

Ohio High School Athletic Association

Boys and Girls Volleyball Officiating



The Spiral Notebook

*OHSA Manual for NFHS Volleyball Officiating
Mechanics, Regulations, & Rules Philosophies Handbook*



OHSA Mission: To serve our member schools and enrich interscholastic opportunities for students

The Spiral Notebook

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Introduction

Over the years, a vast amount of guidance has been provided to our officials; however, the pertinent materials that affect officiating high school volleyball in Ohio need to be compiled into a single document to allow the officials convenient access by topic, allowing them to understand what's current including proper mechanics and best practices. This document is searchable to facilitate quick access to specific topics, and it incorporates information, updated annually to ensure currency. OHSAA content is included, directly from OHSAA publications, and past NFHS Volleyball Rules Book Points of Emphasis are incorporated to flesh out NFHS guidance on key topics such as ball handling and injury management.

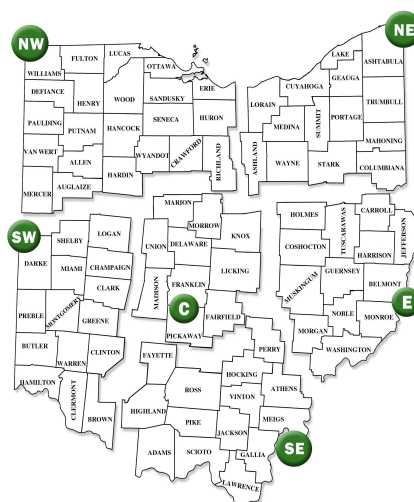
The Game Is Changing, but It's Still All about the Kids

Somewhere in the mix, referees need to enjoy the game of volleyball and being around young people, with an opportunity to contribute to their growth and development in a scholastic, educational competitive framework. The student-athletes put in a lot of hard work and their coaches work hard to develop teamwork and camaraderie. The officials need to be a positive adult presence, adding pleasantness, compassion, and structure to result in a fair and safe playing environment. If we ever make this all about ourselves, we need to seriously consider whether to remain an official. We say it's all about the kids. We need to show it by our commitment, through growing our understanding of the rules of the game and how they work together. Since most officials have not played organized volleyball at a higher level, they need to watch volleyball matches and how higher-level officials facilitate a match. The show should be and remain about the student-athletes on the court and providing safe and fair competition.

District Athletic Boards

The OHSAA member schools are divided geographically into six districts and are represented by District Athletic Boards. The District Athletic Boards conduct sectional and district tournament contests. Member school administrators are elected to six-year terms as District Board members by a vote of the high school principals of the member schools in that district. Each class (A, AA, AAA) has two members on the six-member board. One member is elected to the State Board of Directors and serves a two-year term. The Executive Director assigns a part-time employee to serve as treasurer and secretary in each geographic district to handle administrative and financial responsibilities.

District Locations



Central: ohsaa.org/CDAB-Home

(Counties: Delaware, Fairfield, Franklin, Knox, Licking, Madison, Marion, Morrow, Pickaway, and Union)

East: ohsaa.org/EDAB-Home

(Counties: Belmont, Carroll, Coshocton, Guernsey, Harrison, Holmes, Jefferson, Monroe, Morgan, Muskingum, Noble, Tuscarawas and Washington; Also includes East Liverpool, Lisbon Beaver, Magnolia, Sandy Valley and Minerva)

Northeast: ohsaa.org/NEDAB-Home

(Counties: Ashland, Ashtabula, Columbiana, Cuyahoga, Geauga, Lake, Lorain, Mahoning, Medina, Portage, Stark, Summit, Trumbull, and Wayne)

Northwest: ohsaa.org/NWDAB-Home

(Counties: Allen, Auglaize, Crawford, Defiance, Erie, Fulton, Hancock, Hardin, Henry, Huron, Lucas, Mercer, Ottawa, Paulding, Putnam, Richland, Sandusky, Seneca, Van Wert, Williams, Wood and Wyandot; Also includes the city of Ashland)

Southeast: ohsaa.org/SEDAB

(Counties: Adams, Athens, Fayette, Gallia, Highland, Hocking, Jackson, Lawrence, Meigs, Perry, Pike, Ross, Scioto, Vinton, and Washington; Also includes Circleville, Lancaster Fairfield Union, Logan Elm, Marietta, Ripley, Sardinia Eastern, Vincent Warren, Waterford and Williamsport Westfall)

Southwest: ohsaa.org/SWDAB-Home

(Counties: Brown, Butler, Champaign, Clark, Clermont, Clinton, Darke, Greene, Hamilton, Logan, Miami, Montgomery, Preble, Shelby and Warren)

Classification of Officials

(Note: Officials reinstating will return at the same classification as when their permit was placed into inactive or suspended status)

Class 1 –

Eligible to officiate all levels. Required for OHSAA post-season tournaments.

- i.* A Class 2 official may apply for a Class 1 permit during the first year of his/her officiating experience.
- ii.* Officials are eligible for OHSAA post-season tournaments in their second season as a Class 1 official.

Class 2 –

Eligible to officiate all levels of contests except varsity as R1

- i.* A Class 3 official will upgrade to Class 2 upon indicating high school graduation during the renewal process.

Class 3 –

Restricted to 7th, 8th and 9th grade and non-interscholastic officiating.

- i.* High School students may enroll in an OHSAA officiating class and obtain a Class 3 permit upon successful completion. Minimum age is 14 for a student to take an officiating class.

Classification Upgrade

(Note: The promotion from one class to another class does not become effective until the year following, provided the official renews their officiating permit)



From Class 2 to 1 or Class 3 to 2 –

Upgrade Application Deadline: 11/1

Examination Dates: November 15 – 30

*Step 1: Submit Upgrade Materials – To obtain an application form and instructions regarding examination time, see the OHSAA Officials Handbook (Handbook for Officials, under Resources at <https://www.ohsaa.org/Officiating>. See the application deadlines and test dates in Section C of the Application form which is available through an active link on p.10 of the Handbook.

*Step 2: Pass Observation of officiating in two scheduled athletic contests by two Class 1 officials – Both observations must be signed by the observing official. Neither the observing official nor the Association is permitted to charge the applicant any fee for their observing service. Observations may be conducted by a Class 1 official working in the same athletic contest as the applicant official.

*Step 3: Send completed form to OHSAA – via email to canderson@ohsaa.org

*Step 4: Prepare for Officiating Exam – Study your rule books in preparation for the online test. Applicants will be provided via email directions for the online test prior to the test dates.

*Step 5: Take Officiating Exam – Applicants must receive a passing score of 80% or higher on an online review exam.

Reciprocity

USA Volleyball:

Certified National, Junior National, Regional or Provisional Referee to become an OHSAA Class 1 referee without going through a class.

Professional Associations of Volleyball Officials:

*Certified National or State to become an OHSAA Class 1 referee without going through a class.

*Certified Local or Apprentice to become an OHSAA Class 2 referee without going through a class.

Possess Certified by Another State Association's Officiating Permit

Step 1: Create profile on DragonFly/DragonFly MAX (dragonflyathletics.com)

A. Cost is \$60 for the first sport and \$30 for each subsequent sport

Step 2: Register for and complete a reciprocity course

A. Courses consist of the following:

a. OHSAA Handbook

b. Ohio Rule Modifications and Rule Updates

Regular Season Match Requirements for Schools

Varsity:

One Class 1 official, who shall be the First Referee, is required. The Second Referee should be either a Class 1 or Class 2 official. **EXCEPTION:** If an emergency arises which prevents the contracted Class 1 official from being present, a Class 2 official may be used as the First Referee provided the schools mutually agree. In the event that only one OHSAA registered official arrives to officiate the match, the match may be played provided the participating coaches agree.

Reserve/Junior Varsity:

Two OHSAA Class 1 or Class 2 Volleyball officials required.

Freshman:

A minimum of one Class 1, 2 or 3 Volleyball official(s) required.

Line Judges:

For varsity and reserve/junior varsity Volleyball, all Line Judges shall be either* well-trained adults or students not listed on the roster for the school. *Modification: The above procedure is strongly recommended. If there are no Line Judges available that meet the specifications, the following is approved in the order listed:

1) Use a player who is listed on the volleyball eligibility list.

2) Use no Line Judges. The R1 and R2 will adjudicate the match including the line judge duties.

THIS IS AN EMERGENCY/LAST OPTION ONLY.

7th and 8th Grade:

A minimum of one Class 1, 2, or 3 Volleyball official(s) required.

Postseason Requirements of Officials

OHSAA Volleyball officials must have officiated a minimum of 8 regular-season varsity high school Volleyball matches during the current Ohio season, in order to be eligible for an OHSAA tournament assignment, as well as officiate at least 8 high school varsity contests during the prior season.

Officials residing in a geographic area where an OHSAA Volleyball Officials Association exists must attend 1 state and 4 local rules meetings (2 state and 5 local for those that officiate both boys and girls' volleyball). Officials in other geographic regions (both in and out of state) must attend one state rules meeting and successfully complete a rules meeting.

Line judge assignments shall be given to OHSAA Volleyball officials in good standing, who hold a PAVO or OHSAA Line Judge Certification from the previous season, and who will meet PAVO Line Judge Re-Certification requirements for the current season. To be eligible for State or Regional Tournaments, the line judge shall work as a line judge in a total of 8 matches in the current season. These matches can be 8 high school varsity or 8 collegiate volleyball matches, or a combination of both.

Associations and Annual Requirements



Annual Renewal of Permit - Renew your officiating permit annually in June.

Exception 1: An official who successfully completes an OHSAA approved officiating class during the current school year is required to attend one local educational session during that school year. Exception 2: An official who successfully completes an OHSAA-approved officiating class or a State Rules Examination during the current school year is required to attend the OHSAA state rules meetings during that school year.

Renewing a Permit: (Missing all renewal dates will result in an automatic lapse of the officiating permit, Inactive Status)

*Renewals of officiating permit fees for all officials are due to the OHSAA office during the renewal period. Only officials residing in Ohio or a contiguous state are eligible to obtain or renew an OHSAA permit.

*Officiating Renewal Fees - Renew Online: 1st Sport \$60 Each Additional \$30

*Renewal Notices - Notices are sent via email from the OHSAA to the email address on the DragonFly profile for each official eligible to renew. **Note:** The OHSAA is not responsible for non-delivery of notices. It is the official's responsibility to ensure all contact information in DragonFly is correct and up to date. Failure to receive a renewal notice will not be accepted as a legitimate reason for failure to pay renewal fees on time!

*Late Renewals will be assessed a late fee of \$50 per transaction prior to the dates listed below. There is only one penalty fee of \$50 when the late renewals for more than one sport are made at the same time. If the late renewals for more than one sport are made at separate times, there is a penalty fee of \$50 for each.

* After the late renewal deadline, a permit may only be renewed upon the granting of an appeal by the Officiating Director.

 Contact a Local Officials Association

Officials are encouraged to become members of a local officials' association. Contact Keaton Jones at kjones@ohsaa.org to find local secretaries and interpreters in your sport and area.

 Attend Required Local Rules Meeting – All officials have annual meeting requirements. Volleyball requires 4 local meetings. NOTE: Officials who are dual boys/girls are required to attend 5 local meetings

 Attend Required State Rules Meeting- A State online meeting is required. NOTE: Officials who are dual boys/girls referees are required to attend a State meeting for both seasons.

Assigners and Assignments

- 🏐 An Assigner will be familiar with OHSAA regulations and officiating classification requirements. Assigners will assign/contract only those officials who possess a current and appropriate OHSAA permit.
- 🏐 Assigners may only be an athletic director or an OHSAA Certified Assigner.
- 🏐 An Assigner shall assign officials that are mutually acceptable to the competing schools. An Assigner shall obtain a list of acceptable officials from the schools for which assignments are made. An Assigner will assign officials based on competence and certification; officiating assignments may not be denied based on the official's membership (or not) in a Local Officials Association (from here forward referred to as "Association(s)").
- 🏐 An Assigner is contracted with the school(s) or league(s) for which assignments are made.
- 🏐 An Assigner or administrator will issue valid OHSAA contracts to officials. Valid OHSAA contracts shall include the contest date, time, place, and fee (site TBAs are acceptable). Contracts must be signed by an Assigner who is appointed by the school administrator or the home school administrator. All OHSAA assignments must be on the OHSAA-approved assigning platform (Dragonfly).
- 🏐 Payment for games must come from schools or an independent payment system (i.e., Dragonfly).
- 🏐 All substitutions must be processed through the Assigner. Officials who fail to honor contracts shall be reported in writing within 10 days of the violation to the OHSAA Officiating Director.
- 🏐 Assignment of Contest Officials - Member schools, their administrators and/or assigners acting on their behalf, shall utilize the assigning platform approved by the OHSAA (Dragonfly) when assigning contest officials.

For a listing of Assigners, see the OHSAA website [Find an Assigner](#).

Required Uniform

- i.* The uniforms should fit properly and be clean and neat.
- ii.* White, bright blue (cyan) or gray short or long-sleeved knit polo-style shirt with an OHSAA embroidered or sublimated logo (only OHSAA authorized shirts). White will be the default color. Both officials **MUST** wear like-colored shirts in a match.
- iii.* Black dress slacks or black dress shorts with a minimum 4" inseam. NOTE: Black slacks are **required** for boys' matches
- iv.* Black belt (if pants have belt loops, a black belt is required).
- v.* **White shoes** and white socks.
- vi.* It is not permissible to wear a long sleeve garment under the short sleeve shirt.
- vii.* Jewelry shall not be worn except for a wedding band and/or a medical alert necklace or bracelet. A religious medallion which is not visible is permitted. A watch is now required equipment.
- viii.* Emblems and patches are not permitted on the officiating uniform. The only acceptable logo is the new OHSAA logo. Exception: An American Flag patch/emblem is optional and, if worn, shall be on the left sleeve approximately two inches below the shoulder with the star field facing to the front.
- ix.* Post-Season Tournament Requirements:

All referees and all professional officials assigned as line judges are expected to wear a neatly pressed white, cyan blue, or gray short or long-sleeved knit polo-style shirt with an OHSAA embroidered or sublimated logo (only OHSAA authorized shirts). White is the default color for all officials including the post-season. Black dress slacks are required for all officials. Shorts may not be worn by any OHSAA officials for the post season. White or nearly all-white athletic shoes and white socks must be worn.

Dressing for Success

How officials present themselves goes a long way to establishing their professionalism. The adage that a person has one chance to make a good first impression is pretty much on target. Wearing a freshly pressed shirt and nice-looking dress slacks along with white shoes tells everyone that the official takes pride in how he or she looks. If pants have belt loops, a black belt should be worn and it should look new. It's important that an official's uniform fits properly. This may mean buying a new shirt or pants if the official's weight has changed substantially. While an initial appearance helps set the tone for expectations that are positive, officials need to know that how they treat everyone either falls in line with a positive appearance or undercuts it quickly. Being friendly conveys approachability, and it makes others want to work with the official. Kindness is truly appreciated. If the crew is to be a team, there needs to be a feeling of working together that is each official's responsibility to work toward. It may start with dressing for success, but it continues with teamwork and playing nice with others.

Uniform and Required Equipment

In every sport, officials are required to supply their own officiating equipment. High school volleyball is no different. The same vendors who offer compliant uniforms also offer equipment for officials to order or pick up directly at an available office.

List of OHSAA-approved Vendors:

Final Score Sporting Goods

Honig's

Fleming's Referee and Sport

Purchase Officials Supplies

Authorized OHSAA Officiating Apparel Dealers

Final Score Sporting Goods, 5760 Royalwood Road, North Royalton, OH 44133

Phone: (216) 459-0186 Fax: (216) 459-0196

Email: sales@fssportinggoods.com

Website: <https://fssportinggoods.com/collections/ohsaa-apparel>

Honig Whistle Stop, 7136 Jackson Road, Ann Arbor, MI, 48103

Phone: 1-(800) 468-3284 Fax: (877) 869-4783

Website: [Volleyball Referee's Collection – Uniforms & Gear | Honig's](#)

<https://honigs.com/associations/organizations/ohio-high-school-athletic-association.html>

Fleming's Referee and Sport, 2560 Billingsley Road, Columbus, OH 43235

Phone: (614) 798-8888

Website: <https://refandsport.com/index.php?route=common/home>

Purchase Officials Supplies, 2215 E. Waterloo Rd. #203, Akron, OH 44312

Phone: (330) 564-1082 Fax: (330) 564-1086

Website: <https://purchaseofficials.com/collections/ohsaa-apparel>

Jag Sporting Goods, 190 N. Brookwood Avenue, Hamilton, OH. 45013

Phone: (513) 887-1524

Website: [Homepage – JAGsportinggoods](#)

Smitty Official's Apparel, 4525 Cleveland Avenue NW, Canton, OH 44709

Phone: (330) 639-4107

customerservice@smittyapparel.com

Website: <https://smittyapparel.com/>

Required Equipment

The same vendors who offer compliant uniforms also offer equipment for officials to order or pick up directly at an available office. Officials are required to supply their own officiating equipment which includes, but is not limited to:

- Whistles and a lanyard: black whistles are recommended by the NFHS unless both referees match whistles and lanyards with the color of their polos. This means white whistles, blue whistles, and pink whistles (Volley for the Cure) are options as well as black. It can help if the whistle types used by the referees have different sounds in a multi-court setting in the same gym.
- Lineup card (optional) which can be elaborate or simply an index card that can be folded over and even used for one set on one side and a second set on the other side
- Pen/pencil
- Yellow/Red cards
- Tossing coin
- Watch with stop-watch capability
- Net chain
- Ball gauge and pump
- Line Judge flags (recommended; some schools provide, but bring your own)

Flags for line judges make a real difference in officiating a match. Involving line judges and getting their help is dramatically improved with the use of flags versus having to instruct them to use hand signals. Even if a school has flags, having your own flags makes sense. Consider bringing disinfecting wipes in a plastic bag to use on flags before offering them to line judges before each match.

Officiating Principles

The primary role of an official in Ohio interscholastic sports is ensuring a safe and fair playing environment for the student-athletes participating in these contests. The officials are responsible for controlling the tone of each match through an impartial attitude and decisions that are free from bias and within the spirit and intent of the rules of volleyball as published by the NFHS and as modified under regulations published by the Ohio High School Athletic Association (OHSAA). Volleyball officials have a responsibility to the schools that hire them; to the student-athletes who play the game; to their parents; to the coaches; to other members of the officiating team, including the support staff; and to the sport of volleyball itself. The role of a volleyball official has been described as that of a match facilitator. Professional officials are responsible for studying and learning the rules of the game to create a protected environment for the student athletes who compete for their schools.

* Player safety is a first consideration for every professional official and especially the first referee (R1) and second referee (R2). We are charged with doing no harm. This means we have to be diligent and aware of things that could compromise the safety of student-athletes from the moment we arrive courtside to the time we leave the facility. We ask where the administrator of the home school (host administrator) will be located before, during, and after the match or series of matches. This is done to access immediate support in the event of an injury, medical emergency, or need for intervention in handling spectators who are interfering with the athletes' experience through their unsporting behavior.

* While the school has responsibility for initial court setup, the referees are responsible as well as part of a fail-safe process to ensure that there is no unsafe equipment including a failure to properly pad the stand and posts and cover all metal objects, an unsafe referee stand that could collapse, sharp protrusions from an antenna, absence of net covers, and anything in the playable area that constitutes a safety hazard such as chair racks/chairs and gym mats. This is accomplished during checking the net and walking the facility. The referees are responsible for establishing ground rules, taking into account spectator entry and egress points that could require whistling to kill a rally to avoid a player-fan collision. Space is frequently set aside for wheelchair accessibility, with bleacher insets to accommodate fans who cannot safely step up into the stands. This is an on-going awareness for referees, since a match may start without anyone in the inset areas, but this may change at any time. If either referee sees danger from a ball being run down by a player that would take them into the inset area with an individual in a wheelchair, that referee would use an emergency whistle sound to attempt to stop a player before a collision occurs. We are responsible for doing no harm as well as being proactive to address and correct possible safety hazards.

Rules Knowledge

Knowledge of volleyball rules is essential to conducting a fair contest and making matches about the student-athletes playing the sport and not about the adults who are supposed to support fair competition. Becoming certified is a first step, but new referees have barely dipped their toes into the water. Knowing the intention behind each rule, which rules work together and how they work together is something that requires reading and digesting, experiencing, discussing, integrating and refining. No one gets it immediately. The trick is to know that you don't know everything and be open to learning. Post-match debriefs are a great opportunity for receiving kind but candid feedback to help officials improve. The crew should avoid being defensive since the feedback offered is intended to help them grow their respective games.

* Yes, initial online certification training can provide officials with the basics. What it does not offer is the opportunity to actually be out there officiating on court with feedback from referees with more experience. Therefore, it's critical for referees to take advantage of opportunities to blow a whistle at a scrimmage before whistling a live match. New referees find blowing the whistle very challenging.

* Observing volleyball matches helps officials gain a feel for the game. This is very valuable to all officials. Most volleyball officials either didn't play the game during their athletic careers or didn't play at a level where they were taught the skills that high school coaches teach their players. Attending meetings, listening attentively, and asking questions provide some additional ways of learning from more experienced officials.

* Participating in scrimmages involves getting up on the R1 stand to learn how and when to whistle, learning to whistle when it is clear a live ball has hit the floor or is over a non-playable area and out of reach. The newer official should also learn to work as an R2 and take a turn as a line judge, all of which contributes to the learning process. To be able to properly instruct line judges, newer officials first need to learn the basics of line judging themselves. Then, newer officials add learning how to scan for line judge information during and after a rally, and this builds an understanding of how they should instruct their line judges as R1s. Newer officials should get line judge opportunities when assigned to referee Freshman matches, then line judge the Varsity match that follows. We teach our R1s to spend pre-match time going over positioning, movement, angles, signaling, not reacting to being overruled, and help needed; we also ask professional officials serving as line judges to think like an R1 in terms of what signal would help them if they were the R1. Practicing and receiving feedback is a key part of developing comfort, learning to whistle as soon as a fault occurs. Experienced referees who are observing the newer official referee a match will drill into them the importance of whistling as R1 as soon as the ball touches anything but a player, the net, or an overhead obstruction (other than this occurring on the team's third hit) and then scanning the line judges and R2 to gather information. Working as an R2 teaches staying with the net, learning positioning and movement, including transitioning, and processing substitutions and time-outs.

* Mentoring offers amazing opportunities for growth and feedback. Finding an experienced go-to referee for a newer official opens the door to kind but honest critiques, guidance and explanations, all with the purpose of helping the newbie gain in understanding to help move forward. To advance their knowledge and get the most out of having a mentor, referees should study the NFHS Rules Book and Case Book Situations to gain more in-depth knowledge of how to apply rules to the playing action the referees observe. The Spiral Notebook contains helpful information in terms of how to conduct a volleyball match along with access to guidance published by the OHSA as regulations and the NFHS in terms of rules and interpretations. The Spiral Notebook continues to be vetted by rule experts and provides the most up-to-date information about the basics and nuances that all referees need to be aware of to administer matches.

* When preparing for a new volleyball season, be sure to watch the State Rules online meeting PowerPoint attentively to comprehend the new rules while reviewing rule changes from the previous season. You are looking for the most current interpretations of the rules which you want to add to your knowledge base to become a match facilitator..

* Association meetings are not simply requirements to be met by attending 4 as quickly as possible. This is a minimalist approach and not something a professional official should do. We don't know what we don't know until we are open to listening and processing information and realize we just learned something important that we were previously unaware of. Sit close to the front to be fully involved and avoid distractions like side conversations and cell phones. Ask questions and participate. Knowledge is available, but only for those who seek it.

Signals

Signals are the essential ways to communicate decisions to all involved parties including players, coaches, and spectators. Signals reflect what the referee crew observed during a rally and the fault that ended the rally. We have official signals and informal communications. Let's break down each of these types of signals.

Officials' Signals: When executed properly, signals create some comfort to the participants that the referees are competent. Smooth and pristine signals suggest competence, comfort, and match control. They represent a good start since sloppy signals are a quick indicator that the referees haven't spent the needed time mastering this major communication tool.

* The Rules Book and 2024 Case Book/Officials Manual, and 2025-27 new Officials Manual all show every "Official" signal and offer pictorial representations demonstrating how to execute each signal along with a verbal explanation of various steps in signaling and the conventional meaning of each signal.

* A whistle begins and ends each rally, leading to a signal to issue a point to the team that won the rally or a replay. After a referee whistles to indicate the end of a rally, he/she indicates the decision with official hand signals. The sequence of signals is contingent upon which referee whistled the fault. If the R1 whistled the fault or killed the rally, he/she first indicates the result of the rally (point or replay), followed by the nature of the fault. If the R1 whistles a net fault (normally whistled by the R2), the R1 awards the point, signals net fault (Signal 6), then signals number of the player at fault. <https://ohsaaweb.blob.core.windows.net/files/Sports/Volleyball%20-%20Girls/PlayerNumberSignalingChart.pdf>. This is the link to the Jersey Number Signaling Chart. The R2 mirrors the R1's signals. However, when the R1 executes the whistle and beckon for service or a net serve, the R2 does not mirror either of these signals. These are R1 signals only!

* When the R2 whistles a fault, the R1 waits for the R2 to get to the fault side, signal the fault, signal the number of the player (net fault only), then awards the rally and signals the number of the player for a net fault. The R2 waits for the R1 to award the rally and mirrors the award of rally.

Mechanics and Techniques

Knowing the rules is necessary but insufficient. Referees learn to translate what they observe on the court and apply pertinent rules to what was observed, making very quick decisions for continuation of play or whistling a clear fault. Mechanics are the bread and butter of officiating. They involve understanding proper signaling, executing those signals in a way that makes them clearly understood by on-lookers, as well as the protocols, procedures, order of operations, positioning, and trained duties that are required in order to administer a smooth match. Proper mechanics relate to how volleyball officials do things, including referee and line judge signals, R1 sighting from the stand, R2 positioning/movement, line judge positioning and movement, managing substitutions and time-outs, handling bench reactions and players up off the bench and approaching the court; mechanics build on the correct way to signal match events, including the fault that was whistled, and even how to whistle in every conceivable circumstance to be understood. Properly executed mechanics and a range of best-practice techniques help create credibility and allow the normal reactions of participants to be expressed within reason but controlled for the betterment of the match.

Preparation

Teams prepare for the season with a lot of hard work, both physical and mental. They engage in conditioning, weight lifting, skills training, and mastering offensive and defensive strategies. Referees prepare for the season by accessing and digesting rule changes, reviewing last year's changes, studying rules and mechanics, actively participating in meetings to learn from presenters and fellow officials, ensuring officiating schedules are kept up to date, blocking their

unavailable dates, responding timely to officiating opportunities, quickly accepting/declining assignments which helps assigners to get matches covered or offer assignments to fellow officials, ensuring their uniforms fit properly and are clean and pressed, and perhaps purchasing new whistles/pants/shirts. They review scoring, including VolleyWrite scoring, to improve their R2 problem-solving skills, read through the Rules Book and Case Book as a refresher, identify things to work on improving for the season, and plan/attend scrimmages to get the rust off before the first match of the season, and ensures concussion certification will not expire during the season.

