

MINOR OFFICIALS TRAINING DOCUMENT

For 15U Girls Club Volleyball Season 2018

Revised November 2017

Overview

- The Referee Team
- Checklists for Minor Officials (R2, Scorer, Line Judge)
- Responsibilities of each Minor Official & Signals

The Referee Team

- 5 - 8 individuals make up the Refereeing Team
 - **First Referee** (*You will not be performing this function but should have an idea of the responsibilities*)

MINOR OFFICIAL ROLES

- Second Referee
- Scorer/Assistant Scorer
- Two Line Judges

First Referee

- Location:
 - Carries out functions from the referee's stand
- Authority:
 - Directs the match from start to finish
 - Able to decide on any matter in the match
 - Determines that the playing area, equipment and conditions are safe and acceptable.
- Prior to the Match:
 - Inspects the conditions of the playing area, balls and other equipment
 - Performs the toss with the team captains
 - Controls the teams' warm-up

First Referee - Responsibilities

- During the match, the first referee decides upon:
 - The faults of the server and of the positions of the serving team, including the screen (R2 watches receiving team)
 - The faults in playing the ball, (catch, two hits, four hits)
 - The faults above the net, and the faulty contact of the player with the net, primarily on the attacker's side (R2 watches net on defensive side)
 - The attack hit faults and completed block of the back-row players
 - The ball crossing completely the lower space under the net

First Referee - Responsibilities

- During the match, the first referee decides upon:
 - The ball that crosses the net totally or partly outside of the crossing space to the opponent's court or contacts the antenna on their side of the playing court
 - The served ball and the 3rd hit passing over or outside the antenna on his/her side of the court

First Referee - Responsibilities

- During the Match, the first referee is authorized to:
 - Issue warnings to the teams
 - Sanction misconducts and delays
- At the end of the match:
 - Checks and signs the scoresheet

Second Referee Checklist

- Understand the scoresheets main components and assist scorekeepers when required
- Understand the players positions 1-6 and how they relate to each other
- Understand basic positional faults especially ones involving the setter
- **Always watch the serve receive team at service and the defensive team at the net*
- Watch both teams in relation to contact with the center line.
- Control benches and know the rights of the bench personnel
- **Mirror the R1 signals from the serve receive team side*

Second Referee

- Location:
 - Outside the playing court near the post
 - On the opposite side facing the first referee
- Authority:
 - Assistant to the first referee
 - Controls the work of the scorer(s)
 - Supervises the members on the team benches
 - *Authorizes and controls interruptions (time outs and substitutions)

Second Referee - Responsibilities

- Prior to the match:
 - Assists the first referee. Be on court when the toss occurs.
- Prior to each set:
 - Checks that the actual positions of the players on the court correspond to those on the line-up sheets (positions 1-6)

Second Referee - Responsibilities

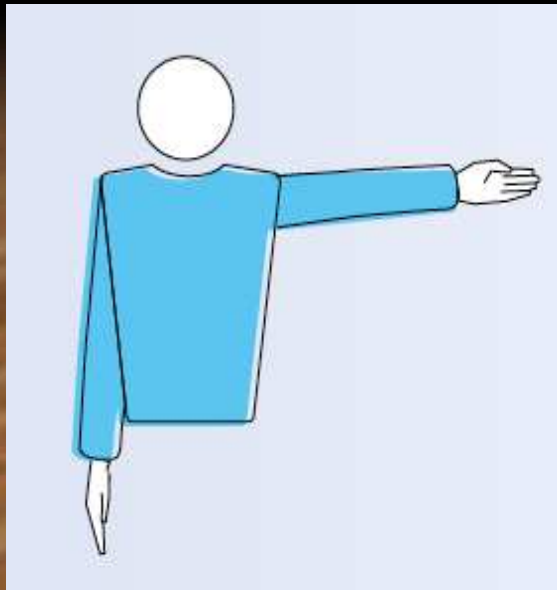
- During the match, the second referee whistles and signals any of the following:
 - Penetration into the opponent's court, and the space under the net (center line violation)
 - Positional faults of the receiving team
 - The faulty contact of the player with the net primarily on the blocker's side and with the antenna on their side of the court
 - The completed block by back row players or the attempted block by the Libero; or the attack hit fault by back row players or by the Libero

