arm is extended out towards the serving team. After the whistle, sweep the arm across the body



# “Team to Serve”

After blowing the whistle to end a play, the first signal that you will give is to show the Team to Serve, thereby determining who gets the ball.

**Note: Signal looks like the beginning of the Beckon for Service signal.**



# Ball “In”

**After blowing the whistle to end the play and signaling the team to serve, extend arm, palm in, hand pointing straight down to the center of the court on the side where the ball landed.**



# Ball “Out”

---

**After blowing the whistle to end the play and signaling the Team to serve, extend both arms in front of you at a ninety degree angle with the palms of your hands facing toward you.**



# Ball Out After a “Touch”

After blowing the whistle to end the play and signaling the Team to serve, raise one hand on the side of the touch just like calling out, bring other hand over and touch your palms together. This should frame your face. This is a two handed signal,



# **When to call “Touch” or “Out”**

---

- **“Out” call** is used when a ball lands out of bounds on the opposite side of the net from the team last touching the ball.
- **“Touch”call** is used when a ball lands out of bounds on the same side of the net as the team last touching the ball.
- **“Out” call** is used if a ball contacts any object over a non-playing area and for crossing space faults.

# Signal Sequences

---

If the fault is called by the First Referee, she/he should:

- Blow whistle to end the play.
- Indicate the “team to serve” with signal.
- Show the fault that caused the end of the play.
- All these steps should be mimicked by the Second Referee.

If the violation is blown by the Second Referee, she/he should:

- Blow the whistle to end the play.
- Show the fault that caused the end of play.
- Indicate which player committed the fault (if necessary) w. open hand
- The First Referee determines whether to accept your (R2) call and signals Team to serve. If in agreement with the R2 call this is the only signal the R1 will make.
- Mimic the First Referee’s “team to serve” signal.

# Serving

---

- A server has 8 seconds to initiate the serve after it's authorized by R1.
- No service tossing errors are allowed.
- Player must be in the service zone at the time the ball is contacted for serve.
- Net serve is allowed, provided the ball passes legally through the crossing space.
- If playing on “sport court” surface, both feet must be in contact with the sport court when the serve is initiated.  
**HINT: Use preventative refereeing, motion player back onto sport court rather than penalizing.**
- Ball must be clearly tossed or released to be a legal serve.

# Rotation Fault/ “Wrong Server”

---

- Players must follow the service order recorded on the lineup sheet.
- A player becomes a “wrong server” at the moment of contact with ball for service.
- If an incorrect server is in the service zone preparing to serve, with a beckon for service having been issued, the team has the full 8 seconds to correct their rotation fault.
- **HINT:** Remind your scorekeeper to check lineups along with the R2 at the beginning of each set.
- **HINT:** Suggest that your scorekeeper and asst. scorekeeper check for correct servers each time there is a beckon for service.

# Rotation Faults/ “Wrong Server”

---

If a wrong server is identified during the wrong server’s term of service or up to the contact for serve by the opposing team:

1. Once notified, stop play put the wrong server’s team in correct rotation (Usually performed by the R2. May use score sheet to help achieve correct order).
2. Remove any points scored by the wrong server (not the original rally point).
3. Remove any time-outs and subs taken by either team.
4. Remove any team sanctions that occurred during the wrong server’s term of service.
5. Ensure one “team to serve ” point is awarded to the receiving team.

If a wrong server is identified after the “wrong server’s” term of service has ended and the opposing team has served:

1. Once notified, stop play and put the team (now either the receiving team or the team about to serve) in correct alignment.
2. No further action is taken, all points accrued by the “wrong server” are retained. Subs and time-outs taken stand, team sanctions are retained.

# Screens

---

**Serving team players can not impede the receiving team's players from seeing the contact for service or the path of the ball.**

**Individual Screens** -- Serving team player who intentionally tries to distract receivers by waving their arms, jumping or moving sideways as the serve is being executed and the ball passes over that player.