DragonFly flags expiring concussion certifications as this is a State of Ohio safety requirement.

* Referees who also line judge and new officials who are “line judge only,” need to access and study line judge best practices, develop fuller understanding of the help line judges offer, learn to present their eyes to the R1 along with their calls/non-calls, and learn from experience what help the R1 will want and need in various situations. They need to learn intelligent movement as well as positioning and signaling. Referees need to learn how to instruct line judges before matches, how to engage their line judges with eye contact, use their help, and offer effective feedback in debriefs. We ask line judges to think “if I were up on the stand, what signal or denial of information would I want from my line judges?”

* Pre-match preparation involves reaching out to each school where you are assigned to officiate a week in advance to confirm that you will be there, contacting your partner to coordinate shirt colors (and to professional officials assigned as line judges), confirming arrival times, knowing if your partner will arrive late and you have all the pre-match tasks to handle by yourself, charge any electronics you will use (pumps, headsets), pack your Rules/Case Books in your bag since bringing them to each match is a requirement, consider bringing cleaning wipes for your flags, and packing the rest of your officiating equipment.

Continuing Education

An official goes through an initial certification process, takes tests, re-registers annually, views the required State Rules PowerPoint, and attends at least the required number of meetings. What is not required is annual testing for rules knowledge and best practices in handling commonly encountered match situations. Officials are basically on their own in terms of advancing their knowledge. One thing that is most helpful is getting a better feel for the game of volleyball and the roles officials play as match facilitators - in control, but not over-controlling, making matches about the athletes on the court. Watching high-level matches provides a chance to learn skills coaches are teaching, what is considered successful execution of each skill by high-level referees, observing how the R2 works with coaches and the table staff, watching scanning techniques, how partner help is offered, R2 and line judge positioning and movement. Getting a feel for the game is really helpful because most officials didn't play organized volleyball and had no or minimal exposure to player positioning based on the team's offensive and defensive designs. If we aren't committed to learning, we become stagnant, and the quality of our officiating services will not improve, lessening our contribution to the student experience.

Professionalism

Professionalism in volleyball has many aspects including respectful treatment of everyone; conducting oneself with dignity and humility; being a polite guest who is welcome back anytime; commitment to providing quality officiating serves that benefits the schools and student-athletes through study and hard work; treating the volunteer support staff with kindness and appreciation; respectful treatment of the other members of the officiating crew; honoring commitments including timely arrival; wearing a clean and well-fitting uniform to help make a good first impression; management of one's schedule, keeping blocks up to date, and responding promptly to assignments on DragonFly; being approachable and communicative; working effectively as a

partner; keeping the game about the student-athletes; showing care during injuries; keeping hands off the athletes; being fair and neutral, friendly but not trying to be a friend; maintaining focus on officiating rather than socializing; doing your part to ensure court setup and identification of safety issues; sharing the pre-match workload; avoiding negative comments to other officials about referees, line judges, table staff, coaches, and players; handling unusual situations with intelligence; and so much more. It also includes managing one's officiating schedule and personal calendar and keeping blocked/dates and times up to date. Nothing infuriates an assigner more than making assignments and having them declined because the official already had something scheduled. This can result in a decline in number of assignments and quality of assignments since there are consequences for failures to act as a professional. Reliability is important. Assigners and fellow officials need to be able to count on the assigned officials to meet their obligations, show up on time, and share in the work load.

Officials Code of Ethics

This content appears in the annual NFHS Volleyball Rules Book and in various OHSA publications. "Officials at an interscholastic athletic event are participants in the educational development of high school students. As such, they must exercise a high level of self-discipline, independence and responsibility. The purpose of this Code is to establish guidelines for ethical standards of conduct for all interscholastic officials."

- **Officials** shall master both the rules of the game and the mechanics necessary to enforce the rules, and shall exercise authority in an impartial, firm and controlled manner.
- **Officials** shall work with each other and their state association in a constructive and cooperative manner.
- **Officials** shall uphold the honor and dignity of the profession in all interaction with student- athletes, coaches, athletic directors, school administrators, colleagues, and the public.
- **Officials** shall prepare themselves both physically and mentally, shall dress neatly and appropriately, and shall comport themselves in a manner consistent with the high standards of the profession.
- **Officials** shall be punctual and professional in the fulfillment of all contractual obligations.
- **Officials** shall remain mindful that their conduct influences the respect that student-athletes, coaches and the public hold for the profession.
- **Officials** shall, while enforcing the rules of play, remain aware of the inherent risk of injury that competition poses to student-athletes. Where appropriate, they shall inform event management of conditions or situations that appear unreasonably hazardous.
- **Officials** shall take reasonable steps to educate themselves in the recognition of emergency conditions that might arise during the course of competition.
- **Officials** shall maintain an ethical approach while participating in forums, chat rooms, and all forms of social media.

Personal Characteristics of a Referee

We get one chance to make a good first impression. How do we want to be perceived as officials? We should present ourselves as individuals who uphold the highest standards of the officiating profession. We wear clean, pressed OHSA-approved officiating shirts that match (at least) our officiating partner. We wear dress slacks except where heat/humidity in a gym make it uncomfortable, in which case dress shorts may be worn. We wear newer white (or almost all white) athletic shoes with white socks. We purchase and bring our flags because this is what professional officials do. We should be reliable and keep our contracts, communicate with school athletic administration to confirm our attendance, be approachable, fair/unbiased, and present ourselves with a positive attitude. We seek to project friendliness without being overly familiar with players and coaches. We are not there to be friends and to socialize, even if we have a friendly relationship from past interactions. Rather, we want to present ourselves as there to do a job, and this remains our primary focus. How we go about doing this job of officiating a match can positively or negatively affect the people we are there to serve: the student-athletes and the schools with whom we contract to provide officiating services. Have a sense of humor; we are all human beings who make mistakes. We don't try to cover up our mistakes; we learn from them and move on. We strive for perfection in administering a match, knowing no one reaches this lofty goal, but it's still our objective.

* Avoiding perceptions of favoritism is important. Be aware of how much time the R1 and R2 spend with one coach in a meet-and-greet than with the other coach. Be friendly equally, but realize your only friend is your partner! Don't try to suck up to coaches to win their favor and their votes. Don't bring anything that can be construed as courting "votes." While this should go without saying, every year there are reports of officials doing this. It's simply not appropriate, it's unprofessional and something that's easily seen through. This is not acceptable behavior. The conduct of any official influences how the profession is perceived in general. Officials should remember this in terms of their personal conduct and how they relate to the various constituencies we deal with: the student-athletes, coaching staffs, athletic directors, school administrators, and spectators. The role of a sports official includes being a role model for behavior as officials are entrusted to assist schools in the educational development of youth in an athletic environment. Professionalism and being polite are sufficient to project that an official is independent, impartial and responsible to the people being served. Officials should review the NFHS Officials Code of Ethics below and viewable in the NFHS Volleyball Rules Book.

Do's and Don'ts:

Arriving: Officials are expected to arrive timely at the site and courtside to fulfill their required pre-match responsibilities including ensuring safety hazards are addressed. Professional officials are expected to wear the official uniform and maintain a clean, neat appearance. Wear a pressed white or cyan blue shirt in good condition that fits properly and matches the color you and your officiating partner agreed to. Carry the other color shirt in your vehicle just in case! Plan to wear dress black pants that are not jeans/denim or sweatpants. You get one chance to make a good first impression. When shorts are justified by truly uncomfortable gym conditions (heat and humidity in a gym that is not air-conditioned), they must be black dress shorts, not gym/athletic/jeans shorts. There are summer tournaments where wearing shorts is acceptable. Once we hit the start of the season, wearing shorts instead of dress slacks is not done because an official prefers to wear shorts. It is considered more professional to wear slacks and less so to wear shorts. To understand how assigners perceive officials wearing shorts, review requirements for post-season uniforms; there is no option to wear shorts.

* Conspicuous jewelry is not a part of your uniform, but a watch is required equipment and should have stop-watch timing capability in case a scoreboard malfunctions during warm-ups or

to subtly maintain awareness of time elapsing during an injury assessment and treatment. Not only abstain from the use of any form of alcohol or tobacco before, during, or after matches, but understand that being under the influence of or impaired by a controlled or illicit substance should cost your officiating license for horrible judgment. Do nothing that would call your judgment into question. It's hard to regain trust.

* Avoid being biased and from the perception that you are showing any form of bias. Perception is reality, so stay off team benches during warm-ups; this sends a questionable message to anyone observing you. Assume you are being captured on video at all times, beginning with the arrival at the match site until departure following the completion of the last match. Do not allow yourself to be distracted by friends or acquaintances before or during a match. Keep your focus on who you're there. Again, perception is reality, and your credibility is on the line every time.

Prematch: Arriving courtside together is best, but arriving well in advance of the first match is the expectation. It is acceptable to arrive courtside in full uniform other than changing shoes, but if the administrator in charge is able to arrange a secure room for storing officials' "stuff," this is better since - at minimum - it allows for a private spot for a post-match debrief.

Host Administrator: The host administrator is the referees' go-to person for ensuring that a problem net set-up is rectified, for reporting a serious injury, and for fan management. The referees need to ask where the administrator will be before, during, and after the matches. Consider asking for a secure room to store belongings and - at minimum - to use for a post-match debrief.

Debrief: Both Directors of Development for Volleyball Officiating strongly recommend a post-match debrief, typically after the last match of the playing session where there are multiple matches) as part of a continuous improvement process. Officials can't get better without feedback to help them grow as a referee or line judge. A debrief involves discussing match situations and what could have been done better as well as what was done well. It should be led by the R1, include professional line judges and allow for questions.

Philosophy

Why did you become an official? It's okay if your answer includes making some money on the side. However, if the reasons don't also include love of the game and having an opportunity to contribute to the experience and growth/development of young people in a sports setting, this tends to show in having a less-than-positive attitude and wanting the contest to end as quickly as possible. When you're officiating volleyball matches, it's not as if you're going to a regular job that's needed to support you; hopefully, you're involved in an avocation, where you are paid for providing quality customer service - and this includes being glad to be there and enjoying working productively with others. We have control over our attitudes, and a smile goes a long way with making others feel good that you are there to be a part of their experience.

Preventive Officiating

Officials should proactively identify and resolve minor issues before and during matches, avoiding penalizing teams when possible. Faults and violations should be penalized when they occur, but referees should also focus on preventing problems as part of match facilitation. Keeping the match focused on the players means knowing what is important for fairness and consistency, and what can be handled later or ignored.

• Timely Arrival and Initial Preventive Efforts:

If referees are not courtside with enough time to fulfill pre-match duties, a safety issue is more likely to be missed, and there is less time to ensure a properly set-up court. Officials are charged with doing no harm. Upon arrival, referees should take a big-picture approach to assessing the

facility. They examine the court for compliance, including required markings, and check that the padding appears to be in place before a closer inspection. Benches should be at least 6 feet (2 meters) from the bench sideline (preferably 10 feet), and no closer to the center line than 10 feet. The closest chair should be outside the substitution zone so the coach is not immediately in the zone when leaving the bench. Referees identify mobile and immobile floor obstacles to determine playable and non-playable areas. Safety and fairness are primary considerations.

After a broader assessment of possible issues, the refs drill down for a more detailed look at compliance and safety. They ensure the net structure is safe and that it meets padding requirements, including the officials' table, posts on both sides, and the R1 stand; any issues go to the host head coach for resolution. Any exposed metal should be properly covered. Net covers should be requested to address exposed metal at/near the net pads, and taped towels serve as a viable alternative. Sharp metal protruding from under an antenna should be taped or the antenna replaced. The referees prioritize safety over everything else. They should carefully check the referee/R1 stand for stability and ensure the platform is locked into place. A stand collapse is catastrophic, so careful checking is required.

Issues with significant gaps in court boundary lines, non-continuous attack lines, and the center line are addressed to avoid starting a match with preventable problems. For gyms with multiple courts and pulled-out stands, a taped step-in line is used to provide sufficient space (6 feet) for both teams to serve. Net height is checked with a pre-measured chain. The referee checking the net may be able to use the crank to adjust the net with the ropes/wires to bring it to the required height. When a net can't be adjusted sufficiently, the host coach is asked to step in to bring the top as close to the legal height as possible. The net should be tight enough for teams to play the ball out of the net rather than having it drop straight down to the court. The referees ensure antennas have no exposed sharp edges and are properly placed above the outside edge of the sidelines. The net chain serves as a plumb bob for accurate alignment; top and bottom antenna fasteners should be tightened initially and checked before each set. Antennas with Velcro attachments tend to misalign easily during warm-ups and each set; the R1 should address antenna misalignment that occurs during the match, with the line judges instructed to get the referees' attention to identify and realign the antenna.

The referee stand is tested for stability, with proper padding up to 5'6" that covers the stand and platform. Referees assess the height of the stand to see how high their eyes will be above the top of the net. If possible, their eyes should be about 18" above the net when they are R1. These steps promote safety, prevent injuries, and provide a fair playing environment while minimizing delays during the match to fix problems that were not handled earlier.

Many facilities run attack lines through a school logo/mascot. By rule, attack lines are expected to be solid and of one clearly visible color. This simply doesn't match reality when the attack line goes through a mascot; the attack lines tend to be shadow lines, which are legal for center lines but not for attack lines. Line visibility is key to accurately determining a fault when a libero is playing the ball to a teammate with fingertip setting action near the attack line or when a back-row player's takeoff is very close to the line. Rather than being "that referee" who requires that floor tape be used over a shadow attack line running through a logo, many referees understand that, even if safe tape might be available, this might create conflict with the Athletic Director, who doesn't want tape that could mar the floor finish. Rather, the focus should be "can the line be seen clearly enough" to allow referees to determine the takeoff point for a back-row attacker elevating near the 10-foot line or a libero executing a fingertip setting action near the attack line? A shadow center line with appreciable gaps is challenging for referees to judge center line faults, and this can also undercut attacker/blocker awareness of the line. We tell referees to pick their battles

carefully and focus on when to hold the line for situations where referees can't do their jobs effectively or because safety is involved.

Referees need a structured approach to cover all responsibilities and prevent problems. They walk the facility to identify overhead obstructions such as flags, banners, speakers, and vertical extensions over the centerline. These are discussed in the pre-match meeting as ground rules for playable and unplayable areas. Referees check if there is enough room for teams to play in the space between the officials' table and the benches. They also evaluate whether one side of the court has a disadvantage, which could require teams to switch benches after non-deciding sets and use a coin toss and choice of side for decisive sets. Obstructions above one court or uneven territory may require changing courts mid-match.

Setting clear ground rules helps players, coaches, and referees be on the same page. When in doubt, players are advised to play until they hear a referee's whistle. Sharing ground rules at the coaches-captains meeting helps avoid confusion. Overhead obstructions, including vertical dividers, netting, speakers, banners, and flags above the court and the "free zone," should be identified to avoid player confusion during a rally. Most high school gyms and many middle school gyms have minimal issues with space around the court. However, when multiple courts are set up in a gym, there may be issues with the courts having clear, visible, 2" lines and sufficient space around the court. A hanging curtain has its own playing rules as a "movable wall" that need to be reviewed and shared with both teams. What if the boundary lines, center line, or attack line are not fully in place or are less than 2" wide? What if the sidelines or end lines are not a contrasting color with the surrounding floor? If the bleachers are pulled out in a multi-court setup in a gym, referees must assess whether there's sufficient space behind the court in the free zone for servers to be able to serve the ball with reasonable comfort. The rule for the serving zone is clear. Six feet is the minimum amount of space. Rule 2-1-6 notes that in the event such a space is not available, the serving area shall extend into the court to whatever distance is necessary to provide the minimum depth and be marked. This means that floor tape would be used to mark 6 feet from the stands or back wall. If tape is not put down to create the required serving space, the R1 may inform both teams that foot faults will be judged reasonably and with grace. If there is a space issue on only one end of the court, this is a sufficient reason to change courts after each non-deciding set.

Referees assess the gym layout to decide if the opposing team can warm up with volleyballs. The goal is to ensure the opposing team's activities are safe and do not interfere with the team that has exclusive use of the court. Referees cannot watch two warm-ups at once while also managing the support crew or volunteer line judges. If the off team has space behind the officials' table, failure to control volleyballs during passing drills may endanger table volunteers with their backs to the action. Officials who are instructing the assistant officials at the table or observing the on-court warm-up are at risk, too. If the off team is allowed to warm up with volleyballs at the back wall, the team may be in the line of fire of the team hitting at the net. Players, helpers, and coaches warming up on the court can be injured by the opposing team's failure to control volleyballs. Identifying that the off team has failed to control volleyballs doesn't occur until an on-court warm-up has already been interfered with or someone has been injured. The Preseason Guide cited the latest sports-related injury study. 53% of concussions sustained in competition occurred during warm-ups. The referees have to be in total prevention mode during warm-ups. If the off team is allowed to warm up with volleyballs, it's a lot harder. Loose volleyballs that are stepped on lead to a range of preventable injuries; no one on the court is looking out for loose volleyballs coming from the opponent's warm-up.

Game balls have a way of exiting the gym, landing in a waste basket, bouncing off a wall, and rolling under the bleachers. Ball pressure may change significantly during a match. To avoid a preventable delay, schools are asked to have at least one backup ball. Additional game balls should be in good condition, from the same manufacturer, and match each other's color. The R2 tries to keep the better ball in play if there is clearly a better ball. If neither volleyball is compliant, the referees secure both coaches' agreement to play the match, then report the issue to their assigner and the OHSA.

- **“Meet and Greet” Establishes Approachability and Promotes Problem-Solving:**

When the timing is right, the referees should approach the host head coach together for a “meet and greet” to learn about any special recognition activity and its timing. The referees should also ask whether a trainer will be available. By meeting first with the home team head coach, this information can be shared next with the visiting team head coach. The referees ask the head coach where the host site administrator will be located before, during, and after each match. The referees know that when the assigned administrator is unavailable, the head coach is expected by the OHSA to step in to handle an emergency or disruptive fan behavior. The meet-and-greet is an opportunity to answer rule questions and for the referees to establish themselves as approachable. Presenting themselves as interested in working with the coaches makes it more likely that a coach will go first to the R2 rather than yelling across the court at the R1.

- **Ensuring Compliance with Uniform and Jewelry Requirements:**

Pre-match prevention includes referees assessing the uniform jerseys of both teams, including the legality of jersey numbers (clearly contrasting, of sufficient size, and properly positioned on the front and back of the jersey). Viewing both teams' jerseys early on, with special attention to libero uniforms, helps identify compliance issues and offers a team more time to change into legal uniforms to avoid a penalty or having to play without a libero. Libero jersey tops must be clearly contrasting from those worn by regular players. Player numbers must clearly contrast with the body of the uniform top. Visibility and viewability of player numbers are equally important to allow the referee crew and scoretable staff to do their jobs. A border or trim around player numbers is not used in determining whether the color of a number contrasts with the color of the body of the uniform top. Size and placement of numbers are set by rule, and some numbers are difficult to distinguish based on font. A single administrative penalty and a point to the opponent is assessed when a team cannot field 6 players in legal jerseys.

Marginally contrasting jerseys should result in the referees communicating with the team's head coach, with a warning that another set of referees may view the jersey as non-compliant and not allow the libero to play wearing that jersey top. Uniform bottoms must be in the same shade range for all players, including the libero. Coaches coming from the USA Volleyball arena may be unaware of the rule difference. The referees give the coach as much notice as possible to rectify this situation.

During the pre-match conference, the R1 asks the coaches and captains to verify the legality of their uniforms and players' equipment at the pre-match conference, but this may not result in compliant uniforms and wearing only legal jewelry, so referees do their own checking during warm-ups and may ask a coach to remove a player until illegal equipment/jewelry is taken care of during warm-ups. The referee advises an available coach that the player may not continue warming up wearing illegal equipment/jewelry and must leave the court until the issue is resolved. Religious jewelry may be taped over if it can't be removed. We approach cautiously when items may be religious in nature. Referees are advised to ask the host coach for towels at the table for water spills and to help if there is moisture on the floor as injury prevention.

If player numbers are covered by warm-up tops, referees try to count the number of players on the court to compare with the number of players listed on the team roster. The intent of verifying uniform numbers with those listed on each team's roster is to avoid an error in failing to list a player, which requires a roster correction at the cost of a penalty point if made after the 10:00 mark on the countdown clock. The referees also try to ensure each libero's number is on the roster, that each lineup designates a playing/floor/game captain, and that failure to list a libero is verified by asking the coach.

- **Pre-match Meeting with Coaches and Captains:**

The meeting with coaches and captains offers another opportunity for preventive officiating. Each team is allowed a single head coach whose ability to stand and make requests is covered in Rule 12-2-5. The head coach is typically the coach who attends the pre-match meeting; however, in some situations, the head coach may not be present when the R1 double whistles to call coaches and captains to the meeting. The head coach may be running late, may be in the bathroom, or handling an urgent matter. As long as the referees know who the head coach is, failure to attend the pre-match meeting does not stop the coach from assuming head coach duties during the match. On occasion, some teams have two coaches who share head coaching duties. The referees will verify which of the two coaches will be considered the head coach for the match.

Prevention at the meeting includes effective communication of ground rules and a reminder to "play until you hear the whistle." This reminder never hurts since each match has times when teams assume a fault has occurred, but no whistle was blown to end the rally. The referees answer rule questions, share whether there will be any special recognition between sets 2 and 3 of the Varsity match, and identify safety hazards. The R2 receives rosters from both coaches. The R1 covers ✓ equipment/jewelry ✓ playable/nonplayable areas ✓ overhead obstructions ✓ chasing the ball and not expecting the line judges to do so ✓ retaining benches (the norm) or switching sides and ✓ sportsmanship expectations. One of the referees reminds the teams that captains have the R1 with their questions while coaches have the R2. This reminds coaches not to address the R1 across the court, and sportsmanship expectations should be mentioned.

The meeting concludes with a coin toss to determine which team will serve first to start the match. The dynamics of the coin toss should be consistent from match to match. If there are multiple visiting team captains at the meeting, the R1 identifies which one will call the coin toss to determine which team will serve first. The R1 identifies whether the teams will retain benches or switch sides after each non-deciding set based on a substantive disadvantage, typically on the visiting team's side of the court. The R1 then shows both sides of the coin to everyone, identifies each side of the coin for the toss, requests the visiting captain to call the toss in advance, and notes that the coin will be re-tossed if dropped. Before tossing the coin, the R1 asks a home captain to verify the visiting captain's "call," tosses the coin so it turns over in the air, catches the coin with both hands, and uncovers to show both teams the result. The team winning the toss chooses to serve or receive. Warm-up times are confirmed. The R2 typically immediately informs both the official scorer and visiting scorer which team has first serve and whether the teams will switch sides (based on a substantive disadvantage to one side of the court), addressed at the pre-match conference.

- **Referee Pre-Match Discussion:**

A pre-match discussion involves the referees covering how they will partner and communicate to gather information and make the correct decision, including informal signals. In today's game, the use of headsets is considered a benefit. The partners need to agree to use them, assuming one referee brings them. The pre-match referee talk is especially important with an unfamiliar or inexperienced partner. One topic requiring clarification involves the R2 becoming aware of a

last-second time-out or substitution request just as the R1 is whistling for service, resulting in the R2 whistling over the R1's whistle. In such a situation, the R1 should support the R2 and grant the request. If a request is made too late, the R2 ignores it and issues a verbal warning to the coach after the rally. The R2 will deny a request for additional substitutions during the same dead ball if there is an appreciable gap between processing the first substitution and a second sub moving toward the sub zone. If the R2 has processed one sub and is now processing subs for the opponent, a second sub entering the zone for the first team may be authorized if there was no delay, with a warning to bring the subs up together in the future.

- **During Warm-ups:**

Warm-up times should be clarified no later than the pre-match meeting to help start the match as close to the published start time as possible. The R1 needs to double whistle early enough to conduct a short, effective meeting and get the warm-ups going quickly. While the OHSAA recommends a 20:00 warm-up for regular season matches with 2:00 of shared court for both teams (ball handling) followed by 6:00 of exclusive court use for the serving team, 6:00 of exclusive court use for the receiving team, 3:00 for the serving team, and 3:00 for the receiving team, this format is not required. Leagues or individual schools that don't belong to a league set their own warm-up times. The OHSAA recommends a minimum warm-up of 15 minutes to prevent injuries. However, in multi-match situations, after the initial warm-up for each team, warm-up length may be negotiated and reduced (such as to 10 minutes), and a team may opt to forgo its warm-up time if it has just played.

* Using the example of a 20:00 warm-up to identify how preventive officiating is applied, the R2 double whistles at 15 seconds before each change of court possession to warn teams to gather warm-up volleyball into the carts in preparation for one or the other team to have exclusive use of the court, allowing the team taking the court to enter without volleyballs being hit at them. The referees take responsibility for ensuring a timely horn if the Timer/Scoreboard Operator isn't present to hit the horn at 18:00, 12:00, 6:00, and 3:00 following the double whistles at 18:15, 12:15, 6:15, 3:15 and 00:15. If the team that should be stopping hitting is completing its last swing with a ball having already been set and in the air, the R2 prevents another swing with a series of urgent warning whistles. This is preventive officiating aimed at player safety, and the double-warning whistle and observation is done before each end of exclusive court use to tell teams to stop and gather the volleyballs.

* Referees should attempt to verify uniform legality early on, but sometimes illegal equipment, including headphones, jewelry worn below the ears, non-compliant jewelry, casts, hard braces on the hand or wrist, and other items that aren't allowed has to be addressed during warm-ups. The coaching staff is typically asked to fix the issue, which may require a player to exit the court momentarily to become compliant before resuming warming up. When players are wearing warm-up tops, comparing player numbers and checking off numbers on the roster may not be possible. The best we might be able to do is count players on the court vs. roster numbers.

* Somehow, while observing on-court warm-ups and possibly a second warm-up by the off team using volleyballs, the referees have to find time to assess and instruct the ref crew! The referees have to keep an eye on the countdown clock to ensure warning double whistles and the horn are timely sounded; to avoid penalizing a team, they need to procure initial lineups from teams no later than 2:00 remaining on the clock, and ensure lineups for subsequent sets occur no later than 1:00 on the countdown clock. Referees try to receive lineups early on to check for 6 distinct player numbers and a different number for the libero for both teams. A referee goes directly to the head coach to correct a lineup issue. The official scorer is often handed a team's lineup directly by the

home coach, and the scorer is expected to quickly alert an available referee that the lineup is in. After the initial set, the R2 checks both lineups to identify and fix clerical errors.