Second Referee – Responsibilities

- During the match, the second referee also whistles and signals:
 - The contact of the ball with an outside object
 - Contact of the ball with the floor when the first referee is not in position to see the contact
 - The ball that crosses the net totally or partly outside of the crossing space to the opponent court or contacts the antenna on their side of the court
 - The served ball and the 3rd hit passing over or outside the antenna on their side of the court
- At the end of the match:
 - Checks and signs the score sheet

Signals

- **A team scores a point:**
 - By landing the ball on the opponent's court
 - When the opponent team commits a fault
 - When the opponent team receives a penalty



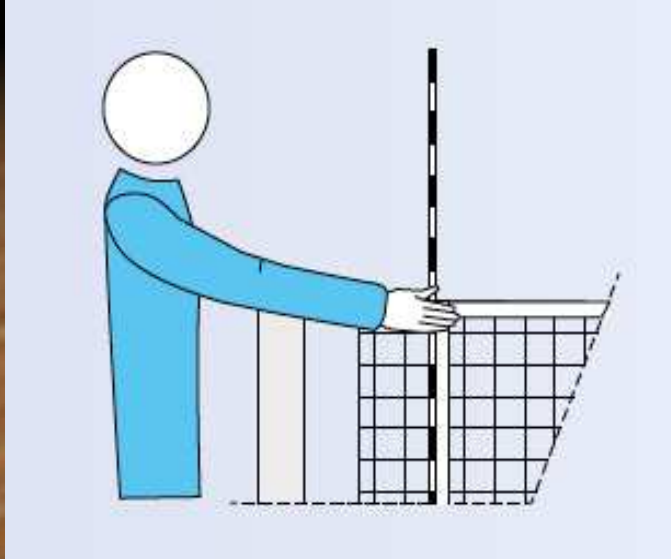
- **Winning Sets and the Match**
 - The first team to score 25 points wins the set
 - If tied at 24 – 24, play continues until a 2 point lead is achieved
 - The match is won when a team wins 2 of 3 sets
 - In the case of a tie (1 – 1 or 2 – 2), the deciding set is played to 15 points



Signals

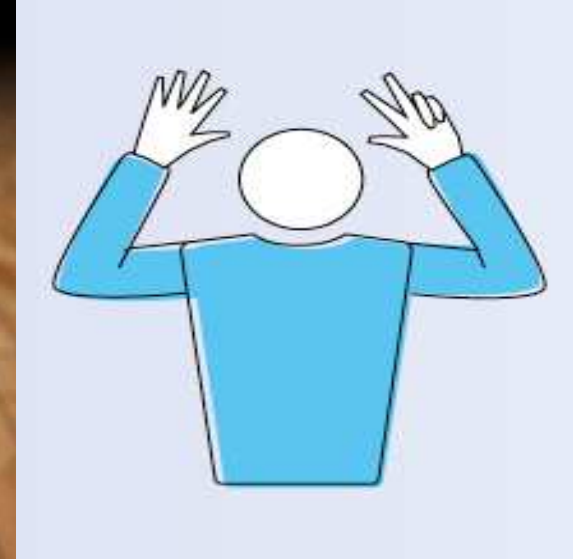
Served Ball Fails to Pass Over the Net

- Indicate the respective side of the net (R2 mirrors only)



Delay in Service

- Raise eight fingers, spread open (R2 mirrors only)