**NOTE:** Actions of this type can also be considered unsportsmanlike behavior and sanctioned with a yellow card regardless of whether the serve passes over the player.

**Collective Screens** -- The server is hidden behind a group of two or more teammates and the ball is served over them. The factors to be weighed when judging a screen are the relative positions of the players on the serving team and the path, speed and trajectory of the serve.

**HINT:** This is an excellent opportunity to use preventative officiating. Suggest to floor captain that player(s) hold still (if individual), move apart or duck down (if collective). If players fail to respond then call the fault. Also, can suggest to receiving team that they could move to better see the serve.

# “Net Serve”

---

After blowing the whistle to end the play, signal “team to serve”, extend the arm out on the side of the violation and **touch the net** with palm of the hand. This is a served ball that: fails to get to, goes under, or contacts the net and fails to go over.



# **“Eight Second” Violation**

---

**After blowing the whistle to end the play and signaling team to serve, bring both hands over to the side of the team that committed the violation, raise all five fingers on the right hand, raise the thumb, index and middle fingers on the left hand.**



# Service “Foot Fault”

**After blowing the whistle to end the play and signaling team to serve, point to the center of the endline with your index finger.**



# “Screen”

---

**After blowing the whistle to end the play, signaling team to serve, raise both arms to a ninety degree angle in front of you, palm facing out.**



# Which Comes First?

---

**Ex. 1** Any illegal service (tossing error, more than 8 seconds to serve, wrong server) is judged before an rotational fault, since the ball must be contacted legally before a player can be judged out of rotation.

**Ex. 2** Any rotational fault (by either the serving or receiving team) should be judged before a service error (serve hitting the net, a serve that travels out of bounds or outside of the crossing space) since the alignment fault occurs with a legal contact for serve.

**HINT:** Consider that in these scenarios there will be 2 whistles occurring almost simultaneously by both the R1 and R2.

In Ex. 1, the illegal service (whistled by the R1) will take precedence over the rotational fault (whistled by the R2).

In Ex. 2, a rotational fault by the receiving team (whistled by the R2) will take precedence over the “net/ or out” fault (whistled by the R1).

# Positional Faults

---

- Playing positions are judged by location **of feet** at the moment of service (if moving, last foot location)
  - \* Each front row player must be nearer the centerline than their corresponding back row player.
  - \* Each left side player must be nearer the left sideline than the middle player in their row (front or back).
  - \* Each right side player must be nearer the right side line than the middle player in their row (front or back).
- Rule Book pages 82 and 83 show examples

**HINT: Preventative Officiating can be used! Discreetly warn players and/ or R2 can advise coaches rather than penalizing. If not remedied, then call the positional fault.**

# Find the Possible Illegal Alignments



Back Row setter leans forward past the front row passer



Back row setter's lead foot is in front of front row passer's feet



Left Front setter leans past Middle Front but her trailing foot is nearer left sideline than Middle Front



Where is the possible overlap?

# “Positional Fault”

---

After the ball has been contacted for a legal serve, blow whistle, point down on the side of the court of the team that has the positional fault and with your index finger, move finger and hand in a circle. **Note:** Positional faults on the receiving team are usually called by the R2. Faults by the serving team are called by the R1.



# Tracking Player Positions

---

How do you keep track of player positions during each rotation?

- 1.** Identify the teams' offenses. Are they running a 5-1, a 6-2? If a 5-1 then you know that the setter will stay in so find the opposite and begin to track overlaps. If a 6-2 then begin to watch for substitution patterns and both setters possible overlaps with their opposites.
- 2.** Track the players before and after the setter position. If you accomplish #1 & #2, you're now tracking 4 of the team's 6 positions.
- 3.** Track primary passers (they usually stay in and are normally the outside hitters). Recently, this is where most overlaps are called, as passers move to gain a serve receive advantage.
- 4.** Memorize both line-ups.
- 5.** Observe line-up during a team's serve and remember it for when they receive serve.