- **Prior to the Start of a Set:**

During the lineup check prior to each set, the R2 reviews all player numbers against the lineup sheet, asks players to turn to show their numbers as needed, and asks the scorer and tracker to use their respective scoresheets and libero tracking sheets to verify that the correct players are on the court. The R2 ensures that the receiving team's first server is in the right-front position. Regardless of whether the R2 keeps a lineup card, using submitted lineups avoids possible errors in transferring lineup information to a card. While lineup checks to start a set are a courtesy, the R2 is diligent in verifying that proper players are on the court and in correct floor positions to prevent starting the match with an alignment or rotation fault. As the R2 prepares to toss the ball to the first server, it's a good practice to verify the correct first server with the scorer.

With a paper scorer, the R2 may go behind the scorer to view the lineups as recorded and can ensure the scorer has each team's correct serving order by eyeing the scoresheet with the lineup sheet in hand or asking the scorer to read each team's serving order out loud for the R2 to verify. A last-minute change to a lineup before the submission deadline should be double-checked with the scorer. When it's a VolleyWrite Scorer (VWS), the R2 can stand behind the VWS to view the entered lineups to double-check accuracy or ask the VWS to turn the iPad or laptop. The R2 should ensure the VWS or Libero Tracker has recorded the back-row player replaced by each team's libero.

- **During a match:**

During a set, preventive officiating includes awareness and scorer/tracker help in identifying a captain leaving the court through substitution or replacement to get an alternate captain. During a match, preventive officiating helps avoid the need to issue a delay sanction to a team by:

- * reminding teams to have someone retrieve a loose ball at the end of each rally rather than huddling and having no one chase the ball, leading to delaying the resumption of play;
- * addressing disruptive huddling with no one going after a loose ball on that team's side of the net;
- * helping secure a towel quickly to allow quick floor mopping;
- * placing lineup sheets on each team's respective side of the officials' table or handing lineups to coaches at the end of the set;
- * R2s knowing that coaches have until 1:00 on the countdown clock between sets and monitoring the submission of lineups, standing by a coach completing a lineup to try to avoid a delay sanction.

It also helps to avoid continuation or escalation of unsporting conduct by:

- * responding appropriately to coach concerns to allow reasonable, non-disruptive defusing of emotions;
- * turning over the lineups on the table with the school's name on the back to avoid a team viewing the other team's lineup before the lineup submission deadline when lineups can't be fully reworked;
- * monitoring through the net talking and player gestures;
- * correcting marginal conduct through early intervention and verbal warnings.

Screening Awareness:

Both the R1 and R2 should be aware of potential screening situations. Rule 6-5-1 states that players on the serving team are not permitted to raise their hands above their heads during service from service authorization until the ball has passed beyond the net. Referees should look directly at the serving team and help educate players to avoid having to whistle a screening fault from raised hands. Eliminating "hands above the head" discourages player positioning that

prevents the receiving team from viewing service contact and/or flight of the ball and assists the referees when evaluating possible screening. The old rules continue to be in effect to address stacking together combined with a low trajectory serve being considered a screen. The R1 should still scan to capture a group screen being formed and observe whether the serving team is in a possible screening formation while the R2 scans the receiving team to see player alignment and whether the primary passers are moving around in an effort to see the server, the service contact, or the serve to be able to react quickly. If so, the R2 may see the serving team players grouped in a possible screening formation. No player is entitled to a position on the court, so the receiving team's passers may need to move to see the serve. When a possible screen is observed by either referee, prevention is typically a good approach. A direct warning for hands over the head is appropriate given the rule change. If the R2 spots a screening formation, he/she may show the screening signal (or communicate via headsets) to the R1, who may choose to call the playing captain to the stand. When the R1 spots the screening formation and decides to call the captain over, the R1 holds up the screening signal in the chest area to alert the R2, who, in turn, informs the coach that the team may be called for screening if the ball is hit low over the screen. The R1 may whistle a clear screen without warning. Players may avoid the possibility of a screening fault being whistled by separating and creating space. If an offensive player moves with a passer as the passer moves to try to see the service path, this is screening if the ball passes low over the offensive player. A serve hit high over a screening formation or around it does not constitute an illegal screen. However, if after warnings and later in the season, a team continues to raise their hands above their heads during the serve, screening should be whistled regardless of where the serve goes.

The R2 plays a major role in preventing delays and providing important reminders. The R2 informs a coach at the end of a second time-out by showing the T.O. signal followed by 2 fingers to the head coach or, if the coach is occupied, to another coach. The R2 also asks the scorer to verbalize when a team has used its 15th, 16th, 17th, and 18th substitutions to inform the coach and may ask the scorer for this information at every time out, being aware of teams that are double-subbing in multiple positions in the serve order. Many R2s ask the scorer to identify the number of subs used, starting with the 13th sub, since if there's a double sub next, that would be the team's 15th sub. The head coach relies upon R2 information as the number of remaining subs becomes more important. Referees are told to share the number of subs used, but coaches want to hear the number of subs they have left, so it's certainly okay to signal the number used while verbalizing "coach, you have 4 subs left," until the coach is told he/she is out of subs.

Especially with younger age groups, a player may not follow proper substitution procedures. These include a sub entering the court before being authorized or having two subs in the sub zone at the same time. Our philosophy is to educate players rather than penalize based on the level of play until it's necessary to issue a delay sanction. The R1 can help when there are subs on both sides, and the R2 is processing one side while a sub starts onto the court on the other side. The R1 whistles to get a sub's attention and holds a hand in the air to direct the sub to go back to the sub zone to repeat being authorized and entering. The R2 may do the same and call back a sub who has entered early. If this has to be dealt with repeatedly, at some point, tolerance ends, and the delay has to be sanctioned. The younger the age group, the greater our tolerance.

Proper mechanics can help prevent faults. The R2 can minimize bench behavior issues with a cautionary whistle and head shake "no" and directly address the head coach when players are yelling and demonstrating displeasure at referee decisions, leaving the bench to move too far toward the court during a rally or at the end of rallies, rolling on the floor, or performing non-spontaneous acts that come off as disrespectful, unsporting or taunting. Even understanding that kids get excited by an outstanding play or winning a big rally, there are limits beyond which behavior can't be

allowed. A warning is usually a good start. The R2 shuts down the bench's reaction toward a call, then engages the coach to help halt the unacceptable behavior. Continued behavior of this nature typically leads to a card for unsporting conduct being issued to the head coach.

Referees have different approaches to handling players who are positioned close to an overlap. Warning when it's close shows awareness while also demonstrating the referees believe in prevention rather than whistling marginal alignment faults. Warning a close overlap early in a match can be directed to the coach, the captain, or the involved players. Lower age levels and levels of play are handled with understanding by fixing position faults. Eventually, based on the situation, a fault is called to reinforce players' legal floor positions regarding teammates in adjacent zones. The R1 can help the R2 in certain serve-receive formations from his/her elevated position on the stand. Repeated warnings that fail to produce correction should be followed by whistling the alignment fault. At the Varsity level, once a warning has been issued, the next clear overlap by those players should probably be called. The philosophy is to minimize referee intrusion into a match until it becomes necessary. The R2 typically warns a setter leaving early (slow it down), a player bailing to get into hitting position just before service contact and stepping behind the adjacent back-row player (don't leave early), or a player with a foot off the court (get back on the court, please - offered with a smile). Obvious overlaps and clear position switches should be whistled, although correction/education may be a better approach for middle school matches. The following are additional preventive actions by the referees:

- Addressing a slow libero replacement that forces the R1 to hold up service authorization
- Not whistling for service when there is obvious confusion on the court
- Offering a lineup check when a team is confused, including when there are seven players on the court, and no one seems to be exiting
- Not whistling for service when a team playing with 6 players has only 5 players currently on the court
- Verbally encouraging a team returning from a time-out late, not in the process of breaking the huddle quickly enough, and not back on the court until after the horn, then issuing a delay sanction for continued failure to return to the court promptly
- Warning a team that is not chasing down a loose ball or is huddling instead of chasing the ball, or where delays in breaking the huddle and getting into position affect the flow of the set, especially the receiving team, with the server in position to serve the next rally
- Not allowing fake shoe tying or excessive floor wiping to be used as a delay tactic
- Correcting a libero or replacement player not both exiting or entering through the libero replacement zone
- Warning a coach who is in the sub zone or, when a coach enters the sub zone to address the R2, moving out of the sub zone to get the coach to "talk over here"
- Not allowing an assistant coach to address the referees about their decisions, and getting the head coach to stop the behavior to avoid penalizing unsporting conduct
- Quickly authorizing assistance from the bench to help attend to an injured player
- Delaying resumption of play if a player takes a shot to the head or players collide
- R1 waiting until servers reach their preferred serving positions before authorizing serve
- Warning a server through the coach or captain when the server is pushing the 5-second time limit for contacting the ball for service
- R2 using defusing tactics and listening skills to help an upset coach regain composure.

Correct whistle usage, the use of precise official volleyball signals, making eye contact with the crew to gather information, and ensuring both teams are ready for play all contribute to the match running smoothly.

Pre-Match Task List

There can be a lot to take care of even if the referees arrive courtside at least 30 minutes prior to the starting time for the first match of the playing session. To hold the pre-match meeting with coaches and captains prior to starting the warm-up, the R1 and R2 ideally share pre-match duties while finding time for a discussion to get on the same page in terms of partnering (see Pre-Match Discussion below). The referees should walk the gym together to review safety issues and set playable/non-playable areas, being aware of where fans enter and exit and the area between the officials' table and the start of team benches. They identify safety issues like floor obstructions, ensure a net height check with time for adjustment, do an antenna check for positioning and safety including ensuring no sharp metal protrusions, verify nets are padded to the proper height, check the height and safety of the referee stand, adjust bench markers or move chairs so they are no closer than 10 feet from the center line, verify proper court markings, and ensure the officials' table is no closer to the court than 6 feet.

Check Game Balls: If game balls aren't at the table, a referee requests the home coach provide at least two volleyballs in good condition that are of the same color and manufacturer with the NFHS authenticating mark or, for boys' volleyball are the Molten Flistatec. For the postseason, only the black, silver and white Molten Super-Touch should be used. For boys' volleyball, the red, white and blue Flistatec is the norm. If an OHSAA-approved volleyball can't be produced, referees get the head coaches to agree on a ball and play the matches, then report the situation to the assigner and the OHSAA. A referee uses a pressure gauge to get each game ball to the same pressure, between 4.3 and 4.6 psi. Game balls are marked to avoid mixing in a ball that wasn't checked.

Court Markings: The referees check the court to ensure there are 2" lines around the court, awareness of small gaps where the basketball key crosses the sidelines and end lines, a 2" centerline (solid or shadow), 2" attack lines of one solid color (although schools with logos typically have a shadow line through the logo or team mascot), attack lines marked 10 feet from the center line and two serving area lines 2" x 6" lines positioned in line with the sidelines and 8" from end line.

Net Setup: Some referees minimize how tight the net is and don't take steps to tension the body of the net to allow balls passed into the net to be played out of the net. Tossing a ball into the net at varying heights along the net reveals whether teams will be able to make saves or the ball will bleed under the net rather than rebound. Net tautness definitely impacts play. At minimum, the net shouldn't bounce a ton when a ball is hit into the top cable, and a player should be able to potentially play a ball out of the body of the net.

Net Supports: Net padding around supports is easy to see and should be at the required height (to 5½') with minimum padding thickness of 1" to protect participants.

Net Height: The required net height measured at the middle is 7'4⅛" at the center for girls and 7'11 ⅝" for boys. The height at the antenna ends may not be more than ¾" higher than the regulation height, and both antennas should be close to the same height.

- * If there are substantive adjustments needed to get net height as close as possible to the required height with safety in mind or to meet padding requirements of any equipment, host administration should be contacted and should take responsibility for fixing the identified issue.
- * One of the referees should stay involved with a net chain to validate correct/acceptable height and ensure each antenna is properly positioned and straight. The head coach will typically do the net adjustment. Some nets have poles that lean in toward the court because of age and having been cranked too hard and tightened too much. This may make it difficult, even using tightened ropes, to pull up on the net to get it to proper height. Get the net to as close to legal height as possible and play the match.
- * The teams both contend with the same net height. A workaround may involve putting something under the posts to compensate for poles torquing inward, but that's the coach's responsibility. If

the nets are slightly low, both coaches should be made aware, but the match should be played unless either head coach refuses to play. Our guidance to referees is play and report. If the net issue becomes a real problem, it's appropriate to get the coaches together to address the problem and play the match, then report the problem to the assigner and the OHSAA. Realize that this was very likely NOT the first time this issue has surfaced. The head coach is logically aware, but the situation has yet to be corrected.

Net Covers: Exposed metal cables (top/bottom) should be covered, rope (bottom). If net covers that came with the net can't be located, towels should be taped over exposed metal.

Antennas: Two antennas are placed at the opposite ends of the net with the inside of each antenna positioned directly above the outside of the respective sideline. The antennas are checked with a net chain used as a plumb bob for straightness. The antennas are manufactured to extend 2½' - 3½' above the net, are manufactured as ⅜" diameter maximum, 4" - 6" white and orange or red bands used as markings; if Velcro antennas are used, the antenna is set directly above the outside edge of the sideline but the 2" band may be placed outside the sideline so the ball hitting the band will always constitute an antenna fault call. The R1 should instruct line judges to identify whenever antennas are not straight or not in line with the outside edge of the sideline; referees check antenna positioning and secure antenna tightness before the start of the match.

Referee's Stand: The R1 stand must be a secure stable platform and must be carefully checked for safety since very serious injuries have occurred from stands collapsing. No one deliberately sets up ref stand to have it fail, but the task is often assigned to someone inexperienced and untrained, so both referees should check the stand for stability, to ensure that the base is securely in place, and that the height of the stand (if adjustable) places the R1's eyes at about 18" above the height of the net. The stand must be padded to 5½' with a minimum padding of 1" including the sides of the platform and the legs. The base on which the R1 stands should be a minimum of 18" long x 12" wide.

Officials' Table: The table should be placed to a distance of 6' to 10' from the court and be opposite the R1 stand.

Benches: Team benches are located a minimum of 6' from the court and no closer than 10' from the center line. If benches extend into the substitution zone, a marker should delineate where the bench ends closest to the officials' table. Benches are typically chairs in most facilities, and the nearest chair to the officials' table should not be positioned in the sub zone.

* The R2 identifies the assigned Scorer, Libero Tracker or VolleyWrite Scorer and Spotter, and the Timer/Scoreboard Operator to allow timely assessment of experience and to provide needed short instruction. If the Timer is not present at the start of warm-ups, the R2 ensures the horn and double warning whistles are timely sounded, with the R1 serving as backup if the R2 is tied up with other duties. If the horn/whistle is not sounded at the right time, the countdown clock may be stopped and held to compensate for lost court time.

* The R1 requests home school identification of assigned line judges unless professional officials are assigned. The R1 needs to assess experience, offer instruction, demonstrate signals, positioning and movement, and assign positions including determining whether the line judges should switch sides between sets.

* The R1 demonstrates the base position for line judges, where to stand if the server is close to the line judge's position, the importance of having the line judge's knees unlocked to allow quick evasive movement to avoid a player going after a shanked ball, and the proper signals for ✓ in, ✓ out, ✓ touch, ✓ foot fault, ✓ antenna fault, ✓ obstructed view and ✓ ball contacting ceiling or overhead obstruction over a non-playable area or over the opponent's court or crossing over the net after contacting anything overhead. The R1 explains what each signal means and the signal from the referees corresponding to each line judge signal.

* The R1 double whistles to call teams to the pre-match conference with a head coach and

captains for both teams, ensuring the head coach for each team is identified. Co-coaches may present themselves at the conference, but only one may serve as head coach; they can't tag-team the responsibility.

- * Rosters should be handed to the R2 by both coaches at the coaches-captains meeting.

Coaches have until 10:00 on the countdown warm-up clock to make roster changes without penalty. A roster may be changed without penalty for a jersey that becomes damaged or gets blood on it. The R2 ensures the roster is timely secured to avoid penalizing a team.

- * The R1 may avoid confusion in a match where a host school isn't playing by becoming aware of which is considered the home team and handling selection of team benches. If a home team is playing, the home team will already have selected its bench by the time the visiting team arrives. The home team will come to the pre-match conference from the side it has chosen. There's no need to verify this. If the referees have determined that there is a substantive disadvantage to one side of the court, this should already have been shared with both teams but, if it hasn't, this has to be shared at the meeting.

- * The referees should be open to responding to any questions, especially about new rules and rule changes. The R1 covers the following: ✓ equipment/jewelry ✓ playable/nonplayable areas ✓ obstructions and ✓ sportsmanship. The R2 addresses subs on both sides who are waiting to be authorized. The R1 may remind the teams that captains have the R1 with their questions while coaches have the R2 for their concerns. The R1 identifies a visiting captain to call the toss, shows both sides of the coin to both teams, identifies each side of the coin, asks the visiting captain to call the toss in advance, noting that the coin will be re-tossed if dropped. The R1 verifies the side called by the visiting captain with the home team, tosses, catches and uncovers the coin to show to the group. The winner of the toss chooses either serve or receive since the home team has already selected its bench. Warm-up times are confirmed. The R2 typically gets the Timer to hit the horn or does this him/herself with no Timer present. Either referee lets the official scorer and visiting scorer know which team has first serve. The assumption is that teams will retain their benches but, if the teams are to change benches before each non-deciding set, this is communicated.

- * If in doubt, referees need to find out warm-up times since the R1 will call the teams to the pre-match conference based on this timing information. While the OHSAA recommends a 20:00 warm-up for regular season matches. It's not required, but the suggested breakdowns are:

2:00 - shared court;

6:00 - serving team, exclusive court use;

6:00 - receiving team, exclusive court use;

3:00 - serving team, exclusive court use; and

3:00 - receiving team, exclusive court use.

- * Leagues or independent schools set their own warm-up times. The OHSAA mentioned a minimum 15:00 warm-up as sufficient time for injury prevention. Multiple matches (Quads, Tri-meets, Tournaments) use a longer initial warm-up for each team, but length of warm-ups may be modified (often 10:00), and one or both teams may forgo a warm-up.

- * Using the example of a 20:00 warm-up to identify how preventive officiating is applied, the R2 double whistles at 15 seconds before each change of court to warn teams to gather warm-up volleyball into the carts in preparation for one or the other team to have exclusive use of the court, allowing the team taking the court to enter without volleyballs being hit at them. The referees have to step in when - after double whistles at 18:15, 12:15, 6:15, 3:15, and 0:15 - the Timer isn't present to hit the horn at 18:00, 12:00, 6:00, and 3:00. If the team doesn't stop hitting after its last swing on a ball in the air, the R2 whistles loudly to stop another swing from endangering the team taking the court. Referee observation of the court before each end of

exclusive court use allows timely intervention when necessary so teams stop hitting, gather volleyballs into the ball carts, and quickly get off the court.

- * While the referees attempt to verify uniform legality early on, sometimes illegal equipment including headphones, jewelry worn below the ears, non-compliant jewelry, casts, hard braces on a hand or wrist, and other items that can't be worn gets addressed during warm-ups. The coaching staff is typically asked to take care of the problem which may require a player to exit the court momentarily to become compliant before resuming warming up.

- * Because players may wear warm-up tops, comparing player numbers to do a check off on the roster may not be possible. This is to prevent a delay later on that interrupts the match. Somehow, the referees have to find time to assess and instruct crew while observing on-court warm-ups and possibly a second warm-up by the off team using volleyballs! The R1 and R2 split instructional time with their respective support staff. One referee should be watching the warm-ups while the other assesses the skills and experience of assistant officials and discusses communications, identifies preferences, while creating a good atmosphere for cooperation and teamwork.

- * The referees have to keep an eye on the countdown clock to ensure warning whistles and horns, procure initial lineups from both teams no later than with 2:00 remaining on the clock, and the timing for lineup submission for subsequent sets is by 1:00 on the countdown clock between set intervals. Referees want to receive lineups first to do their own quick check to ensure 6 distinct player numbers and a different number for each libero for both teams. The reviewing referee quickly goes to a coach to fix a lineup problem. The scorer is often handed the lineup directly by the home team coach but should alert an available referee that the lineup has been submitted. Referees stand by the coach to encourage timely submission as time is winding down for lineup submission. Some coaches are right on top of getting their lineups in, but others wait until the last minute. In some situations, assessing a player's readiness to play may be at issue. Referees are not quick to assess a delay, but repeated situations where the coach just can't seem to get it done require being held reasonably accountable. At that time, a delay sanction can't be avoided. If the coach doesn't get the lineup in until after the horn, the delay warning/yellow card on the wrist becomes a delay penalty/red card on the wrist, and a point to the opponent which will rotate if necessary and serve the first rally of the set.

- * In many instances, early submission of the lineup allows an intervention to allow the lineup to be corrected before the deadline, saving a charged substitution for fixing a phantom number that no teammate is wearing. After the submission deadline, a substitution is required. If a coach enters duplicate numbers in more than one starting position (including the libero), when caught, the clerical error is corrected by revising the number to ensure six unique, legal player numbers to start a set. If the libero number is incorrect, it can be changed to a different legal number. If the duplicate number is a regular player, this can be corrected by substitution.

Whistle Use

A double whistle (tweet-tweet) is used by the R1 while raising a coin to call coaches and captains to the pre-match conference. Double whistle sounds are also used during the warm-up at 15 seconds before a court switch as an alert to the teams. A strong single whistle may be needed to timely end a warm-up segment when a horn is not sounded or where there are matches on adjacent courts and a horn might be disruptive. Every rally must end with a whistle. If the R1 somehow fails to whistle, the R2 whistles to meet this requirement.

Whistle Tips

Play begins and ends with a referee's strong whistle. When a rally is completed or a fault occurs, the whistle is blown immediately by either the R1 or R2 to end each rally. Referees are advised to keep their whistles in their mouths while the ball is in play with enough air in the lungs to produce a loud enough whistle sound to get players to stop and avoid hitting a ball unnecessarily; the whistle should be removed from the referee's mouth when speaking. Different whistle sounds are used to communicate different events. Regardless, a referee's whistle sound should be loud, firm, and decisive. The R2 does not repeat the R1's whistle at the end of a rally or when a fault occurs. Nor does the R1 try to whistle a decision that the R2 has first shot at adjudicating. The R2 does mirror the visual signal for loss of rally/point, replay or re-serve and faults. The R2 does not repeat the R1's whistle/signal for service authorization (Signal 14) or net serve (Signal 6). The R2 is given the first opportunity by the R1 to whistle net and center line faults, plus antenna faults involving the antenna on the R2's side of the net.

* For time-outs and subs, the R2 is given the first opportunity to whistle to acknowledge the request and does so by sounding two short blasts, with a double whistle conveying to the teams something other than service authorization. Some referees use different tones to their double whistles to make a distinction between a substitution (tweet-tweet) and a time-out (tweet-tweeeet). The R2 uses a double whistle to warn teams that their time-out is ending and they have 15 seconds to get back on the court for play to resume. Some teams huddle on the court to get away from fan noise, and the double whistle is telling the players not in the set to be back on their team bench in 15 seconds. When multiple courts are in use, the R2 ends a time-out or the interval between sets with a single long whistle to avoid affecting play on the other court. When a situation requires an urgent whistle in the interest of player safety, the referee who notices the issue kills play with multiple whistle blasts (tweet-tweet-tweet-tweet) which is the strong sound used to get players to immediately stop what they are doing.

* To enhance effective whistle use, the two referees should consider using different tone whistles to distinguish the R2's whistle sound from the R1's. Everyone expects to hear the R1's whistle so the R2's whistle for a fault needs to be a bit louder and longer to transfer attention to the fault the R2 will be signaling.

* Whistling is used to get a player or coach's attention at times. When players are yelling at the R1, it is appropriate for the R2 to protect the R1 by sharply whistling and then getting the players to stop their behavior. A stern look and a sideways head shake convey that the actions were unacceptable and are not to be repeated. For bench conduct that needs to be halted, a sharp R2 whistle and movement toward the subs and assistant coaches can do wonders. The R2 then addresses the head coach as needed to get the coach's help in controlling the behavior. If it's the head coach yelling at the R1, the R2's short whistle signifies, "I'll be right there to address your concerns." The R2 also uses a light double whistle to let the R1 he or she needs some time with the table or with a coach.

Signaling

Signals are the essential ways to communicate decisions to all involved parties: players, coaches and spectators. They reflect what the referee crew observed during a rally and the fault that ended the rally. We have both official signals and informal signals. Let's break each of these down.

Officials Signals: When executed properly, signals convey to participants and onlookers that the referees are competent in what they are doing. Smooth and pristine signals suggest referees are comfortable with themselves and have match control. Sloppy signals are a quick indicator that the referees haven't spent the needed time mastering this major communication tool, or don't care. The Rules Book and Officials Manual show and explain every "Official" signal, and pictorial representations demonstrate how to execute each signal properly along with a verbal explanation of various steps and the conventional meaning of each signal.

* A whistle begins and ends each rally, leading to a signal to award a point to the team that won the rally or to issue a replay. After a referee whistles to indicate the end of a play, that referee communicates the decision with official hand signals. The sequence of signals is contingent upon which referee whistled the fault. If the R1 whistled the fault, he/she first indicates the result of the rally (point or replay), followed by the nature of the fault. If the R1 whistles a net fault (which is normally whistled by the R2), the sequence is the R1 first awards the point, using Signal 6 for a net fault, then showing the number of the player at fault to the coach/bench of the team at fault. The document showing referees how to signal each player number from 0 to 99 is available at <https://www.ohsaa.org/volleyball>, go to the left column, Regulations, Policies & Manuals. Click on the "Jersey Number Signaling Chart." The R2 mirrors the R1's signals. However, when the R1 executes the whistle and beckon for service or a net serve, the R2 does not mirror either of these signals. These are R1 only! Most net faults are whistled by the R2. In this case, the R2 steps to the fault side, uses Signal 6, then immediately signals the player number to the R1. In turn, the R1 awards the rally which the R2 mirrors, and the R1 then signals the number of the player at fault to the coach/bench. The R1 does not repeat the fault signal for net fault or any other fault whistled by the R2, except when needed for clarity. The R2 may also verbalize the number to the coach if the coach is unable to interpret the R1's hand signal showing the number.