Signals

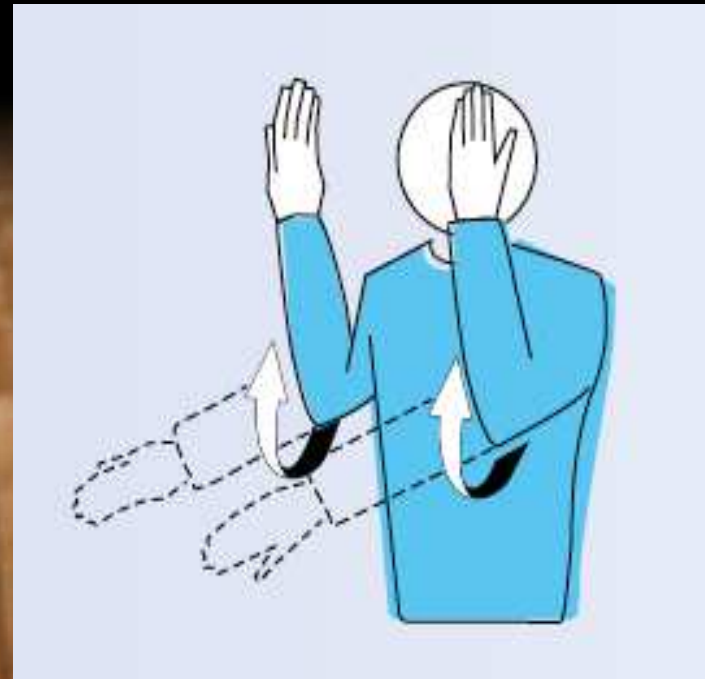
Ball In

- Point the arm and fingers towards the floor



Ball Out

- Raise the forearms vertically, hands open, palms towards the body



Signals

Four Hits

- Raise four fingers, spread open



Ball Touched

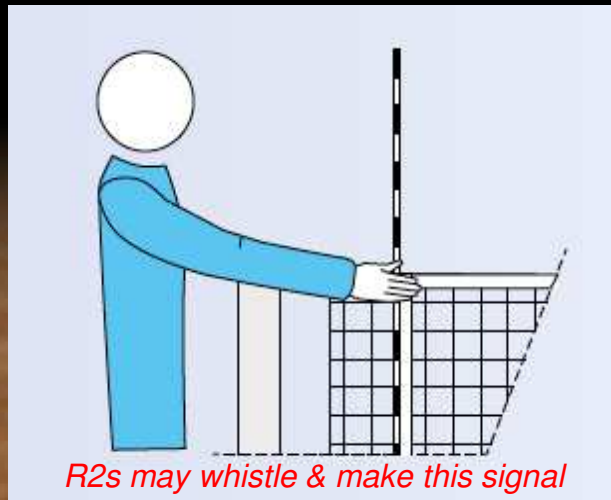
- Brush with the palm of one hand the fingers of the other, held vertically