# Libero

---

- Must be recorded on lineup sheet for each set.  
**Hint:** A good place to use preventative officiating. If a team has not listed a libero on the line-up sheet, R2 should ask if they are using one as line-ups are submitted.
- The libero must wear a uniform shirt that is immediately recognized from all angles as being in clear contrast to and distinct from the other members of the team. If other members wear a uniform composed of two or more colors (exclusive of sleeve trim, collar trim, seam piping, lettering and numbers), the principle color of the libero's jersey cannot be any of those colors.
- Libero must wear a numbered jersey.
- Should the libero become injured during a set she/he should be replaced by the player originally in that position. Then, at any time during the set, a new libero may be redesignated (with the approval of the R1) with any player not on court at the time of redesignation. The new libero must remain for the remainder of the set

# Libero

---

- Libero replaces back row players only.
- Replacement can be made after the lineup check is completed by the R2 and before the first serve of a set.
- Replacements are made during a dead ball but with minimal to no delay to the game.
- When the libero comes out of the game, a completed rally must separate the next replacement.
- Libero replacements occur on the sideline between the substitution zone and endline.



# Role of the Libero

---

- Strictly a back row defensive player
  - May not serve.  
**If the libero serves, the fault called by the R1 is out of rotation.**
  - May not block or attempt to block.  
**If the libero blocks or attempts to block, the fault called by the R1 is a back row block on the Libero.**
  - Can not attack any ball that is completely above the height of the net from anywhere on the court. **The fault called by the R1 is a back row attack on the Libero.**
- Hand setting by the Libero
  - While in the back zone, the libero may hand set a ball that is attacked above the height of the net by any player.
  - While in the front zone, the libero may not use overhand finger action to set a ball that is attacked by any player, while the ball is completely above the height of the net.

**The fault called by the R1 is a back row attack on the Libero.**

# Ball Handling

---

This is one of the most difficult areas to referee. The goal is to be consistent from beginning to end of the match.

- \* Any first team contact may be doubled, as long as there is only one attempt made at playing the ball. A ball may contact various parts of the body consecutively, provided the contacts occur during one action. **HINT: UGLY is not a fault.**
- \* None of the 3 allowable contacts may be caught or thrown.
- \* Simultaneous contacts by teammates are counted as one team contact. The next team contact may be made by any member of the team.
- \* Simultaneous contact by opponents is allowed when the ball is directly above the net. Whichever side the ball comes back to will have three more contacts to play the ball.
- \* If you call a fault on one ball, every other ball played like it should also be a fault. Consistency is key!
- \* The current philosophy is to “promote rally”. Watch setters hands not the outcome of the set (spin, sound). Call what you see.

# **“Double Contact”**

---

**After blowing the whistle to end the play and signaling the team to serve, raise the arm corresponding to the side of the court where the double contact occurred, palm out and extend your index and middle fingers simultaneously.**



# “Caught or Thrown Ball”

After blowing the whistle to end the play and signaling the team to serve, extend arm out at chest level on the side of the violation with the palm facing up. Lift the hand to shoulder level.



# Attack Hit Defined

---

- **All actions directing a ball toward the opponent (except a serve or block) are attack hits.**
- **If any part of the ball is below net height, any player (including the libero) may complete an attack hit from anywhere on the court.**
- **An attack is considered completed when the ball completely crosses the vertical plane of the net or is touched by an opponent.**
- **A back row player may complete an attack hit at any height from behind the attack (3m) line. At take-off, the foot (feet) must be completely behind the attack line ( 3 meter line) or it's extension.**