* When stopping play, here's the sequence that referees should follow: The referee calling a fault should whistle immediately and authoritatively with one blast to stop play. The R2 has to make sure to whistle strongly and a little longer since most single whistles in a match are expected to come from the R1. For substitutions and time-outs, the R2 is the primary referee responsible for identifying and acknowledging requests. The R2 uses two short whistles (tweet-tweet). Teams are trained to distinguish and interpret different signal sounds. Some R2s differentiate their double whistles to distinguish a request for substitution from one for a time-out. The R2 adds length to the second whistle sound to make it (tweet-tweeeet) for a time-out. After whistling a fault, the R2 steps to the fault side and signals the fault to the R1, making eye communication. When the R1 whistles a fault, which is most frequent, the R1 centers with the R2 after scanning for line judge information as appropriate. Whistling a ball-handling fault, 4-hits, over the net, or a back-row attack or block, the R1 does not need to scan for line judge help. The R1 leads the signal sequence by awarding the rally, which the R2 mimics, then the nature of the fault, which the R2 mimics, and - if the R1 whistles a fault, the number of the player at fault which the R2 mimics. Signals are held with the arm or arms away from the body on the side of the offending team and high enough to be seen. Each Official Signal is numbered:

Signal 1. Illegal Alignment/Improper Server: The referee whistling the fault makes a slow circular motion with arm and hand outstretched on the side of the team at fault, palm down; then indicates the player(s) involved. This signal is used when, at the moment the ball is contacted for the serve, there is overlapping by adjacent players other than the server; the positioning of any player other than the server outside the boundary lines with a foot or feet; an improper server (based on information from the scorer; a libero replacement completed after service contact; an illegal libero replacement is discovered on court; an illegal sub is discovered in the set; a correction to the roster is made after 10 minutes prior to the start of the match; or a vacant position rotates to serve when playing with fewer than six players.

Signal 2. Line Fault: The referee whistling the fault indicates the line where the fault occurred by extending his/her arm and pointing toward the line with the index finger without a sweeping motion. This signal is used when a server, at the moment of contact, steps on the end line or the floor outside the lines marking the width of the serving area; while the ball is in play, a player touches the floor completely across the center line without part of the player's hand/hands or foot/feet remaining on or above the center line or a player contacts the floor across the center line with any part of the body other than hand/hands or foot/feet; or the ball passes completely under the net (other than a served ball).

Signal 3. Illegal Hit: This signal is initiated by the R1 (since only the R1 is permitted to make ball handling judgments) by slowly lifting one arm and hand with the palm up on the side of the team committing the fault, then holding the signal momentarily about chest high. The signal is used when the ball is overcontrolled and visibly comes to rest (other than a joust) leading to the ball being caught/thrown or pinned to the net, and any other time the R1 determines there was prolonged contact with the ball by a player. The signal is also used when a server has more than one re-serve or during that team's term of service or executes an illegal service and when the R1 views a player as having gained an illegal advantage by contacting any floor obstacle, wall or team member when playing the ball.

Signal 4. Delay of Serve: This signal is initiated by the R1 by raising the hand on the side of the server to a vertical position to about head height with 5 fingers spread, palm forward, used when a serve is not contacted within five seconds from the R1's whistle and signal for service.

Signal 5. Over-the-Net Fault: This signal is initiated by the R1 by placing the forearm, palm down, over the net, originating with the arm from the side of the net where the fault occurred. This signal is used when a player illegally contacts a ball which is completely on the opponent's side of the net including an attack contact initiated when the ball is totally over the opponent's court. This signal is used when a player has contact with an opponent over the top of the net which interferes with the opponent's legitimate effort to play the ball. In addition, if a player's hands are over the net and, by placement, they shield the view of an opponent playing the ball, this may also be considered interference and result in a "reaching-over-the-net" fault call.

Signal 6. Net Fault or Net Serve: The referee whistling the fault (R1 only for a net serve) holds his/her arm outstretched straight out on the side of the team committing the fault, with open hand, fingers together, palm toward the net. The R1 whistling a net fault or net serve extends an arm and touches the net or top net cable with the hand on the side at fault. Based on stand distance from the net, the R1 may touch something like the post during the net fault/net serve gesture. The signal is used by the R1 when a served ball touches the net but does not go over it, passes under the net, or contacts a teammate. It is used when a player's body part (not including loose hair) including uniform items worn by the player touches any part of the net, including net cables and an antenna when the ball is in play, as well as interference with an opponent's effort to play the ball under the net or through the net (referred to as a net block). If the R2 whistles the net fault, he/she moves to the fault side, maintaining a position back from the court and extends his/her outside arm on the fault side without moving forward or touching the net. An R2 does not repeat

this signal for a net serve fault. Both the R2 and R1 signal the number of the player committing a net fault with the referee who whistled the fault being first to show the player numbers, using hand signals to show each number using the signaling convention on the OHSAA volleyball page at <https://www.ohsaa.org/volleyball>, left column under Regulations, Policies & Manuals, “Jersey Number Signaling Chart.”

NOTE: Net faults are indicated using the hand on the side at fault for player numbers 5 or less. For numbers 6-9, the right hand is the base hand. For double-digit numbers, the first digit is shown with the right or both hands, and the second digit with left or both hands. While the “norm” is to signal with the right hand to show numbers 0 - 5 and 10, these numbers may be signaled with the left hand as well for the team on the referee’s respective left side for ease of visibility by the referee’s partner.

Signal 7. Illegal Attack: The R1 raises his/her hand and extends it straight upward on the side of the team at fault, holding palm forward at head height and moving his/her forearm forward and downward. If the R1 avoids rushing after whistling this fault, awards the rally to the opponent, there is no need to repeat this signal or pump the arm repeatedly, which is unnecessarily dramatic. The signal is used when a receiving player attacks a served ball which is completely above the top of the net and it passes completely over the net or is legally contacted by an opponent. This is considered an illegal attack of the serve. An illegal back-row attack occurs when a back-row player completes an attack on a ball that’s totally above the top of the net while positioned on or in front of the attack line or its out-of-bounds extension, or is in the air having left the floor on or in front of the attack line extended. In addition, if a teammate completes an attack on the next contact following a set by the libero using an overhand finger pass while the libero is positioned on or in front of the attack line and the attacker contacts the ball that is completely above the height of the net, this is an illegal attack off the libero “assist.” The illegal attack is credited to (or blamed on!) the libero by the R1 gesturing with an open extended hand toward the libero and holding the gesture to be seen by everyone after awarding the rally and signaling the illegal attack fault. Additionally, the illegal attack signal is used when a libero completes an attack that is completely above the height of the net from anywhere on the court including the free zone surrounding the court.

Signal 8. Illegal Block/Screening: The R1 initiates this call by raising both hands to head height, palms forward. The signal is used primarily for a back-row block where a back-row player participates in a completed block including a collective block where any of the team’s blockers contact the ball, not just the back-row player. A libero may not block or even attempt to block. While this occurs extremely rarely, the signal is the same if a libero is at the net and reaching higher than the top of the net at the point of attack. This signal is also used when a back-row player completes a block on the serve. It doesn’t matter where the ball goes after the block contact, it’s considered an illegal block if the player is near the net, reaching higher than the top of the net and contacts the serve.

* Screening uses the same signal as an illegal block and occurs when, in the R1’s judgment, a receiving player’s view of the contact of the serve and/or the path of the served ball was obstructed by the serving team after the player moved to see the serve. The R2 uses the same signal to get the R1’s attention to observe possible screening by the server’s teammates based on seeing the receiving team’s passers moving to see the serve but struggling to do so, generally because a possible group screen pushes the primary passers out of their passing positions. No one is entitled to a specific court position, so receivers have to move to see the service contact or flight path. A group screen is formed when front-row players group together, players separated, with back-row players filling the spaces between the front-row players, and the server taking a position behind the group screen, then serving low over the grouping.

Signal 9. Ball Touched: Referees signal a “touch” by raising the hand on the side of the team at fault beside the head, straight up into the air with the referee’s palm facing his/her head, then brushing upward lightly across fingertips one time with the other hand, palm forward. The signal is used to indicate that the ball was touched off a block or off a team’s first, second or third contact with the ball landing out of bounds on the same side of the net as the team last touching the ball. It covers balls that contact a blocker before landing out of bounds on the blocking team’s side of the net. The R2 uses this signal at the end of a rally when a ball is contacted by the block on the way out of bounds and the R1 may not be aware of the touch. The R2 also pops a touch signal to cover his/her face when a ball is hit hard off the block near the R2, and the R2 wants to avoid being hit. During a rally, if the opponent reacts to a tape shot that stays on the attacking team’s side of the net, wanting a 4-hit fault called, the R1 may use the touch signal and then gesture quickly with an open hand extended toward the blocker whom the R1 saw contact the ball, resulting in play continuing.

Signal 10. Four Hits: The R1 uses the hand and arm on the side of the team making the fourth team hit by raising the hand on that team’s side high and extended forward, palm forward toward the court, about head height, showing four fingers. This signal is used any time a team contacts the ball more than three times without an intervening contact by an opponent before the ball is returned over the net to the opponent’s side. This signal is also shown when the same player makes both the third and fourth team contacts.

Signal 11. Double Hit: The R1 signals by raising the hand and arm on the side of the team at fault is held head high, palm forward, showing two fingers. This signal is used for multiple contacts on a second team hit by a player making a single attempt to play the ball where the ball is not contacted next by a teammate or if the ball passes over the net untouched to the opponent’s side. If a teammate contacts the ball next after multiple contacts on the second team hit, no double-hit fault has occurred. If there is simultaneous contact on the ball by a teammate and a legal blocker for the opponent following multiple contacts on the second team hit, no double-hit fault has occurred. The signal is also used when a player makes successive contacts in multiple attempts to play the ball without an intervening contact by another player.

Signal 12. Ball Lands Inbounds: During a rally, when a ball lands on the court, the end line or a sideline, and no other fault occurs, the R1 signals that the ball landed “in” using an outstretched open hand on the side of the net where the ball landed, with fingers held together pointing about one third of the way along the attack line from the intersection of the attack line and the sideline, palm held perpendicular to the floor. Any part of a ball touching any part of a boundary line is considered “in,” meaning a ball that is 99% out of bounds is considered “in bounds.” Best practices in terms of where R1’s arm should point would be toward the attack line but closer to the intersection of the attack line and sideline, to avoid having the “in” signal be confused with a signal for a net fault.

Signal 13. Out-of-Bounds/Antenna Fault: A ball is considered “out of bounds” when one team hits the ball so it passes over the net entirely between the antennas without touching an antenna and crosses completely to the opponent’s side where it lands untouched by the opponent outside the court lines. To signal that the ball was “out,” the R1 raises both hands, head high, fingers together, palms toward the face, elbows bent. Out of bounds is also signaled in a variety of circumstances. It is signaled for a ball that’s attacked into the opponent’s block and passes back over the net where it lands “out” and when a ball goes into the net and lands out of bounds on the attacking team’s side.

Additionally, the out of bound signal is used when a ball that is tossed for service contacts a backboard or its supports hanging in a vertical position over the serving area, a toss for service hits anything overhead, and a ball in play contacts a vertical backboard or its supports and, in the opinion of the R1, the ball would not have remained in play had the backboard not been there.

Referees use the same signal for an antenna fault as for a ball landing out of bounds even though the line judges would wave their flags overhead and point to the antenna where the fault occurred. An antenna fault is signaled when the ball hits the net on or outside the antenna, cables, net supports or referee's platform, hits an antenna above or in the body of the net, travels over or outside the antenna. The ball is not whistled dead and an antenna fault signaled until the ball has passed completely over the net outside the antenna and no part of the ball is still on the plane of the net extended.

Signal 14. Begin Service: The R1 authorizes service by extend his/her arm at shoulder height on the serving team's side of the net with the hand perpendicular to the floor, then whistles to begin the serve and moves the extended hand and arm in a sweeping smooth motion to the opposite shoulder.

Signal 15. Substitution: The R2 typically acknowledges requests for substitution, using two short whistles, then rotates his/her forearms around each other with closed hands at shoulder height two times. If the R1 has to get the R2's attention to substitutions in the sub zone, the R1 simulates the substitution request without a whistle so the R2 can whistle and signal the substitution or, in an extreme situation, uses the above whistle/signal process to acknowledge the request. The same signal is used by a coach to request a substitution.

Signal 16. Authorization to Enter: To authorize entry of a substitute into the set, the R2 extends his/her arm palm forward on the side of the team that requested the substitution and makes a forward motion waist high, open palm toward the respective court. A sub entering without authorization is called or whistled back into the substitution zone to properly enter the court.

Signal 17. Point: At the end of a rally that does not end with a replay, the R1 awards the point by extending his/her arm in the direction of the team that will serve next, palm perpendicular to the floor. A point is awarded when an opponent commits a fault. If the R1 issues a red card or ejects a player or coach through disqualification, this also results in a point awarded to the opponent. In addition, if a review time-out is issued, and the result of the review discussion does not change the original referee decision, a point is awarded to the opponent if the team has used both of its time-outs.

Signal 18. Replay/Re-serve: A replay and a re-serve are signaled the same way, and no point is awarded. Each player may have only one re-serve during a team's term of service. The R1 issues a re-serve after whistling when a server releases the ball for service, then catches it, lets it drop to the floor without trying to contact the ball for service, or there's a serve toss, swing and a miss, and the ball falls untouched to the court. In each of these, the serve is canceled, and a second and last attempt at serve is issued. With both hands formed into fists and held at shoulder height in front of the body, the referees hold two thumbs up, then the R2 ensures the scorer knows that no point has been scored and to mark RS for a re-serve and R for a replay on the scoresheet to distinguish the two actions. In both situations, the last server serves with no rotation of service. A replay is signaled in a variety of circumstances including a double fault whistled during a live ball which results in each team's fault being signaled prior to the replay signal; a referee's inadvertent whistle or a horn that affected play; serving unintentionally before the R1's whistle/signal for service; an injury which was whistled with no rally outcome determined, a ball rolling into the court from another court, or a major disruption affecting play.

Signal 19. Time-out: There are several types of time-outs, each signaled a bit differently or with different timing. There's a regular time-out, requested by a head coach or floor captain either verbally or with a recognized hand signal. This is acknowledged, typically by the R2, with two short whistles, then placing the palm of one hand horizontally over the hand on the side requesting the time-out, forming a "T," then by indicating the court of the requesting team by extending the vertical arm towards that court. The R2 then signals the R1 the number of time-outs used by both teams to that point in the set with the numbers 0, 1 or 2 held at shoulder height.

A referee's time-out is signaled by the referee calling the time-out with a single tap on the top of the shoulders with both hands. A referee's time-out is taken for any reason a referee sees fit including for an injury. A request for a review time-out may come from only the head coach. Unlike a regular time-out where the criteria for granting the time-out requires a referee hearing/seeing the request prior to the whistle for serve and the team having an available time-out, a review time-out must be requested on the dead ball immediately following the rally where the coach believes a playing rule was misapplied by a referee. The team does not have to have an available time-out to request a review time-out. There is no signal for a review time-out, but the R2 informs the R1 so the R1 knows to get off the stand when the R2 and coach walk across the court for a review discussion in front of the R1 stand. The time-out clock is started when the review discussion begins between the coach and the R1 with the R2 part of the discussion. If the decision is not changed, the team may be charged with a time-out, both time-outs, a time-out and a loss of rally/point, or just a loss of rally/point.

Signal 20. Unnecessary Delay: For any number of delay scenarios, the R2 may signal the R1 to request a delay sanction on a team or the R1 may assess the delay on his/her own. The referee raises the hand on the side of the offending team beside his/her head, palm facing in, holding the appropriate sanction card on the wrist of the raised hand. The first delay in a set is signaled with a yellow card on the wrist and recorded by the scorer as "YUD" while subsequent delays in that same set are signaled with a red card on the wrist and recorded by the scorer as "RUD," with a penalty point awarded to the opponent who will rotate if not already serving and serve the next rally. If requested by the R2, the R1 is expected to issue the delay sanction. These sanctions do not carry over to the next set.

Signal 21. End-of-Set: Upon receiving verification from the R2 that the last point scored ended the set, the R1 whistles to signal end of set by crossing arms in front of the body at chest level with hands open, fingers together palms toward chest but far enough away that the R1 doesn't appear to be hugging him/herself; the R1 then extends arms outward with open hands facing toward the team bench to release players are then released to their benches if teams are not switching courts. If teams are switching, other than when a deciding set remains to be played, the change of courts protocol directly below is followed.

Signal 22. Change of Courts: Since COVID, the OHSA has directed that teams remain on the same side that they started on rather than changing sides between sets. This decision has been affirmed by the coaches' associations. However, if the referees assess the facility and determine there is a substantive disadvantage to one side of the court, the referees share this information later than the pre-match meeting with coaches and captains; unless the team that has the disadvantaged side doesn't want to switch, teams will change courts at the end of each set and, for a deciding set, a coin toss will offer the winner of the toss the option of switching sides rather than just serve or receive. The team losing a deciding set coin toss has the remaining option of side if the team winning the toss selects serve or receive. To signal that teams will change courts after a non-deciding set, both referees raise their forearms and move the right arm in front of the body and left arm in back of the body. The picture with Signal 22 shows the use of open hands, which the NFHS has confirmed is correct. Where the referees share that there is a substantive disadvantage to one side of the court or the other - typically from an overhead obstruction on only one side of the court, a change of courts is signaled which results in teams changing benches from their current sides of the court to their new benches after each set other than leading to a deciding set. The team to the R1's left is directed to change around the R1/referee stand, and should be reminded not to duck under the net and to move directly to the new team bench while their teammates on the bench and coaches pick up bags, jackets, water bottles, electronics, clipboards, etc. and cross in front of the officials' table to their new team bench. Concurrently, the team to the R1's right, also moves to its new bench passing in front of

the officials' which the R2 moves to the post to get out of the way and supervise the process. The team on the R1's right is typically allowed a moment to collect personal items before moving along with bench personnel to the new bench.

* The R1 signals end-of-set, then whistles and directs teams to their respective bench areas while the R2 holds a coin in the air and double whistles to remind each team to send a captain to participate in the coin toss. The winner of the toss has three options: to serve, to receive serve, or choice of side of the court; the opponent has the remaining choice. If the winner chooses the side, the opposing captain chooses to either serve or receive serve. If the winner of the toss selects to either serve or receive, the opposing captain automatically gets the option not selected, then chooses the team bench for the deciding set. If the teams will be changing benches, the teams make the switch in front of the officials' table while the R2 quickly ensures the clock is started immediately upon conclusion of the coin toss. The R2 then steps to the side of the team that will serve first in the deciding set, signals with an open hand, arm extended to that court, a similar gesture to showing which team was granted a time-out. The R2 then whistles and signals that teams will retain their benches using open arms extended toward both courts or uses Signal 22 to show the change of court signal. Seeing this information, the R1 whistles and signals that the teams will stay or change courts also using Signal 22. The R1 does not show which team will serve first. Upon the R1's signal to direct teams to their benches, the R2 ensures the timer starts the three-minute clock.

Informal Signals

Informal Signals are a partnering skill used to enhance in-match communication between the two referees and between referees and coaches. Some of the informal signals are basic, but others rely upon a pre-match discussion of preferences, with the R1 having the final say to ensure the referees are on the same page. If the referees wear headsets, this doesn't replace informal signals. Almost all informal signals are communications from the R2 to the R1.

- **Set/Match Point:** The R2 places the index finger flat against the shoulder closest to the team that has set point after confirming set point with the scorer. The R2 makes eye contact with the R1, who offers a light head nod with eye communication to confirm the information. The R1 never signals "set point" back to the R2. Most R1s don't want multiple set-point signals from the R2 when the same team again has a set point. If the opponent earns a set point, this merits a set-point signal on the other shoulder.
- **Head Nod (up and down/play on):** This is considered a way of the R2 telling the R1 the R2 saw no fault from his/her angle on a given play, play on. With headsets, it accompanies the verbalization of "good-good-good" but it works well in a variety of situations regardless. On a tape shot that rebounds back to the attack side, a head nod tells the R1 that the R2 had a block touch. On an attempted floor save, it tells the R1 that the R2 viewed a successful save. When the R1 is screened from seeing player-ball contact, it tells the R1 that the R2 saw a legal contact. It's a universal affirmation signal. If the R2 views the play from his/her angle and sees a fourth hit, prolonged contact, a ball touching the floor, etc., the R2 will step out with the informal help instead of a head nod.
- **Head Shake (side by side):** This is a universal negative. It's how an R2 tells the R1 that the R2 had no touch by the block on a tape shot that rebounds back to the side of the attacking team leading to a possible 2-hit, 4-hit, the ball lands inbounds or ball lands out of bounds as the fault. It alerts the R1 that help consistent with the head shake will be forthcoming if/when

a fault occurs. The R1 is free to make his/her own judgment from the elevated angle on the stand, of course.

- **Four Hits:** The R2 discreetly places 4 fingers on the opposite shoulder as a four-hit fault signal, with greater importance attached to whichever shoulder would be more visible to the R1. This covers tape shot third-hit attacks where the R2 sees no touch off the block. The R2 steps away from the post to be visible and toward the court on a play where there were clearly four hits, but the R1 had a momentary lapse of judgment, in which case the R2 may need to move toward the court as well so movement catches the R1's eye. Based on the pre-match, the R2 knows what the R1 wants in the way of help on plays like these. If the R1 sees a touch by the block that the R2 didn't see, the R1 may use a head shake "no" to turn down the R2's help or use a quick "touch off you" gesture to show why there's no whistle and play is continuing. In addition, there are plays where a ball glances off a player, and the R2 knows the R1 didn't see the extra contact. This is help where the R1 has to trust the R2 and accept the informal help call. The R2 is not empowered to whistle 4-hits, so if there is a need for a discussion after the rally to get the call right, a conference may be needed. Headsets would help majorly on a play like the last one since the R1 is quickly alerted to the R2's help.
- **Identifying Possible Back-Row Player Fault:** Depending upon the experience level of the referees, there are several types of help the R2 might offer when he/she is aware of a possible back-row fault. One is to discreetly show the illegal attack signal on the opposite shoulder or illegal block signal close to the shoulders while moving to become visible and not losing sight of possible center line or net faults. Most back-row faults at the net involve the setter. The R1 would wave off the help with a head shake "no" if the R1 believes part of the ball on a possible back-row attack was below the top of the net or that the back-row setter had no body part higher than the top of the net when the ball was directed into the back-row setter on a possible back-row block. The second place where back-row faults are generated is the attack line. The R2 is expected to offer help with the last floor contact for a back-row attacker or a libero's foot position while setting the ball near the attack line extended. The partners typically agree that the R1 takes the hands while the R2 picks up the feet to help identify a possible back-row attack (BRA). If the R2 sees a back-row attacker leave from behind the attack line, the R2 uses a head nod for legality and, with headsets, may verbalize "good-good-good." If the R1 agrees with the help, play continues. If the R1 sees the foot position differently, there is no whistle for a BRA until/unless the attack is completed by the ball passing over the net or being legally contacted by the opponent. If the libero is using fingertip action to set the ball on the team's first or second contact near the attack line, the R2 helps by looking at the libero's feet to offer help (head nod "yes" and "good-good-good" if the last foot contact by the libero is behind the attack line extended or showing the R1 an illegal attack informal signal which tells the R1 to judge the height of the ball if the ball is directed over the net on the next team contact. The R1 has two possible signals for a legal back-row play: a wave with the outside hand on the side of the attack moving away from the R1's body with palm directed toward the attack line to show the R1 saw the player take-off behind the line. The same signal may be used by the R1 to show the libero foot position behind the line. For a completed attack by a back-row player on or in front of the attack line but where the R1 sees the ball contacted when part of the ball was below the top of the net, the R1 uses a light pat-down using the outside hand on the side of the attack. This light pat-down move is also used for a play at the net involving a back-row player with a body part near the top of the net but not above the net when a ball is directed into the back-row player. This signal indicates the player was not considered a blocker.
- **Position of Setter Prior to Serve:** The R2 uses a discreet signal with a hand on each leg, midsection, or chest to identify the position (front row or back row) of each team's setter. The

use and type of signal may be decided in the pre-match discussion between the referees.

Headsets may make signaling unnecessary, as the R2 informs the R1 as needed.

Otherwise, the signals are useful at the start of a set when positioning on the court may hide the receiving team's setter position as front or back row, and the R2 knows that the R1 can't tell because of the disguise, and the referees don't want to whistle a setter dump as an illegal attack because the R1 believes the setter was back row. Another use is when a team is running a 6-2 offense where the setter is setting from the back row during every rally, but the coach wants the setter in the front row to set in one rotation from the right front just before rotating back to serve. The R2 looks at how the team is positioned defensively in serve receive and notes that the back-row setting is now passing, so the R2 gets the R1's attention to alert the R1 with a hand signal. Examples are: 2 fingers = back-row setter; 1 finger = front row setter; Little finger = back-row setter; Thumb = front-row setter. These are not used on every rally, only when needed for improved communication.

- **Illegal Hit:** The R2 assists the R1 in calling illegal hits by use of discreet signals in front of the chest. The R2 can't whistle ball-handling faults as this is the responsibility of the R1 but may assist by signaling ball-handling faults which are out of the R1's view, such as when the player contacting the ball has back to the R1 or there is another player in the way. The R2 does not whistle, but will use the discreet signal to the R1 while making eye contact. Only clear faults should be whistled. When a player saves the ball out of the net, the ball contact is often slowed down by the net contact. Plays out of the net often look different from the stand than they do from the R2's eye level. The R2 can be very helpful with a head nod/good-good-good for a slow play on the ball out of the net where the player initiates the contact rather than the ball playing the player where there may be prolonged contact which the R2 would become visible with illegal hit help. If the R1 passes on the help with a head shake "no," the R2 drops the signal.
- **Ready to Play:** The R2 signals readiness to start or resume play with an extended arm and open hand (using the outside arm/hand). The R2 executes this signal from the R2's position on the receiving side, about 6 feet back from the court, facing the R1 while making eye contact. This signal is used to start each set, whenever the R2 has taken the court such as after whistling a substitution or time-out, after any appreciable delay in play. The R2 has whistle in mouth to be truly ready for the R1 to authorize the next serve and is not only indicating he/she is ready but also readiness of the support staff at the table.
- **Net Fault Player Identification:** When a referee whistles a net fault, after that referee signals the fault with the outstretched arm on the side of the net of the team at fault, the referee who whistled the fault then indicates the player at fault by number. The link <https://ohsaaweb.blob.core.windows.net/files/Sports/Volleyball%20-%20Girls/PlayerNumberSignalingChart.pdf> provides access to the "Jersey Number Signal Chart, with visual representations of how to signal numbers. The R2 whistles most net faults and signals the R1, using the hand on the side at fault for numbers 5 or less. For numbers 6-9, the right hand is the base hand; for No. 10, the right hand closed is used; for Nos. 11-19, the right fist is used, then digits successively; for Nos. 20 or more, the first digit is shown with the right hand and the second digit is shown with the left or both hands as necessary. The R2 and R1 both signal the player's number. When the R2 whistles the fault, the R2 signals the number with 0 - 5 and 10 displaced on the hand that is easiest for the R1 to see, and the R1 shows the number to the affected team's bench; if the R1 whistles the fault, the R1 displays the number which the R2 replicates.
- **Out of Bounds Team Identification:** When opposing players at the net contact the ball in quick succession, and the ball touches an antenna on the R2's side of the court, it's the R2's responsibility for whistling the fault and identifying which team is at fault. The R2 moves

to the fault side, showing the out-of-bounds signal that's used to signal an antenna fault. Since the R2 moves to the fault side after whistling faults, the R1 knows who won the rally to properly award the point. When a ball is hit into the top tape with a block up at the point of attack, if the ball hits the tape and possibly the block then rebounds out of bounds, the R1 may need help in awarding the rally. Especially if the play is in front of the R2, the R2 should lead the R1 by indicating which team caused the ball to land out of bounds using Signal 13 "Out-of- Bounds," then releasing the signal and following with an open hand gesture, extending the arm closest to the team that hit the ball out of bounds. The R2 may supplement that informal help by stepping to the fault side if not already on that side to lead the R1 in awarding the rally. When needed, the R2 may lead the R1 by awarding the point.