Signals

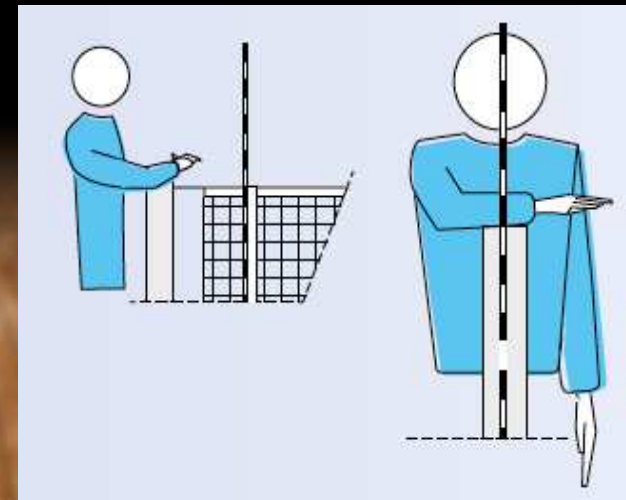
Net Touched by a Player

- Indicate the respective side of the net



Reaching Beyond the Net

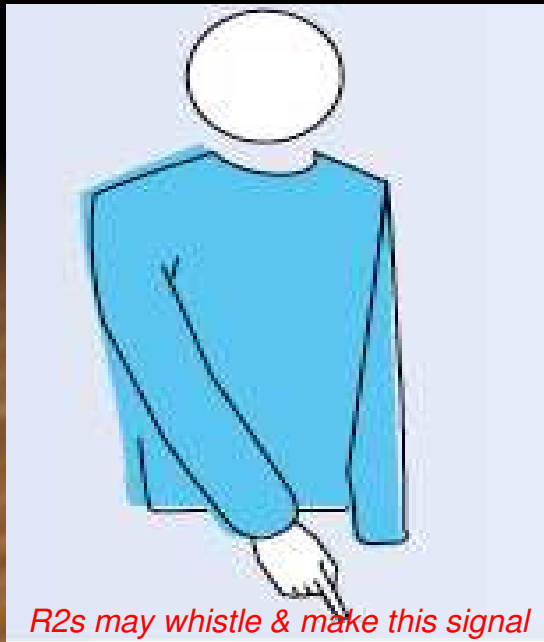
- Place a hand above the net, palm facing down



Signals

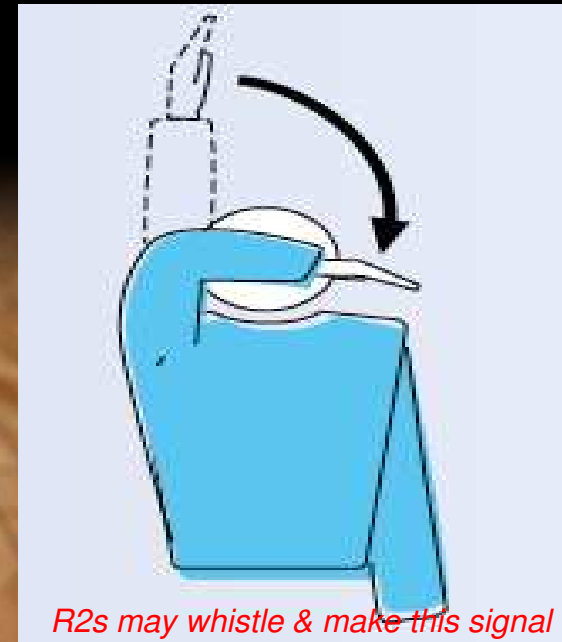
Penetration into the Opponent's Court or Ball Crossing the Lower Space

- Point to the center line



Attack Hit Fault

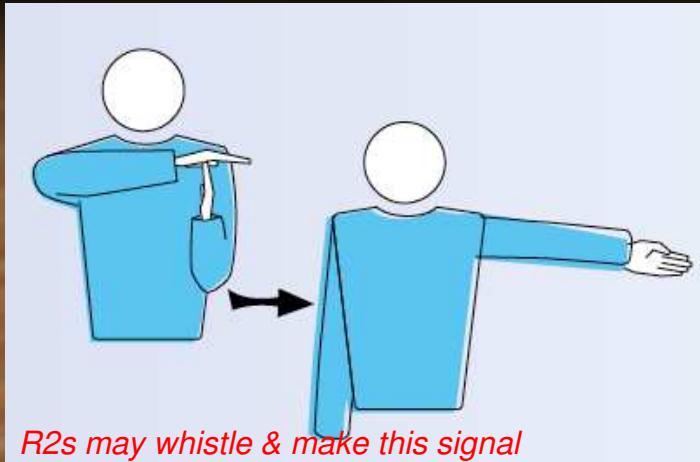
- Make a downward motion with the forearm, hand open



Signals

Time-out

- Place the palm of one hand over the fingers of the other, held vertically and then indicate the requesting team



Substitution

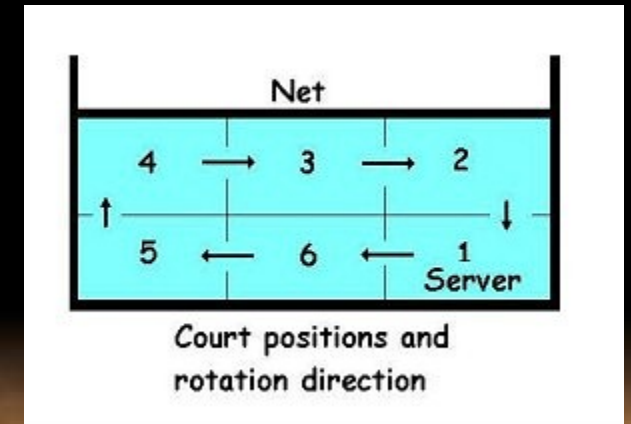
- Circular motion of the forearms around each other