# Attack Hit Faults

---

- Critical factors that determine whether there has been a violation are: the position of the ball relative to net height and the team's playing space.
- A player initiates an attack hit completely within the playing space of the opposing team. **Use “Illegal Attack “Over” Signal.**
- A player hits the ball out. **Use “Out” Signal.**
- **Back Row Attack:** A back row player completes an attack hit from the front zone when at the moment of the attack hit the ball is entirely above the top of the net. **Use Back-row Attack Signal.**
- A player completes an attack hit on the opponent's serve when the ball is entirely above the top of the net. **Use Illegal or Back-row Attack Signal.**
- After a team's third contact, the ball must be touched by the opponents before another contact can be made by the attacking team. **If simultaneous contact occurs between attacker and blocker, Four Contacts signal should be used.**

# **Illegal Attack or “Back-row Attack”**

---

**After blowing the whistle to end the play, and signaling the team to serve, raise arm on the side of the fault to a ninety degree angle in front of you, palm facing in. Press your hand down in front of your face ending at chin level.**

# “Four Contacts”

---

After blowing the whistle to end the play and signaling the team to server, raise the arm corresponding to the side of the court where the four contacts occurred, palm out and extend 4 fingers (not to include thumb) simultaneously.



# Blocking

---

- To be considered a blocker, a player must be near the net with some part of body above the height of the net.  
**Note: Contact below the level of the net is 1<sup>st</sup> team contact**
- In blocking, a player may place hands and arms beyond the net, inside the antennas, provided this action doesn't interfere with opponent's play.
- Blocking above the opponent's court is permitted:
  - After an attack hit is executed
  - After any third team contact
  - Provided it does not interfere with the opponent's play on the ball
  - On any ball falling near the net and no member of the attacking team could in the R1's judgment make a play on the ball.

# Blocking Faults

---

- It is a fault to block a serve. **Use Illegal Block Signal.**
- It is a fault for a blocker to touch the ball in the opponent's space before or simultaneously with the opponent's attack hit.  
**Use “Illegal Attack or Block Beyond the Net Signal (“Over”)**
- It is a fault for a back row player to complete a block or participate in a completed collective block. (Coed rule exception)  
**Use Illegal Block/ Back-row Block Signal.**
- It is a fault for a blocker to contact the ball in the opponent's space from outside the antennae. **Use Illegal Block Signal.**
- It is a fault for a libero to block or *attempt* to block.  
**Use Illegal Block Signal.**
- It is a fault if the ball lands out after contacting the block.  
**Use “Touch”signal if ball lands on blocker’s side. Use “Out” signal if ball lands on opponent’s side.**

# Illegal and/or “Back-row” Blocks

---

After blowing the whistle to end the play, signal team to serve, raise both arms to a ninety degree angle in front of you, palms facing out.



# Reaching “Over” the Net

---

After blowing the whistle to end the play, signal team to serve, raise arm on the side of the team that committed the fault so that it is parallel to the floor, palm facing down.