- **Screening:** When the R2 observes the receiving team's passers moving to try to see the serve and the R2 sees the serving team in a potential screening formation, the R2 may show the R1 the screening signal to alert the R1 who may call the captain of the serving team to the stand to warn of a possible screening call while the R2 informs the coach.
- **Legal Back-Row Attack (R1 only):** When the R1 observes a back-row player complete an attack on or in front of the attack line extended, and the player contacts the ball when it is close to, but not higher than, the top of the net, the R1 uses a legal attack signal as follows to let the opposing team know the reason a fault wasn't whistled. The R1 holds the outside arm on the side of the attack out in front of him/her, extended and palm down before lightly patting down as a ball-below-top-of-net gesture. The same signal is used when the libero attacks the ball over the net from anywhere on or off the court at the point the ball is near the top of the net but not totally above it. At the completion of the attack, the R2 executes the light pat-down to indicate awareness that it was the libero attacking the ball but that the ball being below the top of the net was the reason for no fault being whistled. A different legal attack signal is used by the R1 when he/she sees the take-off point of a back-row attacker, and the player's last contact with the floor is close to but behind the attack line extended. The R1 uses the farthest arm from the net on the attack side, with the arm bent at the elbow, using a single sweeping motion to move the forearm at waist level toward the attack line with palm facing the end line at the finish. This shows the R1 was aware that the attacker was back-row but saw the player having a legal take-off, making the attack legal even if the ball was totally above the top of the net. The wave-away from the line is also used for the libero set near the attack line. These signals are not to be overused every time there's a back-row attack. There's no need to pat down a back-row attacker playing the ball clearly below net height or a takeoff clearly behind the attack line including a libero fingertip set clearly behind the attack line.
- **Out of Position/Overlap/Position Switch:** Before the start of each rally, both referees are expected to scan their respective sides of the net to ensure players are properly positioned. The R1 has primary responsibility for the serving team, while the R2 has primary responsibility for the receiving team. Since both referees are expected to scan to know whether the setters for both teams are front or back row, this means that the R1 may be aware of an overlap or position switch on the receiving team, and the R2 may be aware of a position switch on the serving team side. Awareness of a position issue comes with responsibility to warn/fix or whistle a clear overlap. When two players are so far out of alignment that it can't even be considered an overlap, this is generally referred to as a position switch. The players have literally switched where they are supposed to be positioned on the court in relation to each other. There is no fixing an alignment issue of this magnitude. If there is no recognition and no effort to self-correct, the fault is whistled. The aware referee makes eye contact and uses a subtle informal illegal alignment signal (Signal 1) to alert the other referee. When it's the R1 identifying players clearly overlapping on the receiving team from the elevated position on the

stand, the R1 may hold up authorizing service to get the R2's attention. Headsets are an immediate help, and the R1 can use player positions or numbers to communicate to the R2 whatever options were discussed in their pre-match. The R1 may say "if I see a clear overlap or position switch, I'll signal you. You have four options. Find it and fix it; find it and whistle it; don't find it but whistle and signal it, and I'll identify the positions and player numbers; or I'll whistle and identify the players." This challenges the R2 to learn to better track alignments. Consistent illegal alignment must be whistled, with a major distinction made for situations where, for example, middle school teams are just learning positioning. Those we can justify fixing since these are educational situations and should be limited to ensuring the correct player serves. Suppose the match is going to be one overlap call after another, such as at the Freshman level. In that case, the referees work together to avoid constant whistles for position faults, but calling some of the worst ones.

Signaling Player Numbers

The Officials Manual offers guidance on how to signal player numbers. Serve It Up Officiating provided the OHSAA with a graphic depiction of how to signal each number. That document was shared for public use at <https://www.ohsaa.org/sports/volleyball>, left-hand column under Regulations, Policies & Manuals, clicking on the document entitled "Jersey Number Signaling Chart." Legal numbers are 0 -99, and 00 is not legal. Each number is shown from the perspective of the referee signaling the number.

As shown in the chart, a closed hand/fist is used to signal the number zero/"0," using the hand on the side of the team whose player number is being shown. If there is a net fault whistled by the R2 on player No. 0, who is on the R1's left, it's easier for the R1 to use the left hand to show the number than the right hand reaching across the body. Using either hand is acceptable. The same is true for the R2 whistling a net fault. Numbers 0, 1, 2, 3, 4, 5, and 10 - all numbers that can be signaled with one hand - may be used by either referee for greater visibility or ease of display on the fault side. The same is true in terms of identifying player numbers 0 - 5 and 10 in issuing an unsporting conduct card. A written description of how to show numbers is detailed below.

Interpreting signaling player numbers for 1 – 5: Use hand on fault side; to signal numbers with both hands, put some space between hands

#0, Use open hand with index fingertip joining thumb to form a circle/0

#1, Use index finger of right hand

#2, Use index and middle fingers of right hand (consider holding hand off to the side to not confuse it with showing an illegal multiple contact/double hit);

#3, Use thumb, index and middle fingers of right hand

#4, Use four fingers of right hand, no thumb (consider holding hand off to the side to not confuse it with showing a 4-hit fault)

#5, Use thumb and all four fingers of right hand

#6, Use all 5 digits of right hand and index finger of left hand

#7, Use 5 digits of right hand, index and middle finger of left hand

#8, Use 5 digits of right hand and thumb, index and middle fingers of left hand

#9, Use 5 digits of right hand and index/middle/ring/small fingers of left hand

#10, Use right hand, closed into a fist

#11 – #15: Digits for 11, 12, 13, 14 and 15 involve using the closed right fist to indicate 10 and, at the same time, showing the single digits in the left hand at the same level as the closed right fist.

#16 – #19: Digits for 16 – 19 involve using the closed right fist to indicate 10 followed by showing the 6 through 9 as noted above.

[For example: for #16, show 10 with closed right fist, then drop the right fist and show 6 with thumb and all fingers of right hand and left index finger together. The same sequence is used for 17, 18, 19 – show closed right fist followed by the digits shown with two hands.]

#20, #30, #40, #50: Show the first digit (2, 3, 4, or 5) with the right hand with a closed fist on the left hand with both hands held on the same level/plane. It can be helpful to hesitate slightly before showing the closed fist left hand. [Example: To show #20, show index and middle fingers of right hand, followed by the raised closed left fist. Same approach for 30, 40 and 50.]

#60, #70, #80, #90: Show the first digit (6, 7, 8 or 9) on two hands as shown for the numbers 6, 7, 8 and 9 above, then show a closed fist on the left hand after a slight pause.

#21 - #25, #31 - #35, #41 - #45, #51 - #55: Show the first digit (2, 3, 4 or 5) on the right hand followed by the 1 through 5 on the left hand with both hands placed on different levels, with the first digit held higher. For example, a slight pause between showing the right hand and then the left hand can be useful in distinguishing 25 from 52, 32 from 23, etc.

#61 - #65, #71 - #75, #81 - #85, #91 - #95: Show the first digit (6, 7, 8 or 9) on two hands as shown for the numbers 6, 7, 8 and 9 above, then show the remaining digits on the left hand after a slight pause.

#26 - #29, #36 - #39, #46 - #49, #56 - #59: Show the first digit (2, 3, 4 or 5) on the right hand followed by the 6 through 9 on both hands after a slight pause.

#66 - #69, #76 - #79, #86 - #89, #96 - #99: Show the first digit (6, 7, 8 or 9) on two hands as shown for the number 6, 7, 8 and 9 above, then show the remaining digits on both hands after a slight pause.

Libero, Use the libero's uniform number for a net fault. The R2 may need to explain the libero's role in committing a fault through making a finger-tip set on or in front of the attack line extended with a completed attack on the next team contact with the ball totally above net height. The R1 gestures toward the libero with an open hand to respond to the concern that the attack was completed by a front-row player, but the handset was made by the libero while he/she was on or in front of the attack line.

Upon Arrival

We ask our referees to arrive timely but unfortunately, this is not always possible. Coming directly for work can be a challenge with bad traffic affecting arrival time. This may result in the referees having less time to split pre-match duties. Keep your partner informed (text or call) if your arrival will be delayed. The referee to arrive first should leave his/her cell phone on until the partner arrives to be able to receive updated information about arrival time. Never short change the required tasks, especially those that involve assessing safety hazards.

* Upon arrival, please make an effort to find out where the host administrator is in order to possibly get a secure room for your belongings and to use for a post-match debrief after the last match of the playing session. You will want to learn where the host administrator assigned to volleyball will be located before the first match, during your matches, and after the match in case that person's help is needed, such as with fan behavior or a serious injury.

* Changing shoes courtside is acceptable. If arriving in street clothes, officials will need a changing room or - if none is arranged - a restroom to change into their officiating clothes. Arrival time courtside is 30 minutes in advance of the first match. Officials are expected to arrive courtside in full uniform without delay to begin their pre-match duties. The first arriving referee should not wait for the partner since even arriving 30 minutes before the match leaves minimal time for checking court equipment and court lines, bench positioning, assessment of overhead obstructions and what is safe playable territory, net height check, antenna positioning, securing and marking the game balls and pumping both to the same pressure between 4.3 and 4.6 psi, testing the safety of the R1 stand, and setting the clock for warm-ups before double whistling with a coin up to call coaches and captains to the pre-match conference which at times will be conducted with only one referee present.

Pre-Match Discussion

The referee discussion for OHSAA matches includes the determination of which referee will be R1 and R2 for each match of a playing session that typically consists of multiple matches. This may be discussed prior to arrival when the referees coordinate shirt colors and discuss arrival times. Neither position is more important than the other, and it's often the more experienced referee not pushing to be R1 but being willing to serve and protect the partner as R2. The R2's job deals with bench personnel and the table staff, and it's often the person who understands that being an R2 is the more challenging position who volunteers to be the R1 for the subvarsity matches and R2 for Varsity. If it becomes a contest of wills, the referees simply flip a coin for choice. Some assigners choose what positions the referees will work for each match although this is typically done more frequently for post-season matches where the assigner's perception of what would best benefit the match is the controlling factor. If assigned a position for the matches, do not switch positions without the assigner's approval.

* When professional line judges are assigned, they are often included in pre-match planning to allow the entire officiating team to wear the same shirt color, but this is not required. At minimum, the referees should match colors and the line judges should do so as well, even if one set of officials is wearing blue to referee and the line judges are wearing white, or vice-versa. For the post-season, the crews should match shirt colors; white is the default color if the crew all don't have blue shirts available.

In any pre-match, referees discuss how they will work as a team, to partner effectively to benefit the match, and to support each other. Some of these topics may be covered by communication prior to arrival since there may be limited time before and during warm-ups. A key question for the R2 is "what do you (the R1) need from me?" If headsets will be used for the first time, the JV match is usually a good starting point. A commitment to partnering and following through adds tremendous value to a match.

- R1 commits to scanning for information and eye-contact/eye communication before, during (as appropriate, conditioned on the play or R2 movement away from the post and/or toward the court), and after every rally (centering, R2 presents eyes, seeing the R2 is part of the R1's scan).
- R1 commits to last-minute scanning for readiness including not authorizing service without having viewed that the R2 is in position, whistle in mouth, having made eye communication, ready for play.
- If the R1 looks at the R2 during play for help, a head nod from the R2 is interpreted as play on/contact okay/no fault seen but, if the R1 looks like further help is needed, R2 should understand what's going on play-wise and provide appropriate help.
- If the R1 shows the classic deer-in-the-headlights look, the R2 takes the lead, and the same is true with the R1 if there is a net fault at the point of attack/block, but the R2 shows uncertainty regarding which team contacted the net but the R1 is sure, or which team caused an antenna fault on the R2's side, etc.),
- The R2 will use eye communication or a whistle as necessary to get the R1's attention quickly to prevent service from being authorized when the R2 becomes aware of an issue needing to be addressed,
- The R1 will give the R2 first shot at whistling requests for substitution and for time-outs, waiting for the R2, not authorizing service, making eye contact, holding the appropriate hand signal in place for the R2 to see, and only whistling as a last resort,
- The use of headsets prevents many of these situations from occurring because a referee has an instant way of getting the partner's attention,
- Either referee can identify a request or need for a lineup check, but the R1 won't authorize serve which allows time for the R2 to process the request while, on the other hand, the R2 needs to alert the R1 with movement, eye contact, and/or a whistle to prevent service authorization; this which would also cover the need for a towel for floor-wiping situations, a shoe untied, blood issue, time needed at the table,
- Discreet Signals (based on agreements) will typically have the R2 showing only rally-ending information unless R1 requests a different approach to some situations.
- The R1 has to trust R2 regarding calls that may be outside the R1's view as part of partner reliance with the R2 the one to explain the call to the affected coach such as the "unusual 4 hits" due to the R2's angle view of an extra player-ball contact,
- Preference should be established regarding the R2's informal help showing 4 hits when it occurs (best practice) or that it will be 4 hits coming up (R1 preference),
- A head nod "yes" from the R2 means the R2 had a block touch, play on while a head shake "no" says the R2 saw no touch off the block; the key is the agreement between the referees

but, if R1 has a touch off the block with the R2 verbalizing “no-no-no” in headsets with a head shake “no,” the R1 should use the conventional “touch off of you” signal or use a negative head shake to wave off the help,

- The R2 will step away from the post with movement when the R2 has key info that the R1 needs but might not be looking for since movement is used as a trigger as is discussed between the partners for the R1 to look at the help; the R2 steps away from the post initially to get the R1’s attention and toward the court if necessary when unexpected help is provided (for the unusual 4-hits signal, where the extra contact is seen by R2 and the angle makes it unlikely the R1 saw the contact, the R2 may never whistle 4 hits so this is treated as a “trust-me” call where the R2 will explain where the extra contact occurred and sell the call to the affected coach. If the rally ends without the R1 seeing the help, the R2 gets called across the court.
- When there is a tape shot where the ball rebounds to the attack side and R2 has a touch by the block, the R2 uses a head bob “yes” to show the R2 had a block touch, and the R1 is free to use the help or not if the R1 is convinced there was no touch.
- If the R1 hesitates in terms of awarding the loss of rally, the R2 helps by stepping to the side of the team the R2 has losing the rally to lead R1.
- The partners discuss the R2 leading the R1 on a bang-bang play , especially on the R2’s side of the net near the antenna; when an attack is blocked and then hits the antenna or there is an attack directly into the antenna and then back into the block, this is the presiding referee’s whistle; however, if a ball hits the top tape and is untouched or touched by the block and then lands directly out of bounds, this is not the R2’s whistle so the R2 may make an open hand gesture toward the team or player causing the out of bounds fault to guide the R1 or may show the “out” signal followed by an open hand gesture toward the team or player at fault, then stepping or remaining on the side of the team losing the rally.
- The referees discuss ball-handling assistance when the R1 is or might have been blocked from seeing player-ball contact such as on a ball dug out of the net (head nod, “yes” to show the contact was played legally or an informal prolonged contact help signal.
- The new ball-handling change makes previous guidance on when the R2 offers informal help when viewing multiple contacts on the second team hit when the R1 is screened from seeing the contact; this means the R2 has to wait to see if a teammate makes the next team hit before stepping out with informal 2-hit help at the point the ball is legally blocked by the opponent or completely crosses over the net to the opponent’s side.
- Illegal attacks including a back-row attack, an illegal attack of serve, an illegal libero attack, and the illegal attack off a libero’s finger-tip pass in the attack zone have to be discussed; the R2 should know when to signal the help, knowing that the R1 may wave off a back-row attack as legal due to ball height or takeoff point for last foot contact being behind the attack line, a pat down to indicate a back-row blocker had no body reaching above net height when the ball was blocked or attacked into the setter, so the R2 has to be aware if the R1 is looking for help or signaling legal play and offer or drop the help as appropriate; the R2 has to know if the R1 is okay with the R2 whistling a clear back-row fault if the R2’s efforts to provide help fail, and the R1 doesn’t wave the play legal – an attack does not become illegal until the attack is completed, regardless.
- For an illegal block by a back-row setter, the R2 would step away from the post with the informal signal for illegal block, hesitate to see if R1 looks but, if sure, whistle the fault if R1 doesn’t look - such as when the last server stuff comes to the net and stuff-blocks the attack, reaching above net height.
- When the ball hits the floor even with no attempted floor save by the defense, the R1 may have been screened and needs help from the R2 in signaling ball down or vocalizing

“down-down-down” on headsets; a discussion is needed in terms of any circumstances that would lead to the R2 whistling the fault and when the R1 wants help on a failed pancake if the R1 doesn’t whistle quickly after time for scanning the line judge with the open angle, or a head nod or verbal affirmation of the ball being “up” with R2 eye contact to know if offered help was viewed.

- The partners need to discuss what the R1 will do if a shanked pass goes behind the R1; the R1 tells the R2 if he/she will turn to see whether or not the contact is legal but, in doing so, may not have the optimal view of whether the ball is still on the plane of the net extended when contact occurs, but the R2 has to think about what help the R1 might need based on the actual play and whether the R1 turns fully.
- The referees should establish an exit plan for leaving the gym at the end of the match, including professional officials working as line judges to do a debrief and leave the venue together; a scoot-and-toot approach avoids an unhappy coach or players even in a relatively calm and drama-free Varsity match.
- Officials identify host management and where the administrator will be located before, during and after each match but should know that they have the host head coach for help with net/equipment and fan issues although the head coach may be less than willing to help based on what has transpired during the match.
- The referees agree to approach coaches for a “meet and greet” to set the stage for the coaches going to the R2 with their concerns; this should occur when both referees are present and at times which don’t interrupt what a coach is focused on - the referees go first to the home team coach to determine special events, timing of National Anthem, player introductions, etc. unless information has already been obtained from host management.
- The referees have to deal with facility layout in terms of assessing the possibility of the off team warming up with volleyball and having to manage two warm-ups as well as observing the court, finding/briefing line judges on expectations, movement, positioning, signals, movement and techniques as well as time verifying experience and expectations with the scorer and tracker or VolleyWrite Scorer and spotter, the timer, and the announcer, with a second warm-up far from the court or behind the officials’ table with dangers therein.
- If there are ball retrievers, the R1 has to find time to brief them to avoid forcing a ball on a server, delaying play through socializing, avoiding balls rolling onto the court and interfering or creating a safety issue, while offering the server a dry ball.
- R2 establishes rapport with support staff at officials’ table, verifies experience of scorer or VolleyWrite Scorer and libero tracker or Spotter and reviews tracking needs including informing R2 of status of both liberos when a time-out is called.
- R2 reviews duties with timer/scoreboard operator and announcer.
- R2 agrees to step to court to show request for a card issuance (not a secret) and go to the line to signal the need for the R1 to call the R2 across the court.

Managing Warm-up Responsibilities

The OHSAA has posted guidelines that address team warm-ups for both the post season and regular season matches. This guidance focuses on safety concerns with support for effective warm-ups. Safety includes not just considering student-athletes on both teams but caring for those who could also be injured courtside such as match officials and table support staff. Given various logistics issues and variances in facilities, managing warm-up safety can be especially challenging. The OHSAA has a recommended 20:00 warm-up protocol for the regular season. The horn should be sounded with **20:00** displayed on the countdown clock. Warm-up segments are divided as follows: **2-6-6-3-3**

At 18:15: The R2 double-whistles to warn both teams of the upcoming exclusive use of the court by the serving team. The receiving team stops warming up, gathers volleyballs on its side of the net into a ball cart and exits the court prior to the horn to go to its bench area or ball shag for the opponents. This is with no off-team warm-up with volleyballs.

18:00: The timer sounds the horn or, if the timer isn't present, a referee hits the horn, at which time the serving team assumes exclusive use of the court and may hit the first ball over the net.

At 12:15: The R2 double-whistles to warn both teams of the upcoming exclusive use of the court by the receiving team. The serving team stops warming up, gathers volleyballs on its side of the net into a ball cart and exits the court prior to the horn to go to its bench area or ball shag for the opponents. This is with no off-team warm-up with volleyballs.

12:00: The timer sounds the horn, at which time the receiving team assumes exclusive use of the court and may hit the first ball over the net.

At 6:15: The R2 double-whistles to warn both teams of the upcoming exclusive use of the court by the serving team. The receiving team stops warming up and gathers volleyballs on its side of the net into a ball cart and exits court prior to the horn to go to its bench area or ball shag until the serving team begins serving practice.

6:00: The timer sounds the horn, at which time the serving team again assumes exclusive use of the court and may hit the first ball over the net.

At 3:15: The R2 double-whistles to warn both teams of the upcoming exclusive use of the court by the receiving team. The serving team stops warming up and gathers volleyballs on its side of the net into a cart and exits court prior to the horn to go to its bench area or ball shag until the receiving team begins serving practice.

3:00: The timer sounds the horn, at which time the receiving team again assumes exclusive use of the court and may hit the first ball over the net. Teams typically serve during this time so the serving team huddles at its bench.

0:15: The R2 double-whistles to warn teams that the warm-up will conclude in 15 seconds, and the receiving team gathers warm-up balls into the ball carts which are moved off the court to wherever they are stored to allow the match to begin.

0:00: The horn sounds to end the warm-up.

* The referees may trade off responsibilities to observe the on-court warm-ups to ensure the double whistle to warn teams of an upcoming court change and the horn are sounded to facilitate teams entering and exiting the court safely without having to contend with flying volleyballs. During warm-up periods, referees are also responsible for locating and assessing training and experience of the line judges, scorer, libero tracker, and timer as well as sharing preferences, offering instruction and even providing short tutorials in the limited amount of time available. The referees may have to go to the host school to identify the line judges who may or may not be trained in their duties, given limited expertise at the school.

* For regular season matches, warm-up times are set by leagues/conferences or the home team if there is no league affiliation. The OHSA has mentioned that the length of warm-ups should not be less than 15 minutes; clearly this is intended for the first match of a playing session when each level will play a single match other than swing players who play on both sub-varsity and Varsity or Freshman and JV. If participating teams are playing either a Quad, a Tri-meet, or a Tournament, the OHSA limits each level (F-JV-V) team to three matches a day, but the warm-ups for subsequent matches might logically be shorter, either by the host school making this decision or by allowing the two competitors for their second and third matches to choose a shorter warm-up time, such as 10 minutes, which is not uncommon. If teams play their matches back-to-back with no break, some coaches will forego warming up, or both teams may choose to do so. Another requirement is that there be no shared serving, since concussions during warm-ups remain a serious concern.

* The additional concerns faced by the referees beyond ensuring a clear understanding among each competing team in a dual-meet or where there are multiple matches are layout of the facility itself. With more than one match being conducted in a gym, there is no warm-up with volleyballs by the off team while the opponent has exclusive use of the court. However, if matches are to be played back-to-back in a gym on a single court, now the referees have to assess the facility limitations in determining whether to consider allowing the off teams to warm up with volleyballs while the opponent is supposed to have exclusive use of the court and the surrounding area as it sees fit. The referees observe each end of use with warnings and whistles used to stop unsafe hitting and allow teams to exit and enter the court safely.

Options for the Regular Season:

1. If the host school head coach indicates to the referees that – based on the facility – there will be no warm-up with volleyballs by the off team, this should be shared with the visiting team no later than the pre-match meeting with coaches and captains. Even if the referees believe the facility layout could support the off team warming up safely with volleyballs, the home team head coach has the veto to not allow the off team to warm up with volleyballs. 2. However, if the host school hasn't ruled out the possibility of the off team warming up with volleyballs, the referees' assessment of the facility comes into play. If the referees believe the facility doesn't support the off team warming up with volleyballs without compromising the safety of the team on the court or the support staff at the table, then this information is shared with both teams no later than the pre-match meeting with coaches/captains. There is to be no further discussion. 3. Assuming the host school hasn't ruled out the possibility of the off team warming up with volleyballs, and the referees' assessment of the facility is that it could be safe for the off team to warm up with volleyballs, this determination is always conditional. The referees now have to monitor the off-team warm-ups in addition to the warm-up of the team with exclusive use of the court, as well as take time to instruct their assistant officials. Nothing that the off team does in warming up should be allowed to interfere with and/or compromise the safety of the team that has exclusive use of the court. The referees are responsible for monitoring the warm-ups to protect the safety of the volunteers at the table in addition to the team on the court. Allowing teams to warm up behind the officials' table is harder to monitor and risks the volunteers getting hit in the head from uncontrolled swings and dug balls from hit-and-dig drills that may compromise safety. However, until the OHSA precludes use of volleyballs by the off team, as it does for the postseason, the referees will have to make decisions about the facility and commit to monitoring two warm-ups among their other responsibilities to assess and instruct assistant officials. An untrained libero tracker may require considerable attention to get that person sufficiently up to speed to fulfill duties.

For the regular season

Length of Warm-ups: As noted, NFHS rules and OHSA regulations don't specify length of warm-ups nor how warm-up time should be divided. Therefore, these breakdowns are left to schools and conferences to determine. League rules or home team preferences may specify a warm-up that is not 20 minutes in length. Logically, any warm-up of 15 minutes or more is acceptable as long as both teams are offered equal court time. For safety reasons, shared serving is not permitted.

Use of Auxiliary Gym: The use of a second gym for warm-ups by the "off team" is left to the host school, with no requirement that the "auxiliary gym" have a net set up, only that the warm-up area be free of safety hazards. In the interest of fairness, the issue of using a second gym should be addressed no later than at the pre-match meeting with coaches and captains. An available auxiliary gym should be made available to both teams. If an auxiliary gym is used, the teams are expected to keep track of time to ensure returning timely to the main court to assume exclusive court use when the horn sounds. The referees logically cannot monitor warm-ups in a second gym.

Establishing safety standards for warm-ups: Upon arrival court-side, referees are to assess the playing area to identify safety hazards and determine whether facility layout is supportive of safety for the team that has exclusive use of the court if the off team is to be allowed to warm up with volleyballs. The OHSA does not prohibit use of volleyballs by the "off team" for regular-season matches but does provide guidelines for how different school facilities may be addressed. The safest approach is not to allow the "off team" to warm up with volleyballs, but some facilities are designed with sufficient space to not be in the hitting path of the team that has exclusive use of the court and far enough away from the court proper with personnel stationed to prevent warm-up balls from interfering with the warm-up or creating a safety hazard. Off team warm-ups with volleyballs are always conditional. A team's failure to control loose volleyballs should result in the warm-up being halted. When the off team is permitted to warm up with volleyballs during the opponent's exclusive use of the court, the ability of the off team to continue its warm-up is always conditional based on being able to keep balls from flying out onto the court. Failure to station personnel to avoid interfering with or affecting the safety of the team that owns the court means the referees must take steps to end the warm-up of the off team. This should be addressed at the pre-match meeting with coaches and captains to alert them of the need to station personnel to keep balls from flying onto or rolling toward the court and the consequences of failing to comply.