Positions

(**important for R2 to know)

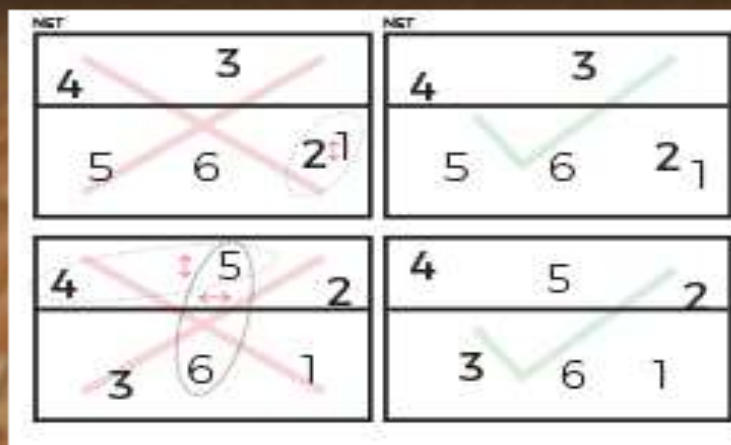
- Players are numbered according to position:
 - Front right (2), front centre (3) and front left (4)
 - Back right (1), back centre (6) and back left (5)
- Relative positions between players
 - Back row players must be positioned farther from the centre line than the corresponding front row player
 - Players must be positioned laterally as above



Contact of the foot with the ground determines a players position

Positional Fault

- A positional fault is committed, if a player is not in their correct position at the moment the ball is hit by the server.
- Consequences of a positional fault:
 - The team is sanctioned with a point and service to the opponent
 - Players' positions must be rectified



Positional or Rotation Fault

- Make a circular motion with the forefinger



Rotational Fault

(Encouraged to ask the R1 for assistance)

- Rotational order is determined by the team's starting line-up
- A rotational fault is committed when the service is not made according to the rotational order (scorer will advise when incorrect)
- **Consequences of a rotational fault:**
 - The team is sanctioned with a point and service to the opponent
 - The rotational order of the faulty team must be rectified

Regular Interruptions

- Time-outs
 - Maximum of 2 per set
 - 60 seconds in duration
- Player Substitutions
 - Maximum of 12 substitutions (unlimited)
- Interruptions may be requested by the coach, or in the absence of the coach, by the game captain, and only by them.
 - Substitution: a player enters the game to occupy the position of another player, who must leave the court at that moment
 - One or more players may be substituted at the same time

Substitution Procedure

- Must be carried out within the substitution zone
- The request for substitution starts at the moment of the entrance of the substitute player(s) into the substitution zone
- Multiple substitutions can occur during a regular interruption
- If performing multiple substitutions, all substitutes must enter the substitution zone at the same time to be considered in the same request
- Verbalize to the scorekeeper the player being replaced first followed by the player coming in. (eg. 12 replaced by 9)

Sequence of Interruptions

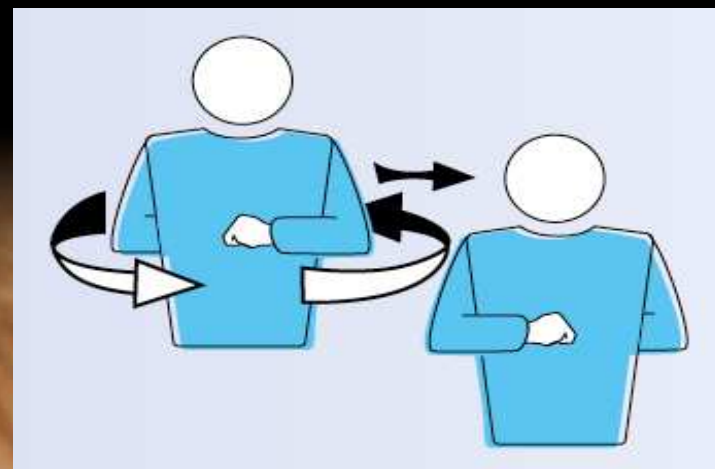
- A request for one or two time-outs and one request for substitution by either team may follow one another, within the same interruption
 - I.e. TO A, Sub A, TO B, Sub B is legal
- A team is not authorized to make consecutive request for substitution during the same interruption, except in the case of a forced substitution due to injury or expulsion/disqualification.