# Net Fault

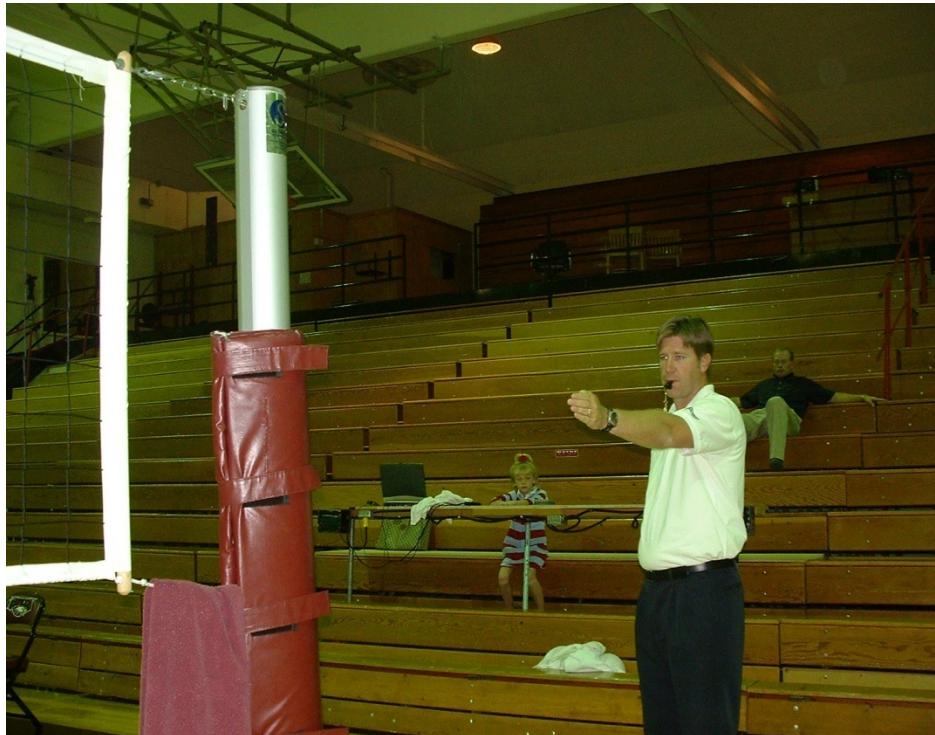
---

- Contact with the net by a player is NOT a fault unless it interferes with play.  
Interference occurs when a player: Touches the top band of the net or the antennae above the net, takes support from the net simultaneously with playing the ball, creates an advantage over the opponent, or makes actions which hinder an opponent's legitimate attempt to play the ball.
- Players may touch net, post, ropes, or any other object outside the antennae provided no interference occurs.

# “Net Fault”

---

**Blow whistle and move to the side of the court on which the net violation occurred. Extend arm that corresponds to the team committing the fault and hold it parallel to the ground, palm facing the net. Show player at fault if necessary with an open hand.**



# Centerline Faults

---

- Penetration into the opponent's court, beyond the center line with a player's foot is legal, provided that some part of the foot remains either in contact with or directly above the center line. It is a fault for the entire foot to cross the center line.
- Penetration into the opponent's court with any other part of the body is permitted provided that it does not interfere with the opponent's play.
- A player may cross under the net and enter the opponent's free zone provided they do not interfere with the opponent's play on the ball.
- Opposing players contacting each other on or above the center line is not a violation unless it inhibits or interferes with that player's next attempt to play the ball.

# Centerline Faults



Feet on or above the  
centerline.

**No fault should be called.**



Left, entire foot is across the  
centerline.

**Centerline Fault.**



Right, the knee is across the  
centerline.

**No centerline fault**



# “Centerline Fault”

**Point to the centerline with your index finger on the side of the net that the violation occurred. Note: Usually called by the R2.**



# **Regular Game Interruptions**

---

## **Time Outs**

- Teams have the opportunity to call 2 time outs per set.
- Time outs are 30 seconds.
- Time outs may be called by the floor captain or coach, who is at the bench.

## **Substitutions**

- Each team is allowed 12 substitutions per set.
- Physical entry by a player into the substitution zone constitutes a request for substitution. Verbal sub requests are no longer acknowledged by R2.

**Note: If a sub enters the sub zone and the substitution is not wanted, the coach/captain may elect to not take the sub, however the team will be charged with a delay sanction (first- team warning, subsequent – team penalty)**

# **“Time Out” and “Time Outs Taken”**



**Bring arm up to correspond with the team requesting the timeout. Put arm at 90 degree angle, palm in, bring other hand up and over forming a “T”.**



**After the time out, R2 indicates number of time outs each team has taken. R1 mimics numbers. R2 returns match to R1.**

# **“Substitution”**

---

**Bring both arms up to middle of body, chest high, palms down and “stacked” one over the other. Blow whistle and turn hands around each other (flat hands or fists)**



# Illegal and Improper Substitution

---

A substitution is considered Illegal if:

1. The player is not on the roster.
2. The player has an illegal uniform or number on the uniform.
3. An “injured” player that has been replaced with an exceptional substitution tries to re-enter a set.
4. The player has been expelled for the set or disqualified for the match.