Monitoring warm-ups: Regardless of the warm-up that is used, the referees (typically the R2) are responsible for ensuring that a double-whistle occurs at 15 seconds before a team assumes exclusive use of the court, followed by the horn. This is especially important since the timer may not be present from the start of the warm-up. The R1 serves as a backup to ensure the warning whistle is sounded followed by the horn. The key is that one referee or the other ensures that teams safely assume use of the court. 15 seconds before the end of shared court time, the double whistle signals the teams to stop their warm-ups and gather volleyballs into ball carts. At the horn, the off team should be fully off the court, and the referees ensure that no ball is hit to the opposite side until after the horn sounds. For each transition in terms of which team will assume exclusive court use, the double whistle is critical since it tells the team that has the court to stop hitting and gather up volleyballs so that the team that will be coming onto the court is protected from flying volleyballs while the team that will have exclusive use of the court at the horn is not permitted to hit the ball over the net before the horn to protect the team exiting the court. One referee must observe the court at all times in the interest of player safety. This can be challenging given the

other duties required of both referees during the warm-up period. The referees take turns evaluating the experience of and instructing the support staff. The R2 has to find time to spend with the scorer, libero tracker, and timer/scoreboard operator, while the R1 is responsible for evaluating/instructing and assigning the line judges to their positions. Since support staff frequently are not identified and available 20 minutes before the start time of the match, this can be challenging in and of itself while still ensuring a timely double whistle. However, when the off team is allowed to warm-up with volleyballs away from the team that has the court, this means the referees also have to monitor that warm-up.

Special Caution: In some facilities, there is warm-up space behind the officials' table. If this space is used for the off team to warm up with volleyballs, failure to control passes result in volleyballs that endanger the support staff at the table, the referees who are occupied with instructing table staff or observing the warm-up and players on the court warming up. Therefore, in the interest of the safety of all involved personnel, there should be special concern in allowing warm-ups to take place in such areas. If allowed, at the first sign of an inability of the off team to control volleyballs, the warm-up should be terminated in the interest of safety. It is truly not possible for one referee to be instructing support staff while the other observes warm-ups on the court and behind the table at the same time.

For the Postseason

In response to concerns raised by coaches, Ohio made significant changes by adding 10 minutes of on-court ball-handling by both teams on their respective sides of the net before a structured 20-minute warm-up. The required protocol is a 30-minute warm-up on the playing court. The 10-minute warm-up is prior to the pre-match conference with coaches/captains with a 20-minute warm-up to follow. Since the 10 minutes of shared court are followed by another 2 minutes of shared court, the two shared court segments are combined to provide 12 minutes of shared court, which makes the timing of the first warning whistle 18:15. The R1 double whistles to call coaches and captains to the area near the officials' table with 30 minutes set on the countdown clock. The clock is not started until the R2 directs the timer to do so after sounding the horn to start the warm-up, which is divided into designated times in order:

1. **12 minutes – both teams ball handling on their side of the net**
2. **6 minutes – the serving team has the whole court***
3. **6 minutes – the receiving team has the whole court***
4. **3 minutes – the serving team has the whole court***
5. **3 minutes – the receiving team has the whole court***

***NOTE:** There may be no use of volleyballs in the facility while a team is not on the court for its designated warm-up time. This includes, but is not limited to, auxiliary gyms and hallways. The "off team" is not allowed to warm up with volleyballs anywhere in the facility. Teams are not permitted to be on the competition court with or without volleyballs prior to the 10-minute of on-court ball handling.

Teams are allowed a short time to huddle and get ready, and the referees prepare to take their initial positions on either side of the first referee stand. The teams may need to be prompted to break their bench huddles and move to end lines for player introductions, National anthem and announcements. The timing of the pre-match conference may be directed by the Tournament Site Manager but, regardless, should be held with enough time for post-warm-up activities. As such, holding it approximately 38 minutes before start time typically allows starting on time.

Responsibilities of the Officiating Crew

Each of the members of the officiating crew is assigned specific responsibilities that are detailed in Rule 5 of the Rules Book. The R1 is the leader of the crew but is advised to allow and support the other crew members to fulfill their respective responsibilities and not to attempt to function as a “lone ranger.” No one wants to work with someone who steps on their toes and tries, unsuccessfully of course, to do everyone else’s job. The crew that works well together provides the best services to the participants. The sum of the parts is greater than the individuals who comprise the team. Communication, pride in performance, understanding the roles for each team member, respect, and commitment produce good outcomes. By fully understanding the role of each of the crew, the R1 maximizes teamwork, utilizes line judge angles to know what help might be available, and scans effectively to gather all available information needed to make decisions before indicating the result of the rally. Each member of the crew should understand what information is needed to get calls correct and strive to provide this information promptly, using best practice mechanics and techniques.

First Referee/R1

The R1 is the team leader for the match and is responsible for gathering information through a scanning process and making appropriate decisions that conform to the rules of the game and best officiating practices. The R1 owns some individual responsibilities but shares other responsibilities with the second referee. There are responsibilities belonging to the assistant officials which are identified under their respective roles in Rule 5.

- * The R1 and R2 have to find time to have an effective pre-match discussion in preparation for the match which can be difficult before the warm-up time begins. They establish which one will be the R1 for each match in the playing session, then divide pre-match duties, find time to introduce themselves in the form of a meet and greet with each coach, and present as a team at the pre-match conference. The R1 requests that coaches/captains verify their teams are properly equipped and wearing legal uniforms, identifies ground rules and safety hazards, and conducts the coin toss. The R1 is the official who does the primary talking at the conference, asking the coaches and captains to introduce themselves to set the stage for the coin toss meeting at which the referees attempt to establish themselves as friendly and approachable human beings, and facilitators rather than dictators.

- * The R1 officiates from a raised platform that allows a decent vantage point to see most of what is happening on the court before, during, and after each rally. The R1 partners with the R2 to get the correct calls made based on observing actions and applying the appropriate playing rule or rules to the actions on the court. The R1 is the referee to whom the line judges make their signals/calls from their assigned corners in the court. This is appropriate since it’s the R1 who has provided guidance and instructions to the line judges during the pre-match.

- * As the head official, the R1 has general supervision of the other officials, supports the R2 in supervising activities of the volunteers at the officials’ table but retains responsibility, makes decisions on anything not specifically covered clearly in the rules, makes the final decision in situations where the crew has different calls, and uses good common sense in responding promptly to handle any unexpected situation that arises.

- * Like the R2, everything begins with a scan to be aware of anything significant going on both on the court and outside the court. The R1 takes the stand after the R2 and R1 perform the dual duties of observing the warm-up while taking turns assessing and instructing assistant officials.

The R1 instructs and assigns line judges to their positions. Sometimes, the R1 is stuck with having to pressure the home coaching staff to identify line judges which further cuts the time the R1 has to spend with volunteers with little training at all to perform this key role. The R1 senses what level of help will be available, and the R2 may try to help as much as possible without giving away the R2's primary responsibilities. The R1 may be working alone!

- * The R1 whistles, directing players from their end lines onto the court for a sportsmanship greeting at the net (or a wave from an on-court position, whichever the coaches agree to do). The R1 acknowledges the captains with a friendly wave or head nod, then observes both the serving and receiving teams to determine whether each team's setter is in the front or back row, and whether players on both sides appear to be properly aligned. The R1 eyeballs the line judges to verify they're in proper positions in the corners, and waits for the R2 to signal that the R2 and the scorer/libero tracker are ready, and notes that 1:00 shows on the scoreboard clock in preparation for the first time-out.

- * Perched on a hopefully stable platform, the R1 is responsible for ensuring that play doesn't begin or resume until players on the court have had a reasonable amount of time to get ready. To start each set, and after time-outs, the R1 scans to visually verify that the players on both sides of the net and the officiating crew are ready for play, then whistles and beckons for serve. After dead balls, the R1 again verifies both teams and the R2 is ready (not tied up with an issue at the table) and whistles and signals for serve. There is a whistle blown at the end of each rally when a fault occurs and the R1 (or the R2 if the R2 has whistled the fault), blows a whistle to signal a dead ball.

- * After each rally, the R1 gives a visible signal for each loss of rally/point, then signals the fault, violation, or penalty, or awards a replay (no point scored), re-serve for a server who tosses the ball in the air but doesn't hit it (one time in each term of service), signals the end of the set, directing players to their benches (typically) or to change courts (for a substantive disadvantage to one side of the court), and gives verbal clarifications as needed. Although the R2 has primary responsibility for recognizing requests for a time-out or for substitution, the R1 may help ensure the R2 is aware and handles these requests if necessary.

- * The R1 mirrors the R2's signal for time-out and substitution, signals at the end of each charged time-out how many time-outs each team has used; and determines illegal hits; whether serving team players are legally aligned at the point of service contact; screening by players on the serving team at service contact if the ball passes low over a group or individual screen; clear net faults if the R2 fails to see the fault; serving area foot faults; back-row player faults; double faults; number of hits by a player and team; ball in play and dead ball; and which team won each rally.

- * The R1 sounds a double whistle to warn both teams with 15 seconds left in a time-out if the second referee is tied up at the table; may call an injury time-out when a player exhibits signs, symptoms or behaviors consistent with a concussion per Rule 10-3-5; administer cards for misconduct by players, coaches or team members, and inform the individual(s) of such actions; administer cards for unnecessary delay warning and/or penalty by a coach, player, substitute, replacement or team and inform the individual(s) of such actions; notify (or request the R2 to notify) the appropriate coach of the reason for a disqualification; visually confirm the score of each set with the R2 who shows the informal set point signal; then whistles and signals the loss of rally and directs teams to the appropriate team benches at the end of each set or; for a deciding set, whistles and directs the captains to the R2 for a coin toss.

- * The R1 deals with player misconduct and coach-bench misconduct if the R2 fails to "serve and protect" the R1. When the R2 communicates the results of a deciding set coin toss to the R1 (which side will be serving, retain current benches or switch sides), the R1 whistles and

gives the appropriate signal as to whether teams stay or go, at which point the R2 ensures the timer starts the 3:00 interval between sets.

* When the last point is scored to end the match, the R1 whistles, shows the end-of-set signal, then whistles and gestures to the teams to acknowledge each other or come to the net for a post-match sharing of well wishes (whichever the coaches agreed to), gets off the stand and goes to the site of the post-match debrief, with the R2 having gathered the R1's belongings.

Effective Scanning

Officiating volleyball involves interpreting what's happening around us. The R1 processes what he/she observes from the stand, and the R2 does the same bench-side. The R1 also looks for information from the line judges. The referees then apply the pertinent rules to what they observe during each rally and make decisions within their respective areas of responsibility. "Scanning" is used to capture things that affect how a match is conducted, and this information-gathering process requires practice. When done properly, scanning builds awareness of anything that might affect the match, both on and around the court, allowing the referees to sort out what is critical, what is important, and what can be put off to a less intrusive time or ignored. *

When the match begins, both referees scan before each service is authorized to ensure the readiness of the players on the court and the officiating crew. The referees interpret activity in front of the team benches including questions from coaches and requests for substitution, a time-out, or lineup check. Referees strive to keep the match moving, but scanning may identify a need to wait before authorizing service such as to ensure both teams have the correct number of players on the court, to allow a libero replacement to be completed to avoid having to stop play and issue a delay sanction or illegal alignment fault, and for a player kneeling to finish tying a shoe. During rallies, the R1 uses scanning to become aware that partner help is available and to view what line judges are signaling. Clear confusion on the court is something that we teach referees to treat kindly as a one-off situation for which we allow self-correction, offer a lineup check, or even assess a delay sanction such as for an illegal libero replacement where the referees have to intervene to correct the situation. The referees ensure serving team players do not have arms/hands above their heads and warn to remind/educate before whistling a screening fault for failure to comply.

* Effective scanning helps maintain a consistent and reasonable pace of play. It creates comfort through providing a predictable amount of time teams know they can count on to make timely requests on a dead ball, get subs off the bench to be recognized, and for libero replacements. A practiced scan keeps energy in the match by avoiding unnecessary downtime between rallies. Mastering effective scanning is a critical skill on the road to becoming a better official.

* During warm-ups, one ref observes the team on the court to identify setters and hitters. The referees need this time to observe setter characteristics and identify who hits on the left side, right side and in the middle as well as their numbers, if visible. Changes of court require the observing referee to double-whistle at 15 seconds and then scan the court to be aware of swings in process, being prepared to intervene to protect the team entering the court. Scanning allows a broader view of everything going on during the warm-up to allow a timely response to a clock malfunction, an injury on the court, or activities off the court that may compromise safety.

* Both referees are responsible for scanning throughout the match. From observing warm-ups, the referees should have an idea who the setters are for both teams. Referees take information they observe during warmups and can use the submitted lineups to match up player roles and player numbers to identify setters and hitters. Both refs should start the match aware of whether each team's setter is positioned in the front or back row to properly judge attacks and blocks.

* When the R2 authorizes each team's libero to enter, both referees should focus on which position

the libero replaced, typically going in for the back-row Middle Hitter/Middle Blocker. Before turning the court over to the R1, the R2 scans both sides to identify setter positions, then focuses on the receiving team. The R1 scans both teams to pick up positions of the setters for both teams, then focuses on the serving team's alignment. Awareness of libero floor positions in relation to the setters at the start of a set helps both referees understand whether teams are properly aligned throughout the set.

- * A substantial percentage of teams have a Middle Hitter/Blocker lead the setter in the front row and the libero replace the Middle and lead the setter across the back row. This information tells the referees where the setter and libero should be positioned in relation to each other in the back row. When a team starts its setter in the front row, the referees should observe who the libero replaced in the back row. If the libero replaced a Middle, the refs look at the front-row player who is opposite the libero and can see if that player is positioned in front of the setter, meaning leading the setter, or following the setter. Most teams have the Middle lead the setter across the front row and the libero leading the setter across the back row. This information can be used to know whether teams are properly aligned before each rally.

- * Before authorizing service, the R1 scans to ensure both line judges are positioned properly in their respective corners. The referees should correct poor positioning early on rather than waiting until a line judge's call lacks credibility because the LJ is not positioned correctly in the corner.

- * During a rally, effective scanning contributes to good partnering. If the R1 is screened from seeing player-ball contact, the R2 should be aware of this and provide informal fault help in the chest area or indicate the play was legal with a head nod or – if headsets are used – verbalizing “good-good-good” to indicate the R2 observed no fault, play on. The R2 centers with the R1 to know if the help was seen and used. To use the R2's help on plays like this, the R1 has to scan for information. When an R2 has fault help, the R2 moves away from the post to be visible to the R1 and provides discreet help; by agreement, R2 hand movement during a rally is typically used to offer rally-ending information only. The R1 scans to know what the R2 observed on a tape shot that rebounds back to the attack side. The R2 can help by either affirming a block touch, using a head nod and verbalizing “yes-yes-yes” if the refs are on headsets. If the R2 is sure there was no block touch, the R1's scan should pick up an R2 negative head shake to signify “no touch” while simultaneously verbalizing “no-no-no” if using headsets. Without scanning, the R1 is pretty much calling a match without using help, which is not good at any level of play.

- * When a player is attempting a floor save, the R2 may have a great look at the play through movement for angle while the R1 may or may not have a good look. Regardless, the R1 should scan quickly using awareness of who is most likely to have an open look at the play, then scan as needed for additional information to help get the call correct. Headsets can help if the R2 has a good look and verbalizes “good-good-good,” “up-up-up,” or “down-down-down.” Professional officials serving as line judges are more likely to signal a down ball, and a professional line judge may provide a head nod if a line judge is sure the ball was up. If in doubt, the R1 plays on.

- * If a ball passes near an antenna, the R1 uses the time the ball is airborne to scan for a possible antenna fault signal from the line judge who had the best angle, then quickly scans the other line judge and the R2. Angle does matter and, if a line judge signals an antenna fault from a poor angle, the R1 has to decide whether to accept the help or wave it off. Scanning allows the R1 to see and react as needed. As a ball sails out of bounds and the R1 whistles to end the rally, the R1 scans to see what both line judges and the R2 have in terms of information before awarding the rally. It's easiest to look first at the line judge who has the line call, then scan to see if the back-side line judge has any information. Failure to scan may leave the R1 unaware that the back-side line judge or the R2 is holding a touch signal. The R1 should complete the scan of the line judges, then center with the R2. Scanning helps avoid surprises.

- * At the end of each rally, both referees scan for actions that require attention such as taunting or

trash-talking; player, coach, and bench reactions; coach requests; and liberos entering/exiting the court. Reactions take precedence, but referees can't react quickly if their scan is faulty. The R1 should center before awarding each rally to see what the R2 is doing. Sometimes, the R1 doesn't hear the R2's whistle for a net or center line fault.

* The R2 should get the first shot in responding to time-out and substitution requests. Both referees scan the benches. Coaches may position themselves beyond the end line, making a request harder to see or hear. Effective scanning avoids delays or unfairly penalizing a team by authorizing service when there's a legitimate request being made. If the R2 is not aware of a head coach attempting to request a T.O., the R1's scan should pick up the request. If the R2's scan fails to pick up a sub getting off the bench and heading toward the sub zone, the R1's scan ensures the request is acted upon when the sub enters the substitution zone. Sometimes, the R2 is finishing processing subs on one side and doesn't see a sub for the other team has entered the zone. The R1 is aware and helps the R2 identify the sub request. On some dead balls, both teams attempt to sub, and the R2's verbal "hold" and/or hand held up to stop is not recognized by a sub who enters without being authorized. The R1 holds up a stop sign and whistles as needed to get the sub to go back to be properly authorized. When a team requests a time-out, both referees scan to identify whether liberos are on or off the court. Even though the Tracker should affirm liberos in or out during the T.O., referee awareness when a time-out is whistled helps ensure the correct players return to the court.

* If a team huddles, there is no issue as long as someone is retrieving the ball and the huddle isn't delaying play. Obvious confusion or a player with a foot off the court should lead to a short pause before authorizing service, instructing the player to get on the court or giving the needed time to fix the issue before starting the next rally. If there are no additional requests (like verifying the score or a lineup check), referees utilize their normal scanning to prepare for the next rally.

* The R1 should provide a reasonable amount of time for servers to get into serving position. for teams to request time-out/lineup check, score check request/make a substitution, for coaches to clarify a call or rule application, and for teams to complete libero replacements. As noted earlier, scanning helps create "predictable timing," something which helps teams know the amount of time they have between rallies to make requests, have subs get off the bench and get into the sub zone, complete a libero replacement, or get an explanation from the R2 or R1. Establishing a reasonable pace of play helps create more of a climate of comfort for participants. A scan takes some time to move from point to point as the referees check out the court before the next rally. With a server holding the ball and no requests or issues, the amount of time between the end of one rally and service authorization tends to range from 5 to 9 seconds. This tends to keep energy in the match. Faster than 5 seconds can feel rushed. Much longer than 9 seconds feels like dead time where everyone is waiting for the whistle.

* Volleyball is becoming an even more exciting sport for players to compete in and for fans to watch. Scanning keeps matches moving along. Scanning both sides of the net to view teams for proper number of players, know where each team's setter is positioned, spot obvious position issues on either side, use awareness of who libero replaced to track, and know which players are opposite each other. Scanning is a key factor in being aware of players out of position and identifying close potential overlaps that need to be focused on and "managed."

* Becoming aware of what offense each team is using assists in focused scanning. It may take some time for the referees to verify which offense teams are using, but this awareness is very useful when scanning to know whether a setter is back row or front row for both teams before service authorization. Most alignment issues involve the receiving team as the primary passers want to be in their respective comfort zones in setting up to pass. Headsets are helpful in keeping the referees on the same page in clarifying setter positions before a rally. Since a high percentage of Varsity teams have the libero leading the setter across the back row, this helps the referees

identify illegal alignments or players close to an overlap. For example, when the setter is in RB, the libero would be in CB having replaced the back-row Middle who is in CB; when the setter is in CB, the libero should be in LB; and, when the setter is in LB, the libero should be in RB if he is on the court. Being aware of which players are opposite each other on the court helps referees identify full position switches which need to be whistled and close potential overlaps which need to be focused on and managed by the R2.

- * Effective scanning involves looking, seeing, and making sense of the information. The partners work together to help each other identify positioning issues. By scanning both sides of the net, the R1/R2 need to know where setters are positioned and where they should be legally. Typically, libero replaces back-row Middle and leads setter across back row until the setter is LB, and the Middle leads setter across front row. Scanning is a key factor in tracking player positions, and it starts with both referees being aware of the legal position of each team's setter before every rally. Becoming proficient at tracking takes a commitment to scanning and some study of where coaches position their players where they choose to do in serve-receive based on getting setters to the target zone and putting hitters close to where they will be hitting. Knowing whether setters for both teams are back or front row is a starting point. Headsets are a great tool to help partners communicate regarding setter positioning.

- * The receiving team is more likely to be out of position than the serving team because their primary passers in serve-receive want to pass from positions on the court where they are most comfortable. When players take a floor position that is close to being illegal in relation to another player in an adjacent zone, that's when scanning creates awareness and focuses the referees' attention on the players in question. We teach referees that the R1 is responsible for illegal alignment calls on the serving team, and the R2 has primary responsibility for making these decisions on the receiving team. However, the R1 should also be aware of whether the receiving team's setter is front or back row and whether either setter is out of position. This awareness can help the R2 assist the R1 with a back-row setter playing the ball in the front zone in terms of a possible back-row attack and near the net in terms of possible back-row attack or back-row block decisions.

- * Sometimes, there are obvious issues with player positioning, but the players are showing confusion. Rather than the R1 authorizing service and then having the R2 struggle to explain which players were illegally aligned, everyone benefits on these one-off plays if the R1 holds off authorizing service and allows some time for the players to figure out where they should be or either facilitates a lineup check. Let's say the setter goes back to serve. When the setter is RB, this is referred to as Rotation 1 or Ro1. If the libero replaced the back-row MB to start the set, we should expect to see the libero in the CB position. A quick scan should have the right-side hitter, also called the OPP, in the LF position, and the front-row MB in CF opposite the libero. The two other players are a front-row outside hitter in RF, and a back-row OH or DS in LB who are opposite each other. Setter and RS hitter opposite each other, L in the correct position and MB opposite each other, and you're ready for service.

- * Now the team wins the serve and rotates. The setter moves to CB, the L should move to LB, and the new server in RB should be opposite the OH in the LF position. This is the proper order for the serving team when they lose a rally and become the receiving team. So, scanning here isn't just looking around the court. It involves looking with purpose to effectively manage the next rally. When the R1 scans the receiving team, it's to first be aware of the setter's position in the front or back row as well as whether any players are clearly out of position; a good example is where the receiving team's setter is LB but the libero is on the court and not in the RB position opposite the front-row MD. A clear position switch like this cannot be ignored. For lower-level matches and early in the season, it may be reasonable to fix and educate, then whistle a fault if the team fails to correct the next time. Just as important is the R1 knowing that the elevated position on the stand gives him or

her a good look at close potential overlaps that the R2 will need to be focused on and manage through warning or calling. Where players are very close to being illegally aligned, but the involved players seem aware that they are tight in their current positions, a warning may not be needed. The players are self-managing.

- * The referees work together to become aware of what offense each team is using. The R1 can help R2 in certain serve-receive formations: Knowing the libero leads/follows the setter who is in CB tells the referees where every other player should be. The libero leads the setter across the back row until the libero serves. There may be an overlap to manage when the setter is LB and “squeezes” the outside hitter in CB who is passing deep with the CF. From the elevated position on the stand, the R1 typically has a great view of where everyone is positioned on the court before authorizing service. Scanning allows the R1 to view positioning issues involving the receiving team where the R2 may not be seeing players who are not where they should be. The R1 may be in a position to help the R2 become aware of overlaps that need to be managed. The pre-match discussion should include the R1 providing a subtle informal illegal alignment signal to alert the R2 who may or may not figure it out.

- * Let’s look at a couple of common scenarios and how both referees can prepare themselves to see whether the receiving team is legally aligned. It’s worth repeating that knowing who is setting and from what position is mission critical before each rally. This includes knowing whether each team’s setter is front or back row to have a handle on plays at the net. If the referees carefully track whether the libero leads or follows the setter in the back row, this allows the R1 to see whether there are obvious positioning issues with both teams and allows the R2 to hone in on the team who is trying to position players to pass the ball in serve-receive since this is the team more likely to have an alignment issue.

- * Let’s say that the receiving team’s setter is legally in CB before the start of a rally. If the libero replaced the Middle in the back row to start the set, we say that the Middle’s position serves before the setter serves. This is one way of saying the libero should lead the setter across the back row. Since the setter is in CB, the libero should be in LB.

- * There are times when the libero in LB in serve-receive and properly aligned to be closer to the left sideline than the setter in CB, but the player who is passing in RB and the libero switch. This position switch has to be spotted and whistled as a fault. Knowing the libero leads the setter makes the R1 aware. The R1 hopefully communicates with the R2 to get the fault called. With the same positioning, sometimes the RB moves to pass in serve-receive and is positioned on the wrong side of the setter who is near the net. Headsets make it easy for the R1 to chat with the R2 to make sure this overlap is fixed or whistled as a fault. The R1 uses awareness of which player, by position, should be on the court to help the R2.

- * Now, when the team wins a rally as the receiving team, the setter moves from CB to LB, and the libero either exits the court. When the team loses service, the libero typically comes back on the court to replace the player in the RB position. The setter is now two positions ahead of the libero in LB while the libero is in RB. If the referees observe the libero in CB instead of RB, this is illegal alignment and needs to be spotted. The R2 is responsible when the team is in serve-receive, but an R1 who knows where the setter and libero should be positioned can help alert the R2 if he or she is unaware. Scanning players at the net before/after each rally should become a habit. Trigger plays may be followed by taunting, and we also scan for bench reactions, standing bench personnel, and the bench moving close to the court after a rally.

- * Scanning helps to identify unsporting conduct on the court and at the benches; the referees share responsibility for being aware of on-court and bench actions and reactions. Awareness facilitates early intervention/prevention, and holding individuals reasonably accountable for their actions. As such, the referees observe interactions at the net before and after each rally. In the boys’ game, the guys tend to know each other from club ball and some teasing is to be expected. Both referees try

to take a quick look to pick up player interactions through the net between rallies and at the end of each rally. This is not easy to do on a consistent basis since we have other responsibilities.