Interval and Change of Courts

- All intervals between sets last 3 minutes
- After each set, the teams change courts
- In the deciding set, teams change courts once a team reaches 8 points

Change of Courts

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



Player's Faults at the Net

- A player touches the ball or an opponent in the opponent's space before or during the opponent's attack hit (R1 will call this)
- A player interferes with the opponents play while penetrating into the opponent's space under the net (R2's call)
- A player's foot (feet) penetrates completely into the opponent's court (this will be the R2's main call. Any part of the foot touching line is legal)

Player's Faults at the Net

- A player interferes with the opponent's play by:
 - 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

Scorer / Scorekeeper

(Encouraged to ask the R1 for assistance pre-game)

- Location:
 - Seated at the scorer's table opposite the first referee
- Prior to the match and set, the scorer:
 - Registers the data of the match and teams
 - Obtains the signatures of the captains and the coaches
 - Records the starting line-up for each team (or checks the data submitted electronically)

Scorer Checklist

- Both rosters submitted and on scoresheet
- Both captains and coaches sign before match
- Verify rotation order against roster
- Make sure running score and flip cards match
- Cross off number in serving box only when you have verified each server
- Record results box after each set
- Coaches signatures after the match

Scorers' Responsibility

- During the match, the scorer:
 - Records the points scored
 - Controls the serving order of each team and indicates any error to the referees immediately after the service hit
 - Is empowered to acknowledge and announce requests for players substitutions by use of the buzzer, controlling their number, and records the substitutions and time-outs, informing the second referee
 - Notifies the referees of a request for regular game interruption that is out of order

Scorers' Responsibility

- During the match, the scorer:
 - Announces to the referees the ends of the sets and the scoring of the 8th point in the deciding set
 - Records misconduct warnings, sanctions and improper requests
 - Records all other events as instructed by the 2nd referee, i.e. exceptional substitutions, recovery time, prolonged interruptions, external interference, re-designation, etc.
 - Controls the interval between sets

Scorers' Responsibility

- At the end of the match, the scorer:
 - Records the final results
 - Signs the score sheet
 - Obtains signatures from the team coaches, second referee and first referee
- In the case of a protest and with the authorization of the first referee, the scorer:
 - Writes a statement of the incident or
 - Permits the captain to write a statement

* Always ask the R1 if you have any questions*

Line Judges

(Encouraged to ask the R1 for assistance pre-game)

- Location:
 - 1 – 2 m diagonally from the corner (if 2 line judges)
 - 1 on the right of the R1, 1 on the right of the R2
 - 1 – 3 m from the corner (if 4 line judges)
- Authority:
 - To control their respective line(s) and signal the final result

Line Judge Checklist

- Use flags whenever possible
- Know and understand the signals
- Be active in your corner to get best optical position to judge BOTH your lines
- Watch for touch off block then get head to potential landing spot of ball
- Don't follow ball to the floor watch the floor where ball will land for clearer picture
- Make signals standing tall and get eye contact with R1

Line Judges

- Line judges use flags to signal:
 - The ball in and ball out whenever the ball lands near their line(s)
 - The touches of 'out' balls by the team receiving the ball
 - The ball touching the antenna, the served ball and the third hit of the team crossing the net outside the crossing space
 - Any player (except the server) stepping outside of his/her playing court at the moment of the service hit

Line Judges

- Line judges use flags to signal:
 - The foot faults of the server
 - Any contact with the top 80 cm of the antenna on their side of the court by any player during their action of playing the ball or interfering with the play
 - The ball crossing the net outside the crossing space into the opponent's court or touching the antenna on their side of the court