A substitution is Improper if it exceeds the 12 substitution limit (unless it is for an exceptional substitution).

**HINT: Without causing a delay, R2 should know and/ or confirm with scorekeeper that substitution is legal before allowing entry.**

# Handling Improper/ Illegal Substitutions

---

**Procedure for handling an Improper or Illegal substitution if discovered after the ball is in play :**

- Once notified, the R2 should make the R1 aware by whistling to stop play and signaling Positional Fault and put the correct player on court.
- R1 should penalize the team at fault by signaling team to serve for the opponents.
- R2 should work with scorekeeper to:
  - \* Cancel the substitution charged on the score sheet.
  - \* Remove any points scored by the team at fault while illegal player was on court.
  - \* Ensure that a “point” is awarded to opposing team.
- If it is not possible to determine when the error first occurred and the offending team is serving, only the last point in that term of service will be removed.
- If the team at fault is receiving and discovery is after the opponents have served, all points previously scored by the offending team shall be retained. The serving team will be awarded a point unless the error is discovered after the serving team has scored a point. In this case, no additional point will be awarded.

# Exceptional Substitution

---

Exceptional Substitutions are granted if a team has no remaining legal subs or has used their 12 team subs and an injury occurs to a player.

- For an injury: Blow whistle and stop play immediately. Assess severity of injury (30 seconds). Player must either continue, a time-out be taken, or the injured player be substituted by a legal or exceptional substitution.
- No other player may be substituted until the injury situation is resolved.
- If the decision is made to substitute, no time limit or time out is assessed so as to safely remove the player from the playing area
- An injured player substituted by exceptional substitution may not return to that set.

# Exceptional Substitution

---

- If an injured player is unable to play and a legal or exceptional substitution cannot be made (team has 6 players only) the referee must grant a special time-out of up to 3 minutes. Play will be resumed as soon as the injured player is able to continue.
  - \* The injury time-out can not exceed 3 minutes.
  - \* After the injury time-out, a team may take any of their remaining time-outs.
  - \* If, after the injury time-out and the use of any legal time-outs, the injured player cannot continue, the team is declared incomplete.
  - \* No player may be granted more than one 3 minute injury time-out during a match. If a player becomes injured to the extent that a second injury time-out would be required, the team is declared incomplete.
- **CGVA exception**, teams are allowed to be reduced to less than six players /  
?? *If a team is reduced due to a player expulsion or disqualification, the team is declared incomplete and forfeits the set.*

# **Exceptional Substitution**

---

**If a player is unable to play and a legal substitution cannot be made, the player must be replaced, without a penalty being charged, using the following priority:**

- 1. By the starter or a substitute who has played in the position of the injured player.**
- 2. By any substitute who has not already participated in the game.**
- 3. By any substitute on the bench, regardless of position previously played.**
- 4. By the libero, allowing time to change into a regular team jersey.**

# Improper Request

---

Improper Requests are potential delays to play

**NOTE: No whistle, are “waved off” by the R2 therefore play doesn’t stop.**

**Hint: Wait until next dead ball to have scorekeeper record to avoid delay.**

A second Improper Request in the same set will result in a Team Delay Warning.

The six improper requests are:

1. Requesting a timeout or substitution after the “beckon for serve”.
2. Request for a timeout by someone other than the coach or captain.
3. Request for a 3rd timeout.
4. Request for a 13<sup>th</sup> substitution.
5. Request for a substitution that would result in a wrong position entry .
6. Requesting a second substitution before a play or timeout has been taken.

# “Improper Request”

Request by coach or captain is “waved off” by the R2 with no delay to the set. **NOTE: No whistle**



# **Delay Warning**

---

**Delay Warnings are for any action by a team that delays the resumption of play.**

- Any delay by a substitute entering play.
- Prolonging any regular game interruption. Ex. Exceeding 30 second timeout.
- Requesting a substitution that would result in an illegal player on court.
- Having a player on court who is wearing jewelry.
- Failure to submit a lineup on time (2 minutes before match, 30 seconds before the start of 2<sup>nd</sup> and 3<sup>rd</sup> set).
- Failure for team to report to the court when requested by the officials. Ex. Waiting for player to arrive.
- A second Improper Request in the same match.