* Scanning is a commitment between the referees. The R1 should not authorize service before a final scan to ensure the R2 is positioned on the receiving team side, whistle in mouth, and the R2 is not occupied in conversation with a coach or dealing with the table. This implies that when time is needed benchside, the R2 makes an effort to lightly tweet or verbalizes “hold up” on headsets to alert the R1 not to authorize service. The R2 should scan to identify things of consequence occurring behind the R1, and the R1 should be able to spot things occurring behind the R2 that require delaying authorization of service. The R2 may see a photographer on the playing surface out of view of the R1, or the R1 may spot a photographer positioned in what was established as a playable area between the chairs and the officials’ table; this is a safety concern that needs to be resolved to avoid an injury or a replay. If there are fans out of the stands and on the playing surface, this is another potential safety issue that may take a little time to resolve. Based on a pre-match agreement, if a ball is passing behind the R1, the R2 may show out or touch or whatever the R1 may need as informal help. Lots of things can occur behind the R2 that the R2 is not aware of including a coach approaching to ask a question, a coach having entered the sub zone who needs to be walked out of sub zone for a discussion, a sub in progress that the R2 hasn’t seen, a late time-out request, request for court mopping, etc.

Second Referee/R2

The R2 serves as the R1’s officiating partner, and they are expected to work together to facilitate a fair match played under safe conditions. As such, some responsibilities are shared while others are primarily executed by R2s who work with scorers, libero trackers, scoreboard operators/timers, and announcers. The R2 is the referee whom coaches go to with questions and concerns. R2s share the pre-match duties, although the referee who arrives first usually does the bulk of the work before the other referee arrives courtside. The partners walk the facility together to identify safety hazards, playable and non-playable areas, set ground rules, and conduct a meet and greet with each coach aimed at setting a proper tone for the match.

* Specific duties listed for the R2 include ensuring each coach provides the required roster at the pre-match conference with coaches/captains; instruct the scorer, tracker, and timer after assessing experience and competence; monitor the warm-up(s) for both teams, sounding the warning whistle at 15 seconds before each team assumes exclusive use of the court, and paying special attention to each court transition to get the team on the court to stop hitting so the opponent can enter the court safely; verifying lineups are timely submitted in partnership with the R1 for the first set and then alone for subsequent sets; ensuring the scorer and tracker enter the lineups accurately; using the lineups or lineup card to check that correct players are on the court in proper floor positions before making an open hand gesture to identify the captain to acknowledge the R1 and authorize the libero. After rolling the ball to the correct first server, the R2 ensures table readiness and gives the ready signal to the R1 with whistle in mouth and in proper position to start the set on the receiving team’s side.

* The R2 stands on the floor in front of the officials’ table on the receiving team’s side to start each rally, about 6 feet back from the court and close to the post on the R2’s side of the court for ease of transitioning to the blocking side throughout the rally and getting quickly to a coach as needed at the end of a rally. The R2 views player alignment for the receiving team and notes whether each team’s setter is front or back row to assist with possible back-row faults. The R2 sights through and around the net to observe playing action from the blocking side to be able to explain to a coach what the R1 viewed from the stand for any given play.

- * The R2 offers informal help for situations that are out of view of the R1, with a head nod used to signify “I saw no fault, play on” when the R1 looks for help. R2 movement away from the post or toward the court is part of the agreement for how the R1 will become aware that needed help is being offered to help get the call right. Unless the R1 wants different help on specific types of plays, the R2 basically provides rally-ending informal help as needed but only provide informal ball-handling help when the R1 may have been blocked and is looking for help.
- * Rule 5-4 details all the things for which the R2 is responsible, some of which are duties that are shared with the R1. These include whistling and using the proper signals for calls within the R2’s responsibilities, such as whistling to acknowledge substitutions and time-outs, call net faults, illegal alignment on the receiving team, center line faults, and antenna faults on the R2’s side (not including on the service when the R1 makes the call since the R2 is focused on the receiving team). The R2 also grants requests for a lineup check as may the R1.
- * The R2 mirrors the R1’s signal for each loss of rally/point, fault, replay, re-serve, or end-of-set, manages bench behavior, and works cooperatively with the scorer, tracker and timer to ensure proper information is recorded and delays to play are minimized. The R2 assists the R1 in determining back-row player faults, using informal help signals and eye communication, manages coach reactions to decisions using active listening skills and empathy, and handles injury management with compassion, flexibility, and common sense.
- * The R2 authorizes entry of substitutes onto the court, verifies player positioning before each set, signals the entry of each team’s libero, and gestures to the playing captain to acknowledge the R1. The R2 observes libero replacements to ensure proper protocols are followed and ensures both head coaches remain in the coaching zone, no closer than 6 feet to the sideline, when standing during play and that no more than one assistant coach at a time stands in the coaching zone during dead-ball situations. The last assistant standing should be taking a seat when the R1 is ready to authorize the next serve.
- * The R2 is the official to whom time-out requests should be made and who applies the criteria for a charged time-out or a review-time-out, as appropriate. At the beginning of a time-out, the R2 shows the R1 how many time-outs both teams have used, verifying with the scorer as needed. The R2 checks the scoresheet and Libero Tracking Sheet for accuracy during each time-out, then signals the number of time-outs used by both teams to the R1 at the end of the time-out which the R1 signals to the benches. The R2 receives information from the tracker on the status of both liberos when the time-out was whistled, then verifies that the players on the court at the time-out return to the court before a libero exchange occurs. The R2 sounds a double whistle to warn both teams at 15 seconds on the countdown clock before each set and during a time-out, and instructs the timer to sound the audio signal (horn) to end each interval or time-out or as directed if both teams are ready to play.
- * The R2 verifies to the team that called the time-out how many time-outs the team has used before showing the number of time-outs used by both teams to the R1 at the end of each time-out, which the R1 mirrors back to the benches. The R2 then verifies the readiness of the table staff, steps back into position on the receiving team side, whistle in mouth, scans both sides to identify what positions setters are coming from, ensures proper alignment for the receiving team, makes eye communication with the R1, and shows the ready signal. For multiple courts in the same gym, the R2 ensures that a long whistle ends a time-out or interval between sets rather than a horn being sounded to avoid interfering with play on another court.
- * Procedure-wise, the R2 asks the scorer to inform the R2 when a team has used the 15th, 16th, 17th, and 18th substitutes in a set, and informs the coach of that team to help the coach manage substitutions. The R2 may ask the scorer to provide this information at whatever point it seems that subs are adding up but no later than the 13th or 14th sub to help confirm that the team is running out of available subs.

* The R2 works with the scorer to ensure he/she is made aware when the first team has reached set point and uses the informal signal to ensure the R1 is also aware and does the same if the opponent reaches set point in that set, then initials the scoresheet after each set and after the final set to verify match results. The R2 checks the scoresheet at the end of each set. The R2 observes, addresses with the head coach or captain or the player who commits an act of unsporting conduct, including taunting, and notifies the first referee with a card or cards in the chest area while verbalizing the nature of an unsporting conduct violation. The R2 advises the scorer on the content of Comments or records the information him/herself, noting to the scorer that conduct sanctions are carried over in the Comments for each subsequent set. The R2 also communicates illegal player equipment or uniform penalties and the nature of any unnecessary delay sanctions including warnings and penalties. In the unlikely event of a disqualification, the R2 will notify the affected coach of the reason for the disqualification and what has to happen in response to the ejection.

* If a deciding set is required, the R2 reminds the scorer to set 3 minutes and hold, then conducts the coin toss and indicates the serving team and proper team benches to the R1, ensuring the timer starts the clock when directed to do so by the R2. This is unlike the timing for starting the clock before a non-deciding set, which is when the R1 directs teams to their respective benches, and the R2 reminds the timer to set 3:00 and start the clock immediately ("3 and go").

Partnering

To benefit the match, the R1 and R2 have to get on the same page in terms of what the R1 wants in the form of help, and how and when the R2 will provide help through informal signals. The partners have to reach some important pre-match agreements in their discussion. These include the R2 committing to being visible with help in terms of rally-ending information only, unless otherwise requested, and the R1 agreeing to scan for help as needed and using R2 movement away from the post and toward the court as an indication the R2 is providing help. Headsets provide quick audible help but do not replace informal signals. The partners should agree what the R2 should do on a tape shot that rebounds back to the attack side as well the unusual 4-hits where the R1 was unlikely to have seen an extra contact that the R2 observed. Centering helps the R2 know if the help that was offered was seen and either accepted or waved off with a possible head shake "no," and whether to move toward the court when a clear fault was observed but the R1 hasn't seen the R2's help yet.

* The R2's mobility and positioning add to the R1's view from on high, but unless the R1 scans to see the R2's informal help, the information will not be factored into the R1's decision-making process. The R2 is simply not permitted to whistle certain faults regardless of how clear a fault it was from the R2's perspective. These include ball-handling, 4 hits, and a reaching over-the-net fault. The partners need an agreement regarding clear back-row faults. The R2 should provide informal help with eye contact and give the R1 a first chance to make the call. If the setter just served and then stuff-blocks a hitter at the net, someone has to whistle this as a back-row block. If the libero sets the ball clearly in front of the attack line, and the ball is next crushed by a teammate from totally above net height, somebody has to whistle the back-row attack. We need to capture these faults even when the R1 is unaware that the player involved was back row such as the absence of a pat down on the completed attack that followed the libero setting action from the front zone, the R2 whistles the clear fault. Best practice for the R2 on plays like these is when the R2 knows he/she hasn't been seen after stepping away from the post is to move toward the court with the rally-ending information. Hopefully, that movement is seen, and the R2 knows what to do when R1 didn't whistle a fault or wave off the playing action as legal. If the R1 doesn't want the R2 whistling a fault in these types of situations, resolution needs to occur after the rally by the R2 getting him/herself called across the

court. Headsets typically provide immediate verbal alerts that help the R1 to become aware.

- * When a ball is attacked near the R2, and the R2 sees the ball hit the net but not the block and the ball next lands out on the blocking team's side, the R2 may lead the R1 with an informal "out" signal held in the chest area, with a negative head shake to indicate no block touch along with "no-no-no" verbalized in a headset. If the ball is attacked into the tape, and the R2 has a touch off the block with the ball rebounding back toward the attack side, the R1 is alerted on headsets with "yes-yes-yes" and an affirmative head nod. Without headsets, movement to get the R1's attention along with the R2's head nod needs eye contact to see if the R1 saw the help. If the ball rebounds off the top tape with a block up at the point of attack, and the ball lands out of bounds on the attack side, it's an out-of-bounds fault, but the key is letting the R1 know which team is at fault. For a play right in front of the R2, the R2 gestures with an outstretched arm with open hand to show the ball was out of bounds off the block or off the attack to lead the R1. The R2 does not whistle unless the tape shot goes off the antenna. The R1 knows the R2 will sell the rally award to the affected coach because the R1 used the R2's help. Unless the R1 is certain the help was incorrect, the R1 goes with the help. While R2s don't have to pop a high touch signal when a ball lands out of bounds and it's clear that the R1 would have seen the touch, it's acceptable when the ball is drilled off the block toward the R2's face for the R2 to put up and hold a high touch signal for facial protection! The R2 steps out big with a high touch at the end of a rally when the R1 whistles the play dead any time the R2 believes that the R1 and line judges might not have the touch call and voices "touch-touch-touch."

- * Even if partners are not eager to have conferences that will delay resumption of play and sometimes even with headsets, it's sometimes necessary to huddle up to get a call right. If the line judges might have pertinent information, the R1 calls the entire crew to the stand, which shows the crew is communicating to try to ensure the proper decision is made. Headsets help, but even with headsets, a conference may occasionally be a good idea. During a rally, an R2 may have seen a 4th team contact, not including a block, and stepped out with the 4-hits help in the chest area, but the R1 doesn't see the help before the rally ends and/or is confused because the 4-hit help doesn't match what the R1 saw during the rally. And, sometimes, the conference may be useful for a private discussion where approaching captains are shooed away which shows the coaches that the crew is trying to clarify information to get the call right. The situation dictates when a conference may be useful, especially when the R1 needs information to make a decision.

- * Another situation may involve the R2 seeing what appears to be a misinterpretation of a playing rule. Occasionally, the R1 will whistle a back-row fault on a front-row player or apply the wrong rule to the fact pattern observed by the referees. It shouldn't take a coach questioning the decision for the partners to work together to get it right. Headsets help, but when they are not used, the R2 may go "toes to the sideline" with eye communication to get called across the court. This may save a knowledgeable coach from asking for a review time-out under Rule 11-3 and not waste time. The R1 gets final say, but the R2 can cite appropriate rule language to help.

- * Volleyball matches have some moments that should trigger awareness of a reaction through the net. Blocking or attacking the ball off an opponent's head, leading to one team doing an orchestrated head pat, may seem unsporting, but the players don't seem to take offense. The opponent will make the same gesture when they're the one tooling the head. The big plays are typically huge stuff blocks and attacks hammered hard to the floor. That's the clue to both referees to focus on the player who made the play to see if he/she turns away from the net to celebrate with his/her teammates or gestures at the opponent, uses a backing up stare-down, or performs another kind of move that feels like taunting.

- * The R2 protects the R1 by engaging with the head coach, controlling the actions of assistant coaches, and shutting down kids on the bench as needed. Yelling across the court shouldn't be allowed to continue. When bench personnel start to get stupid, we go through the captain if the R1 observes the behavior or the head coach if the R2 wants to get the coach to put a halt to it. This

includes rolling on the floor or other action that is disrespectful. The announcement to respect the game is nice but, when this doesn't happen, the referees handle the situation with intelligence. Fan issues typically involve unsporting conduct and match disruption. Referees do not handle these issues directly, but, rather, they go through the host administrator for resolution. If the administrator isn't in the gym, the R2 asks the home head coach to play this role. If necessary, play is suspended to allow time to address and control spectator behavior.

* The partners make commitments to each other. The R1 agrees to not authorize serve before a final scan to ensure the R2 is positioned on the receiving team side, whistle in mouth, and not occupied with a coach or dealing with the table. This implies that when the R2 needs time on the bench side, the R2 makes an effort to lightly tweet or verbalizes "hold up" on headsets to alert the R1 not to authorize service. The R2 should scan to identify things of consequence occurring behind the R1, and the R1 should be able to spot things occurring behind the R2 that require delaying authorization of service. The R2 may see a photographer on the playing surface out of view of the R1, or the R1 may spot a photographer positioned in what was established as a playable area between the chairs and the officials' table; this is a safety concern that needs to be resolved to avoid an injury or a replay. If there are fans out of the stands and on the playing surface, this is another potential safety issue that may take a little time to resolve. Based on a pre-match agreement, if a ball is passing behind the R1, the R2 may show out or touch or whatever the R1 may need as informal help. Lots of things can occur behind the R2 that the R2 is not aware of including a coach approaching to ask a question, a coach having entered the sub zone who needs to be walked out of sub zone for a discussion, a sub in progress that the R2 hasn't seen, a late time-out request, request for court mopping, etc.

* Clear confusion on the court is something that we teach referees to treat kindly as a one-off situation for which we allow reasonable time for self-correction, offer a lineup check, or even assess a delay sanction such as for an illegal libero replacement where the referees have to intervene to correct the situation. We also need to check our egos at the door when we arrive to referee. We all make mistakes. The players and coaches aren't necessarily wrong even though they do tend to be biased in favor of their team. From their bench-side positions, coaches have a different angle on every playing action than any of the officiating crew. They may see touches our crew doesn't nail. The hitters may know they hit the ball off a blocker's fingers. The R1 and R2 work together to gather available information from the crew with a scan that captures what the officials viewed and signal during a rally and at the end of the rally.

* The R1 may fail to see a line judge signaling a foot fault. This will clearly catch the attention of the receiving team and be an issue at the end of the rally, especially if the serving team wins the rally. If the LJ keeps waving the flag, the R2 may see this and be able to help the R1. So, the R1 focusing on a possible foot fault for each serve is critical to ensure a timely whistle for the fault. The R1's scan when a server is close to the end line has to include whether the LJ is signaling a foot fault. If an inexperienced line judge sees a jump server take off legally and land on the end line or inside the court after contacting the serve, the R1 hopefully realizes that the LJ signaling a foot fault has made a mistake. Partnering to spot the signal saves the day on one-off plays!

Tracking Players: Alignments and Rotations

Referees scan both sides of the net before each rally to view the teams for proper number of players, know where each team's setter is positioned, spot obvious position issues on either side, and use awareness of who each libero replaced to track positioning and know which players are opposite each other. Being aware of players out of position and identifying close potential overlaps that need to be focused on and "managed" is a hard-earned skill.

* Becoming aware of what offense each team is using assists in focused scanning to track both setters. It may take some time for the referees to verify which offense teams are using, but this awareness is very useful when scanning to know whether a setter is back row or front row for both teams before service authorization. Most alignment issues involve the receiving team as the primary passers want to be in their respective comfort zones in setting up to pass. Headsets are helpful in keeping the referees on the same page in clarifying setter positions before a rally. Since a high percentage of Varsity teams have the libero leading the setter across the back row, this helps the referees identify illegal alignments or players close to an overlap. For example, when the setter is in RB, the libero would be in CB having replaced the back-row Middle who is in CB; when the setter is in CB, the libero should be in LB; and, when the setter is in LB, the libero should be in RB if he is on the court. Being aware of which players are opposite each other on the court helps referees identify full position switches which need to be whistled and close potential overlaps which need to be focused on and managed by the R2.

* The partners work together to help each other identify positioning issues. By scanning both sides of the net, the R1/R2 need to know where setters are positioned and where they should be legally. Typically, the libero replaces the back-row Middle and leads the setter across the back row until the setter is LB. The middle leads the setter across the front row. Both referees should be aware of the legal position of each team's setter before every rally. Proficiency at tracking takes a commitment to scanning and some study of why coaches position their players where they do in serve-receive based on getting setters to the target zone and putting hitters close to where they will be hitting. Knowing whether setters for both teams are back or front row is a starting point.

* The receiving team is more likely to be out of position than the serving team because their primary passers in serve-receive want to pass from positions on the court where they are most comfortable. When players take a floor position that is close to being illegal in relation to another player in an adjacent zone, that's when scanning creates awareness and focuses the referees' attention on the players in question. We teach referees that the R1 is responsible for illegal alignment calls on the serving team, and the R2 has primary responsibility for making these decisions on the receiving team. However, the R1 should also be aware of whether the receiving team's setter is front or back row and whether either setter is out of position. This awareness can help the R2 assist the R1 with a back-row setter playing the ball in the front zone in terms of a possible back-row attack and near the net in terms of possible back-row attack or back-row block decisions.

* Sometimes, there are obvious issues with player positioning, but the players are showing confusion. Rather than the R1 authorizing service and then having the R2 struggle to explain which players were illegally aligned, everyone benefits on these one-off plays if the R1 holds off authorizing service and allows some time for the players to figure out where they should be or either facilitates a lineup check. Let's say the setter goes back to serve. When the setter is RB, this is referred to as Rotation 1 or Ro1. If the libero replaced the back-row MB to start the set, we should expect to see the libero in the CB position. A quick scan should have the right-side hitter, also called the OPP, in the LF position, and the front-row MB in CF opposite the libero.

The two other players are a front-row outside hitter in RF, and a back-row OH or DS in LB who are opposite each other. Setter and RS hitter opposite each other, L in the correct position and MB opposite each other, and you're ready for service.

* Now the team wins the serve and rotates. The setter moves to CB, the L should move to LB, and the new server in RB should be opposite the OH in the LF position. This is the proper order for the serving team when they lose a rally and become the receiving team. So, scanning here isn't just looking around the court. It involves looking with purpose to effectively manage the next rally. When the R1 scans the receiving team, it's to first be aware of the setter's position in the front or back row as well as whether any players are clearly out of position; a good example is where the receiving team's setter is LB but the libero is on the court and not in the RB position opposite the front-row MD. A clear position switch like this cannot be ignored. For lower-level matches and early in the season, it may be reasonable to fix and educate, then whistle a fault if the team fails to correct the next time. Just as important is the R1 knowing that the elevated position on the stand gives him or her a good look at close potential overlaps that the R2 will need to be focused on and managed through warning or calling. Where players are very close to being illegally aligned, but the involved players seem aware that they are tight in their current positions, a warning may not be needed. The players are self-managing.

* The referees work together to become aware of what offense each team is using. The R1 can help R2 in certain serve-receive formations: Knowing the libero leads/follows, the setter who is in CB tells the referees where every other player should be. The libero leads the setter across the back row until the libero serves. There may be an overlap to manage when the setter is LB and "squeezes" the outside hitter in CB who is passing deep with the CF. From the elevated position on the stand, the R1 typically has a great view of where everyone is positioned on the court before authorizing service. Scanning allows the R1 to view positioning issues involving the receiving team where the R2 may not be seeing players who are not where they should be. The R1 may be in a position to help the R2 become aware of overlaps that need to be managed. The pre-match discussion should include the R1 providing a subtle informal illegal alignment signal to alert the R2 who may or may not figure it out.

* Let's look at a couple of common scenarios and how both referees can prepare themselves to see whether the receiving team is legally aligned. It's worth repeating that knowing who is setting and from what position is mission critical before each rally. This includes knowing whether each team's setter is front or back row to have a handle on plays at the net. If the referees carefully track whether the libero leads or follows the setter in the back row, this allows the R1 to see whether there are obvious positioning issues with both teams and allows the R2 to hone in on the team who is trying to position players to pass the ball in serve-receive since this is the team more likely to have an alignment issue.

* Let's say that the receiving team's setter is legally in CB before the start of a rally. If the libero replaced the Middle in the back row to start the set, we say that the Middle's position serves before the setter serves. This is one way of saying the libero should lead the setter across the back row. Since the setter is in CB, the libero should be in LB.

* There are times when the libero is LB in serve-receive and properly aligned to be closer to the left sideline than the setter in CB, but the player who is passing in RB and the libero switch. This position switch has to be spotted and whistled as a fault. Knowing the libero leads the setter makes the R1 aware and able to communicate with the R2 to get the fault called. With the same positioning, sometimes the RB moves to pass in serve-receive and is positioned on the wrong side of the setter who is near the net. Headsets make it easy for the R1 to chat with the R2 to make sure this overlap is fixed or whistled as a fault. The R1 uses awareness of which player, by position, should be on the court to help the R2.

* Now, when the team wins a rally as the receiving team, the setter moves from CB to LB, and

the libero either exits the court or may replace the player who will next serve if legally able to do so. When the team loses service, the libero typically comes back on the court to replace the player in the RB position. The setter is now two positions ahead of the libero in LB while the libero is in RB. If the referees observe the libero in CB instead of RB, this is illegal alignment and needs to be spotted. The R2 is responsible when the team is in serve-receive, but an R1 who knows where the setter and libero should be positioned can help alert the R2 if he or she is unaware. Scanning players at the net before/after each rally should become a habit. Trigger plays may be followed by taunting, and we also scan for bench reactions, standing bench personnel, and the bench moving close to the court after a rally.

Working as a Solo Referee

Guidance for Situations with a Single Referee: Mechanics

Due primarily to a shortage of referees or last-minute illness, there will be times when there is only one referee present to officiate a match instead of two. Our focus should be on facilitating meeting our primary responsibilities to both manage a match and create a climate of comfort for players and coaches. Middle school and Freshman matches are probably most likely to have only one referee available, but a shortage of referees needs to be planned for at the JV-Varsity level as well. Where there is a shortage that precludes having at least one Class I referee for a Varsity match, typically this requires both coaches to affirm their willingness to play the match and accept the results in these less-than-desirable conditions.

- * Where possible, for ease of viewing the benches/coaches, the R1 should be positioned in the traditional position with the R1 stand stationed across the court from the team benches to keep everything possible in front of the R1. The discussion with the volunteers who staff the officials' table should include how the R1 and table staff will partner to make the match go as smoothly as possible. Discussion items should include (1) substitution process/expectations and ready signal, (2) time-out process/expectations and ready signal, (3) how/when to indicate there was a wrong server, (4) how/when to indicate an improper or illegal libero replacement, (5) indicating a scoring issue, etc. The R1 doesn't want to rush the table staff in recording subs or recording libero replacements so a clear understanding regarding showing readiness is important. This also helps with match flow, even though the process may be slower without an R2.

- * The R1 needs an effective pre-match with both coaches to explain those things that may be different for players/coaches with having only one referee. The primary issue is substitutions. Ask the coaches to explain to their players to stand side by side in the substitution zone with numbers visible to the table for ease of viewing numbers by the scorer and LT. Players should also wait to look for a "thumbs-up" or another agreed-upon signal from either the R1 or the scorer before completing the exchange. The request for time-out should be to the R1 which requires the R1 to commit to scanning before each rally to avoid missing a coach's last-minute request.

- * The R1 should bring flags as these are considered required equipment. These are important since line judge signaling is considered far more effective using flags than with hand signals.

- * The R1 is responsible for a pre-match assessment of skills/experience and needed short instruction with all support crew which negatively affects the ability to also monitor the warm-up for safety. Not allowing the "off" team to warm up with volleyballs in the competition gym makes good sense since there is only one referee to provide more instruction than usual and ensure safety during the warm-up.

- * The R1 uses the double-whistle and signal to acknowledge requests for substitution, but coaches should be asked pre-match to clearly call for a sub or have subs enter the substitution zone promptly, one at a time, to avoid having the R1 fail to see or hear the request and authorize

service. The players then take their cues for the completion of each substitution being recorded by the scorer and LT. The players should visually verify with the scorer that they are being released to complete the substitution before a subsequent set of incoming/outgoing players is processed. The scorer should verify table readiness before gesturing to the R1. Getting the subs onto the court after they have shown their numbers and have received a signal to exchange is the key to timely sub flow. The scorer could be requested to show a thumb up for the subs to enter and an open hand to the R1 as readiness for play to resume.

- * There is a need to provide a count of the number of subs used by a team to that team's coach as well as to indicate to the team and the R1 that a team has used 15, 16, 17 and 18 subs. Without a second referee, it may be necessary for the scorer to verbally inform a coach that his/her team has used 15, 16, 17 and 18 subs to keep that coach informed.

- * A head coach or team captain will signal or verbalize a time-out request to the R1 who will double whistle to grant the request. The scorer will be instructed to show the number of time-outs used by both teams at the beginning and end of the timeout. The R1 will double whistle with :15 on the clock to warn both teams that the time-out is ending and to prepare to be back on the court at the horn. At the end of a time-out where either team has used its second time-out, after the scorer signals the number of time-outs used, the scorer will show the number of time-outs used by both teams to the R1. In turn, the R1 will make eye contact with the head coach and show "2" to ensure the coach is aware. If eye contact is not secured, the R1 will advise the floor captain. The scorer will be requested to show open hand to the R1 to indicate readiness for play to resume.