Line Judges Signals

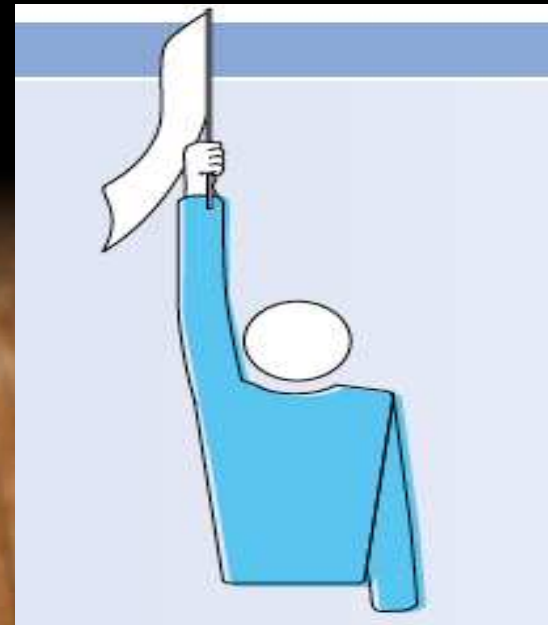
Ball In

- Point down with flag



Ball Out

- Raise flag vertically



Line Judges Signals

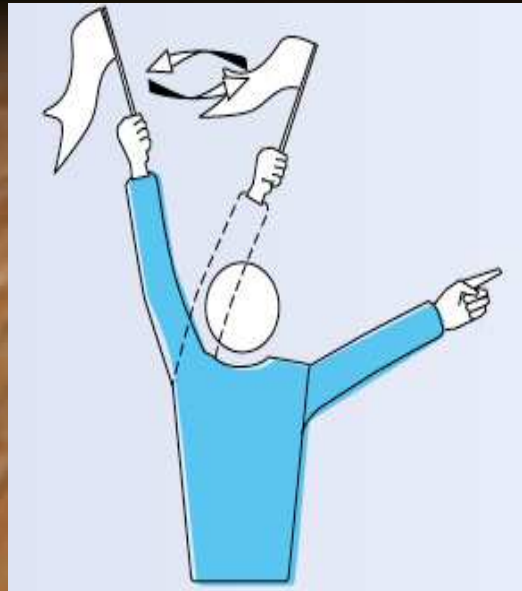
Ball Touched

- Raise flag and touch the top with the palm of the free hand



Ball out or foot fault by any player during service

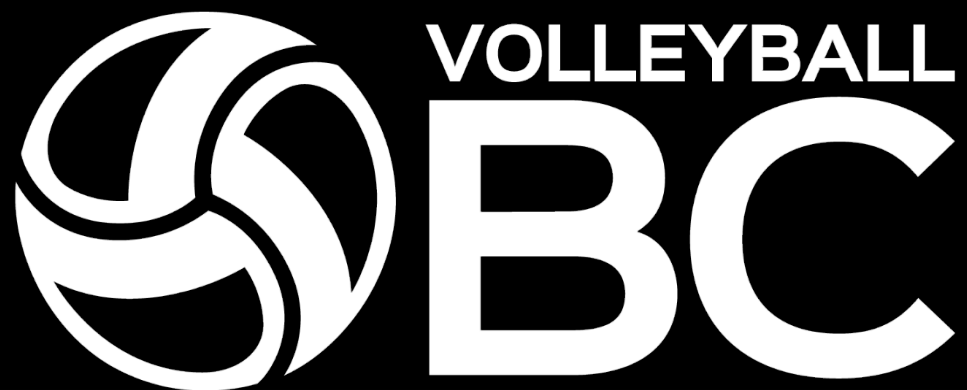
- Wave flag over the head and point to the antenna or the respective line



Judgment Impossible

- Raise and cross both arms and hands in front of the chest





MINOR OFFICIALS TRAINING DOCUMENT

Please direct any more information about officiating and refereeing to
referee@volleyballbc.org