# **“Delay Warning”**

---

**Raise the hand on the side of the team (like a touch call) and touch the wrist with the opposite hand.**



# **Delay Penalty**

---

- The second and following delays of any type by the same team in the match is charged with a delay penalty.
- This is the only sanction that can be repeated within the same match.
- Any Delay Sanction also includes losing serve to the other team.
- Any further Improper Request or Delays Sanctions within the match will result in another Delay Penalty and a point to the other team.

# **“Delay Penalty”**

---

**Raise the hand on the side of the team (like a touch call) and bring the yellow card up and place it on the wrist.**



# **Individual Misconduct Sanctions**

---

**Warning - Minor Misconduct**

**Penalty – Rude and Unsportsmanlike Conduct**

**Expulsion – Major Misconduct**

**Disqualification – Aggressive Behavior, Intentional Physical Contact,  
Issuing Threats**

# **Warning – Issued for Minor Misconduct**

---

## **Examples of Minor Misconduct by participants**

- Talking to opponents between points.
- Minor complaints to referees.
- Minor displays of unsportsmanlike conduct.
- Team members other than the captain addressing R1.
- Captain questioning judgment call.

## **Result if Minor Misconduct**

- No penalty is assessed but warning needs to be issued.
- Not recorded on score sheet.
- Can be repeated for different issues, but if an issue is repeated it must be sanctioned with an individual penalty.

# **“Individual Warning”**

---

**Raise index finger up, “wag finger” to warn the player or coach.  
(NEVER point at player/ coach)**



# **Penalty - Individual Yellow Card**

---

- Any rude behavior.
- Talking to or distracting opponents while the ball is in play.
- Moving to intentionally screen opponents before the serve.
- Loud complaints to referees.
- Overt unsportsmanlike conduct.
- Minor offenses repeated during same set.

# “Individual Yellow Card”- Penalty

---

**Hold the yellow card up and out and indicate with other hand the player or coach that is being sanctioned with open hand or by indicating jersey number.**



# Expulsion - Individual Red Card

---

- Loud insults addressed to opponents, spectators or officiating team.
- Vulgar language loud enough to be heard off the court.
- Defamatory language or gestures.
- Second example of rude conduct during the same set.
- Any player that is expelled is out for the remainder of that set and must leave the playing area and bench/warm-up area. They may sit in the bleachers, however any continued unsportsmanlike behavior should be penalized with a disqualification.
- No further sanction (**no “loss of rally to”**) is awarded when a player is expelled.

# **“Individual Red Card”- Expulsion**

---

**Hold red card out and indicate the player or coach that is being expelled.**



# **Disqualification - Red/Yellow Cards**

---

- Any aggressive conduct toward the opponents, spectators or officiating team.
- Intentional physical contact with opponents, spectators or referee team.
- Verbal threats or posturing.
- Second example of offensive conduct during a match.
- Any player that is Disqualified is out for the rest of the match. They must leave the playing area, bench/warm-up area and spectator area until the completion of the match.
- No additional penalty (**no “loss of rally to”**) is issued.

**NOTE:** Situations that would cause any player or coach to receive a disqualification will be reviewed by the RMR Official's Committee. Consequences may result in player/coach being disqualified for next tournament or the remainder of the season.

# **“Red/Yellow Cards”-Disqualification**

---

**Hold the Red and Yellow card at the same time in the same hand  
and indicate the player or coach that is being disqualified.**



# Misconduct Sanction Scale

---

Category	Occurrence (in a game)	Offender	Sanction	Card(s)	Consequence
Rude Conduct	First	Any member	Penalty	Yellow	Loss of Rally
	Second	Same member	Expulsion	Red	Team member leaves the playing area
	Third	Same member	Disqualification	Red + Yellow Jointly	Team member leaves the playing area, warm-up area and spectator area
Offensive Conduct	First	Any member	Expulsion	Red	Team members leaves the playing area
	Second	Same member	Disqualification	Red + Yellow Jointly	Team member leaves the playing area, warm-up area and spectator area
Aggression	First	Any member	Disqualification	Red + Yellow Jointly	Team member leaves the playing area, warm-up area and spectator area

# Protests

**Protests that are considered by the R1 include:**

1. A misinterpretation of a playing rule.
2. The failure of the R1 to apply the correct rule.
3. A failure to charge the correct penalty or sanction.
4. Judgment calls made by the Referees (double, lift) can **not** be protested.

**If protest is accepted by the R1, and upheld by the Protest Committee, the facts that are recorded on the score sheet include:**

1. The score at the time of the protest.
2. The players and positions at the time of the protest.
3. Player substitutions and team substitutions made up to the time of the protest.
4. Team time-outs taken up to the time of the protest.
5. The situation that caused the protest.
6. Signatures of the scorekeeper, captains or coaches and R1.

**The floor captain must ask for the protest (coach in 14 and under age groups). Time frames:**

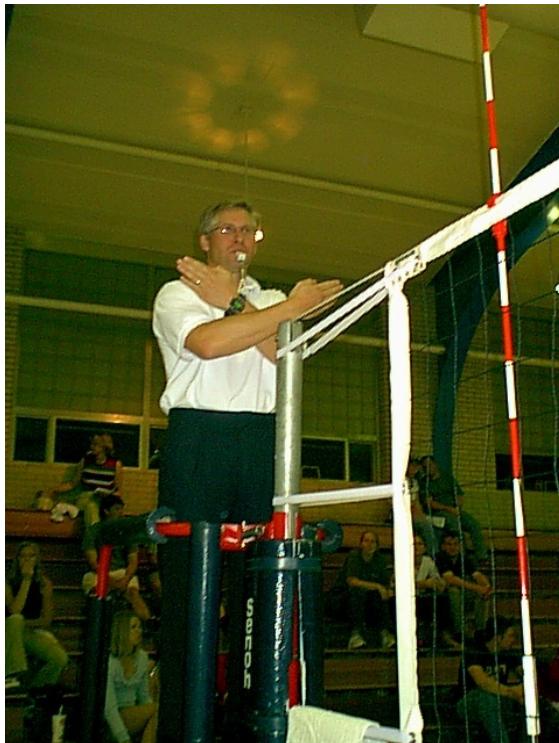
1. During a set, the protest must be recorded before the next beckon for serve.
2. The last point of the set, the protest must be recorded within the first 60 seconds of the interval between sets.
3. The last point of the match, the protest must be recorded before the referees leave the playing area.

# “End of Set” and “Switching Courts”

Whistle to end the play, award a “loss of rally to” and signal the violation.

Blow 2<sup>nd</sup> whistle and bring both arms up and cross them in front of your body chest high.

Blow 3<sup>rd</sup> whistle and extend arms out then cross the right hand in front of the body and the left hand behind the body indicating teams to switch courts.



# “End of Match” Sequence

---

- **Blow the play dead.** Award a “loss of rally to” and signal the violation.
- **Blow whistle again and signal “end of game”.**
- **Send teams to their respective end lines by pointing to both end lines**
- **Blow whistle again and signal for teams to come to the middle of the court to shake hands by bringing hands together straight out in front of you.**

# Post-Match

---

- Captains sign score sheet.
- Thank all members of your officiating team.
- Check score sheet for accuracy.  
**Hint: Make certain score sheet lists the correct winning team and scores.**
- Secure game ball(s)
- Submit score sheet to Tournament Director if requested to do so at pre-tournament meeting.
- Time permitting, debrief with R2