- * In matches where a libero is used by either team, the Libero Tracker will be asked to show an agreed-upon signal for libero in (on the court) or out (off the court) for each team signal as instructed by the R1. This can be provided when the time-out is whistled and signaled and/or at the end of the time-out so the R1 is aware. Typical signals for libero in/out are arm straight out palm down on the side representing the team to show libero was on the court and arm held straight up palm facing the LT's face for libero off the court when the time-out was requested.

- * The R1 should complete a lineup card to keep on the stand during each set even if choosing to conduct the initial lineup check for each set may be conducted using the lineups submitted by the coaches. By conducting the lineup check bench side, the R1 is able to authorize libero entry and ensure the table verifies who each libero has replaced. The scorer and tracker should be asked to do their own separate verifications of players on the court. The R1 will then roll the ball to the first server, cross the court, and get up on the stand. Acknowledgment of captains can be done from outside the court as each lineup is verified. For subsequent sets, the R1 should come to the table to complete a lineup card and use it to conduct the lineup check. If a team requests a lineup check during the set, the R1 needs to know if the team is just requesting who the current server should be or wants a full lineup check. During the pre-match, the R1 should clarify for coaches/captains how to let the scorer know what is being requested. The scorer will let the R1 know whether the referee needs to get off the stand to go to the table to conduct the lineup check.

- * The R1 should authorize the scorer to direct the timer to sound a horn at the end of the rally on the first dead ball for an improper server. This avoids situations requiring a replay when a scorer is incorrect. The R1 will need to get off the stand and come to the table to review the scoresheet.

- * For an illegal libero replacement, the same process as above should be followed but there should be immediate notification by the table since, prior to service contact, this is handled as an administrative delay sanction.

- * Ball retrieval at the end of each set and the match may be assigned to line judges so the good ball being used as a game ball doesn't disappear.

- * At set point, the scorer should signal with the index finger on the shoulder of the team that has its first set point. There is no need to repeat the signal until/unless the other team reaches its first set point.

*

The R1 should get off the stand to review the sheet to catch any issues. If VolleyWrite is being used, the R1 authorizes use of the R1's initials to the VolleyWrite Scorer for score verification. For paper scoring, the R1 should initial all scoresheets.

* Signaling the results of the last rally of each set should not be rushed. This is because a head coach should have the right

Scorer

The Scorer is an assistant official provided by the school to prepare and make entries on a provided scoresheet that match the events on the court and the decisions of the referees as signaled using established hand communications and techniques using ways of recording information that are understood by the referees. Scorers may be experienced, but this is not something known until the R2 assesses the scorer's comfort zone. The scorer is expected to be a cooperative volunteer whom the R2 partners with, established through pre-match instructions and a discussion about how the scorer and R2 will communicate during the match. The scorer also partners with a libero tracker to identify substitutes and record that information as well as to use a triangle to mark the spot in the serve order where each team's libero first serves while reporting to the R2 when a libero is preparing to serve in a different position in the serve order. The scorer should not signal readiness to the R2 for play to resume while the scorer is still writing. This can lead to the scorer failing to eyeball the server number to validate it's the correct player. The tracker can help, but that's not something trackers have been trained to do, assuming they've been trained at all.

* The scorer must be positioned to clearly view the R1's signals and, if necessary, to be able to get the attention of the officials when there is a need to stop the next service authorization due to a problem at the table. The scorer sits next to the timer who operates the scoreboard, with the tracker to the other side of the scorer. The scorer and tracker need to discuss how they will partner together to accurately capture substitutions and libero serving.

* The scorer is expected to cooperate with the R2 in discussing how they will work together during the match. The scorer should indicate if there are not two functioning pens or a number of usable pencils so the home team coach can provide the needed materials. Obviously, the scorer needs three scoresheets for all best-of-three-set matches and five scoresheets for all best-of-five-set matches for the playing session. The scorer should record information for each of the spaces at the header of the scoresheet in blue or black ink including the names of the two schools which are on the sides of the court which each will occupy to start the match.

* After the results of the coin toss are shared by a referee, the scorer will mark an X to indicate which team is serving. The scorer ensures that each submitted lineup is handed to a referee for an initial look-see to spot any concerns such as duplicate numbers, failure to list a libero, or failure to list a captain. If the libero is listed with a "C/c" as the captain, the R2 will get the coach to identify an alternate captain since the libero must exit the court during each rotation, and another player needs to be identified as the alternate captain ("A/a").

* The scorer double checks for the same issues that the referees would look for, then records the lineups in serving order for each team. Since the numbers of the player in the order in which they will serve is established by the lineup submission, the scorer matches the number order for both teams, regardless of whether the team is serving or receiving. If the lineup is submitted considerably before the deadline for changing the lineup (2:00 on the countdown clock for the first set; 1:00 on the countdown clock for subsequent sets), the scorer may choose to enter the lineups in pencil or wait until the deadline has passed. A referee will check with the coach if no libero is listed to allow an oversight to be corrected.

- * The libero tracker (LT) sits next to the scorer, and they partner with each other and with the R2 to ensure all sub numbers are properly recorded by both while the LT also records every libero replacement to verify legality. Both the scorer and LT mark a triangle during the set to indicate the only position that team's libero may serve in the set. When the teams take the court for the R2 to check that the proper players are on the court and in the correct floor positions, the scorer and LT use their recorded lineups to verify the right players are on the court as a double and triple check. The scorer marks the correct set number, prints the names of the officials or has them print their own names, and records the numbers of up to two liberos (L1:_, L2: _) in the available space(s) for both teams or an X if the team is not playing a libero in that set. The scorer may list the time the set actually started in the space provided and does the same at the end of the set. At the end of the set, the scorer records the final set score in blue or black ink or in pencil and confirms as the match progresses that the score matches the running score column. The scorer and LT observe the visible scoreboard to verify that the score matches what the scorer has recorded or the R2 should be notified at the next dead ball.
- * Along with points being scored by the team, the major responsibility of the scorer is to record the numbers of each player being subbed into the set and the number of the player being subbed out. These are recorded as player entering/player exiting. S7/12 means #7 subbed in for #12 for the serving team. For receiving team subs, on the line of the current server, the scorer records Sx 4/11 to show that #4 subbed in for #11 for the opposing/receiving team. The scorer has to slash the appropriate number (1 through 18) in the Substitutions area below and slash the number of the exiting player, then record the number of the entering sub. The rule is that a player may only appear on one scoring row during a set unless there is an exceptional substitution.
- * During the match, a scorer may need to record a comment and use a symbol the R2 will share. For anything extensive, the R2 should write the Comment note so it reflects what just occurred. Comments include issuance of unnecessary delay sanctions (administrative yellow card/YUD, administrative red card/RUD with penalty point awarded opponent), yellow conduct card (YC/warning), red conduct card (RC/penalty point to opponent), or yellow/red cards (disqualification, DQ, penalty point awarded opponent) for unsporting conduct; player removed from match under concussion management (CM), a re-designated libero (RL), or an exceptional substitution (ES).
- * Conduct cards carry over from set to set so they need to be moved over by the scorer to the next and each subsequent set in the match). Delay cards don't carry over from set to set. When delay and conduct cards are recorded, they go on the side of the offending team and include the "key" and the score at the time of the offense, such as YUD (14-18).

Scoring a Match

Each year's Rules Book has instructions for Scorers on scoring a match. The NFHS does not have a standard scoresheet, but the OHSAA provides a sample, replicable scoresheet on the girls VB page at www.ohsaa.org/sports/volleyball, left-side column entitled "Rally Scoring" (blank scoresheet), or through this link: [Microsoft Word - OHSAA Scoresheet](#). Schools may have purchased several scorebooks with a large number of sheets that don't match the scoresheet posted on ohsaa.org and don't have a key to the symbols to be used. Because of this, scorers may be accustomed to their own ways of keeping score - ways that may not have the same conventional markings for recording various playing actions. The triangle drawn to lock in where a libero serves first in the serve order for each set is typically not an issue; scoresheets with Arabic numbers (1 – 6) for the serve order or Roman numerals (I – VI) are used to triangle the libero serving, and these are not typically issues. However, some scoresheets have no numbered columns for Serve Order, in which case the triangle should be placed over the number of or to the

side of the starting player! As long as the R2 understands the system used by the scorer well enough to be able to problem-solve, it should be okay. *

NFHS guidelines advise scorers to have blue, black, and red pens. Some scorers may have a single pen and a pencil. A referee may need to “loan” a pen to the scorer or tracker! Schools tend to provide the minimum required unless the head Varsity coach is attentive. As R2s, we do our best to work with what we are given while having some reasonable expectations that the scorer will have at least some training, which is certainly more than libero trackers.

* Scorer instructions include the use of the Comments section, which an R2 should direct since it's unlikely anyone has taught a scorer what types of info get recorded. Each square on a scoresheet represents one play or action, such as a serve. When the serve results in a point, loss of rally to the opponent, replay, or penalty, the appropriate figure/symbol is recorded (what each symbol represents is shown below. As each point is scored, the appropriate number is recorded and is also marked in the running score column. Points in the running scoring column are slashed if they were scored on the team's serve, boxed in a square if they were scored off the opponent's serve, or triangled if the point was scored by the serving team off the libero's serve. Each serving row's term of service ends with a dash (-) or a dash connected to an upright line (⊥) (which is recorded to the right of the last point showing on the line to denote the end of the term of service. This symbol is entered in a triangle if the libero was serving and the team lost the rally or in a square with a P which indicates a penalty.

* Since there is no single required NFHS scoresheet, the scorer may be working with a Serve Order column with Roman Numerals I, II, III, IV, V, and VI OR with Arabic Numerals 1, 2, 3, 4, 5, 6. These both denote the serving rotations for the teams, and the scorer fills in player numbers in the serving order directly from the submitted lineup sheets. When a libero serves, a triangle is drawn large enough to insert a point number (if the serving team wins the rally) or a – (dash) or ⊥ if the receiving team wins the rally. The triangle is also drawn around the serve order number (Roman Numeral or Arabic Number) to signify that this is the first position in which the libero served for that team during this particular set, locking the libero into this serve order position. If the libero prepares to serve in any other serve order position during the set, the scorer and tracker inform the R2 as soon as possible, but only with the ball dead.

* The NFHS has listed a new marking to identify that a libero has been identified as entering the set and taking a position on the court. It better be a back-row position! The Sample Set in the NFHS Volleyball Rules Book shows a circle in the Symbols Key around a number of a libero who has entered the court. A Note associated with the Sample Set states each libero's “first entrance is marked by circling the libero's number at the top of the sheet.” The sheet in question is the scoresheet. What makes little sense is that the Scorer only records a triangle to indicate when a libero first serves in a set for each team. The Scorer doesn't track each libero's entrance into the set; this is the role of the Libero Tracker. Yet, the responsibility is assigned to the Scorer. As the R2 for a match, if this is important to you, perhaps have the Libero Tracker assume this role. The change is not accompanied by an explanation as to why the information needs to be recorded. The Libero Tracker and R2 are responsible to identifying if a libero who was authorized to enter by the R2 to start a set is wearing a number that matches a number the coach has listed on the lineup sheet as a libero number for that set

Key to Symbols used on scoresheet

What the Symbol Represents	Symbol
Playing captain for each team	c/C
Alternate captain	a/A
Number of the point won by serving team on its own serve	1, 2, 3,4, etc.
End of team's term of service when serving team loses rally	⊥
Number of the point scored by the receiving team on the opponent's serve	5
Triangle used to mark when the libero serves	△
Triangle used to mark serve order position where libero first served I-VI	△ IV
Triangle used to mark serve order position where libero first served 1-6	△ 5
Triangle with number inside to show libero served and team's scored 5th point	△ 5
Triangle with loss of rally symbol in it to signify end of term of service	△ ⊥
Penalty issued to serving team resulting in side out	⊖ P-1
Penalty Point awarded to receiving team due to penalty issued to serving team	⊖ P3
Time-out	T
Time-out	Tx
Substitution for the serving team	S
Substitution for the receiving team	Sx
Replay	R
Re-serve	RS
Libero initial entrance into a set (libero number circled)	⊖ 6

Libero Tracker/Spotter

The Libero Tracker (LT) or a Spotter who works with a VolleyWrite Scorer (VWS) is probably the least trained and least experienced volunteer at the officials' table. A paper scorer works with an LT who uses a Libero Tracking Sheet (LTS) provided by the school. There is a guide to help LTs learn their responsibilities by studying a document at www.ohsaa.org/sports/volleyball, in the left column: "Instructions for Libero Trackers." This document is being updated to reflect two libero information. An individual other than the official scorer must be provided by the host school to track the libero player entering/exiting the court, record all substitutions and draw a triangle over the position where the libero initially served during each set. In Ohio, if the host school does not play a libero, then the LT shall be supplied by the visiting school in order for the libero to be used in a match.

* VolleyWrite Scoring software makes handling the libero's movements on and off the court and libero serving very easy by applying the rules governing the libero. A Spotter and sometimes the R2 may assist the VWS, but the software flags illegal entry by a libero and the replacement player where a paper Libero Tracker often has minimal instruction and experience. LTs need to put their heads on a swivel like an oscillating fan to capture activities at the end of a rally that might involve viewing and recording both substitutions on both sides and libero replacements. It can be difficult to spot and record a sub followed by the sub exiting the court to be replaced by a libero. The move to two liberos may be even more intimidating to an LT, but VolleyWrite Scoring has the software to properly apply the rules automatically to catch illegal entry of a replacement player or a sub who attempts to enter the set in a different position in the serving order.

* The LT is responsible for tracking libero replacements as well as substitutions. The LT records an "L" next to the number of the back-row player the first time a libero enters the set to replace that player and ensures the same player replaces a libero no later than when the libero's position rotates to the front row. The LT is responsible for monitoring three key rules: that there is at least one rally between a libero exiting the court and a libero replacing another back-row player unless the next action of a libero is to serve. A libero may move from a back-row position as the player whom the libero last replaced returns to the court through the LRZ (Libero Replacement Zone), and the player who would be the next legal server exits the court, again through the LRZ. This is a legal double replacement allowing the libero to serve from an on-court position. The off-court libero may move to serve with the on-court libero exiting the court. This results in 4 players (2 regular players and two liberos crossing the sideline in the Replacement Zone). The libero may also be off the court for at least one rally and replace the player in RB to serve the next rally as long as a libero hasn't served in a different spot in the serve order during that set. In addition, after a libero replaces a back-row player, when it becomes time for the libero to return to the set, the LT ensures that the player who returns to the court is the player whom the libero last replaced. To manage these responsibilities, the LT has to record every substitution for both teams so that if the libero replaces a sub, the libero is replaced by the same sub. The LT is responsible for ensuring that the libero's position does not rotate to the front row without the proper player replacing the libero. The libero may never be on the court in a front-row position in a team's rotation as established by the serve order submitted as the team's lineup. The option of two liberos poses more challenges for a Scorer-LT than a VWS-Spotter in terms of the rules governing a libero who was on the court returning to the court at the end of a time-out before being replaced by the player the libero last replaced. The same is true of time-outs where a libero was off the court in terms of the requirement that the team return to the court at the end of the time-out with the same players who were on the court when the time-out began.

* Assuming it's kept accurately, an LT's tracking sheet reflects which players are currently on the court while the scoresheet does not show the libero's position in the back row. The scoresheet is

basically blind to libero replacements other than when the libero replaces the player who will be serving next from the right-back position, in which case the scorer and the LT draw a triangle over the Roman Numeral (I - VI) or Arabic Number (1 - 6) indicating where the libero served for the first time in a set, then monitor to ensure the libero does not serve in a second position in that set since the libero playing rules prohibit this..

- * Before the start of each set, both the scorer and LT use the submitted lineup sheets to record the uniform numbers of the starting players for each team in serving order and the libero on their respective scoresheets and tracking sheets. After the lineups are shared with the scorer and LT, both review the lineups to ensure that a captain is indicated, no duplicate or illegal numbers are entered, and the numbers of listed liberos are noted. If no libero is indicated, as a courtesy, the R2 should be notified so the R2 can verify with the coach whether the coach planned to play a libero in the current set to allow a libero to be added before the deadline for changing a lineup.

- * The scorer and LT both record the team information and the positions of the players on the court on their respective paperwork according to the serving order submitted on the lineup sheets including the number of the libero to ensure that a different libero doesn't illegally enter the set. The LT is responsible for recording libero replacements accurately, so the LTS accurately reflects the players who are legally on the court at all times. If an illegal libero replacement occurs, the LT is instructed to notify the R2 immediately as long as the ball is not in play. As needed, the LT notifies the R2 with the timing communicated by the R2 in the pre-match discussion.

- * During the match, the LT records all substitutions and libero replacements on the LTS, notifies the R2 any time a libero is replaced by someone other than the player whom the libero last replaced, meaning the LT looks for the same number directly in front of and in back of the L (for libero) on the tracking sheet, or if a different libero enters the set. The LT notifies the R2 if the libero does not remain out of the set for at least one rally before coming back onto the court in replacement of another back-row player. In other words, the libero is not permitted to exit the court and be replaced by the player whom he/she last replaced, and then immediately - without at least one completed rally with a point scored - replace another back-row player. This is illegal, and it has to be reported immediately to alert the R2 who must deny the entry and assess an unnecessary delay sanction.

- * When a time-out is granted, the LT is responsible for scanning the court to ensure the LT is aware of whether the libero was on or off the court for both teams since the teams must return to the court at the end of the time-out with exactly the same players who were on the court when the time-out was called. The LT informs the R2 in or out for both teams to alert the R2 to expect liberos in/out to verify compliance when the time-out ends. If this does not occur, the libero is an illegal player on the court if properly recorded by the LT.

- * LT responsibilities require a highly trained individual to capture players coming and going during a dead ball. Sometimes, numbers are called out to help with recording subs accurately, but it can be difficult with subs and libero movement on both sides of the net on the same dead ball. LTs are volunteers who typically receive the least training and the role is often treated by schools as a throwaway position that anyone could be thrust into and do the job. This could not be more inaccurate. Part of the problem is that the people who would be knowledgeable enough to provide instruction to these volunteers simply don't work or volunteer at the high-school level to help with accurate training. This leaves the R2 with the need to conduct a mini-tutorial with a minimum amount of time available, then hope for the best, help by calling out libero exchanges, and checking the libero tracking sheet during time-outs.

- * Schools provide training for assistant officials. An experienced scorer typically mentors the new SK. While some LTs learn from a more experienced LT, this is rare. No one at the school seems to value the libero tracker position until there is a mess at the table and a long delay trying to resolve the problem created by having an untrained individual attempting to do his/her best and typically

being overwhelmed and missing when the libero enters or exits the court, resulting in the LTS being an unreliable document for player floor positions for a lineup check.

Timer/Scoreboard Operator

The timer is responsible for an accurate scoreboard by adding points as each team wins a rally, starting and stopping the scoreboard clock at appropriate times, and working in partnership with the R2 during the warm-up so the horn is timely sounded since this controls teams entering and exiting the court in accordance with warm-up protocols. Some volunteers are thrown into the role at the last minute and with minimum instruction from a knowledgeable source. This leaves the R2 asking basic questions such as do you know how to set 1:00 for a time-out or 3:00 between sets? Do you know how to adjust points up or down to correct an error or to erase points when starting a new set? As with all assistant officials, the timer is expected to be present by the time the pre-meeting conference concludes. Many of these volunteers are not at the table early enough to sound the initial time-out horn, leaving this duty to the referees.

- * The timer is supposed to test the visible timing device/scoreboard to verify proper working order, but this may already have been done by the administrator in charge. The scorer is seated next to the timer which allows the scorer to correct an error with the visible score. At a referee's direction, the timer starts the visible clock for pre-match warm-ups, time-outs, and intervals between sets. Each set should start with 1:00 on the clock. The R2 will inform the timer if there is a 5:00 intermission between sets 2 and 3 for a special event, recognition, or promotion. Most clocks are set for the horn to sound when the time runs down to 0:00. If there is no automatic horn function, the timer will sound the horn at the end of the timed warm-up, at the end of each time-out including as directed by the R2, and when the interval between sets concludes. If multiple courts are in use in the same gym, the R2 may use a whistle to end each interval and will direct the timer not to sound the horn.

- * For regular/charged time-outs, the R2 will ensure the timer immediately starts the 1:00 clock and will double whistle at :15 on the countdown clock and direct the timer to either let the clock run out with a horn or kill the clock, hit the horn and re-set the clock to 1:00 if both teams are ready to play prior to the expiration of 60 seconds. Prior to the deciding set, the R2 should have directed the timer to set 3:00 and hold, then start the between-set interval upon direction by the R2 after the coin toss is concluded.

- * Between sets, the R2 will double whistle now with :30 on the clock, begin the lineup check when either team is back on the court, encourage the opponent to line up on the court and, if the horn has gone off, instruct the Timer to hit the horn and re-set to 1:00.

- * While the scorer is expected to get the attention of the R2 on a dead ball when there is a scoring issue, based on their pre-match discussion, the scorer may direct the timer to sound the horn (only when the ball is dead) as needed to get the R2's attention and not allow the next serve to be authorized. The timer should not use the audio signal (horn) during play or after the first referee has whistled for serve.

- * The timer is expected to accurately post each point and work with the scorer when a replay is issued to ensure no point is awarded. This type of coordination is essential.

Line Judges

Line judges may be volunteers identified and, supposedly, trained by the host school or professional officials serving as line judges whose level of training has to be assessed by the R1 in the pre-match discussion before offering preferences, guidance, a mini-tutorial, or whatever appears to be needed. In order to effectively instruct line judges, the R1 needs to understand how to effectively use the line judges' information that line judges are able to offer from their special angles in the corners of the court. Regardless of who the line judges are, the R1 has to identify what help the R1 might need, or it is much more likely that when the R1 is blocked and line judge help is really needed, the help is less likely. The R1 instructs the line judges to make eye communication with their calls and non-calls so that the line judges can see that the R1 is aware of what they are signaling each time, as necessary.

- * The R1 has to be prepared to cover line judge responsibilities with an initial assessment of line judge experience to take the appropriate amount of time in verifying signals, positioning, movement, time-out positioning, and how to handle possibly being overruled, all without overwhelming inexperienced line judges with too much information. Given the wide variety of volunteers (adults and students) and professional officials who serve as line judges in OHSA matches, the R1 gets what he/she gets. Instructions, answering questions, and reviewing signals and what each means can help, but there are volunteers and even professional officials who are not good line judges. Replacing a line judge who is distracted or not paying attention, not making timely signals, or whose judgments are bad is always an option, but we tend to work with the line judges to build their confidence and help them make correct signals.

- * The referees are expected to purchase line judge flags as "necessary equipment" and should bring their flags to each match in case the host school does not have them. The OHSA expects line judges to work with flags. Even though line judges can be instructed in terms of how to signal without flags, line judges need flags to sell their judgments and have them clearly understood as well as to buy into their important roles in a match. The R1 is responsible for "selling" the line judges on the importance of their roles in the match, occupying positions in the corners that provide an angle for seeing each play that no one else has. This valuing process has to be followed by the R1 getting the line judges to make every call and assuming the R1 is screened and unable to see that a point hit the floor. Engaging line judges has a payoff. The R1 reminds line judges that they sell their calls through athletic positioning, intelligent movement for improved angles to see plays, crisp and correct signals, and eye contact in presenting calls to the R1. They are more effective when they think "what help does the R1 need on this play?" This is part of asking the line judges to make calls and giving them encouragement when they do what they were asked to do.

- * The R1 places the line judges into initial positions based on what position the R1 perceives he/she needs more help. For most high school matches, the more experienced line judge will be assigned to L2, the bench-side position. The R1 has to decide when to not have line judges switch positions between each set since the rules have changed when teams are not switching benches. The R1 should let both coaches know if line judges will not be switching positions. In matches where there is a substantive disadvantage to one side of the court or the other, and the teams will be changing sides, the line judges retain their assigned positions for the match and do not switch.

- * Competent line judges are trained in their responsibilities and capable of meeting their responsibilities. Since line judge competence tends to vary, the R1 doesn't know what to expect and must be prepared to see everything and have a call when a line judge doesn't signal as directed. A line judge must be alert and responsive to the leadership and direction of the referees. Host schools are responsible for training their line judge volunteers. This assumes that someone associated with

the volleyball program has that capability, something that is seldom the case. The R1 has time for only a brief, general review of line judge duties. Compounding limited time, line judges are often not identified by the head coach until the last minute, despite being asked early on during the warm-up. Referees face line judges who think they know what they're doing and who seem uninterested in the pre-match instructions. Volunteer line judges have to be kept out of the home team huddle at times. They are supposed to be neutral and objective and remain detached from coaches, players and spectators before, during and immediately after the match.

- * The R1 corrects line judge positioning as needed, and continuing to work with line judges to get the best from them is helped when line judges come to their time-out positions instead of hanging out in the corner or chatting with friends. In the pre-match with the line judges, the R1 advises line judges to keep their knees flexed to be able to move quickly out of the way of a player chasing after a poorly passed ball. We tell them to avoid a collision to prevent possible injury to a player or to themselves.

- * For matches where there are no player introductions, the line judges may set up in their respective corners. For matches with introductions, announcements, and the National Anthem, line judges should participate in the pre-match protocol where line judge on the R1's side of the court (LJ1) stands to the right of the R1 who is closest to the referee stand and the line judge on the R2's side (LJ2) stands to the right of the R2 who is closest to the post, both directly across the court from the R1, in front of the officials' table. LJ1's flag goes on the stand while LJ's flag stays at the table for introductions and the National Anthem.

- * The referees ensure that for the start of each set, the line judges take their base positions be at the intersection of the left sideline and the end line in the left-back corner of each court, being sure to stand about a ball's width from the sideline with the left foot and a balls-width from the end line with the right foot. Line judges take a position that is as athletic as possible, with knees flexed to allow quick movement.

- * If the server takes a position in the left third of the service area and comes close to that line judge's position (meaning about 4 and a ½ feet), the line judge on the serving team's side should create additional space and move a few steps to the side in line with the extension of the end line until the ball is contacted for serve, allow the server to clear the area and move back quickly into base position for a possible line call on the serve or to judge a floor save.

- * During time-outs, line judges move to the intersection of the attack line and sideline on their respective side of the court, nearest the R1, standing about a foot and a half back. The line judge on the serving team's side of the net holds the game ball. The R1 should have advised LJ1 (who is to the right of the R1) to wait for LJ2 to reach the sideline before moving into time-out position. Both line judges return to their positions, leaving when the teams are returning to the court or at :15, whichever comes first. LJ2 does not step on the court in moving to the time-out position. After each set, line judges move into time-out positions after retrieving game balls, then hold their position until teams have cleared the area in front of the officials' table before walking along their respective attack lines to return the ball(s) to the table and taking their seats away in a neutral area. Line judges are expected to move as necessary to obtain an angle that allows a clear, unobstructed view of each play by facing the entire sideline or end line involved when making an inbounds or out-of-bounds call. They must be alert to avoid interfering with a player's opportunity to make a play.

- * The R1 reminds the line judges that they are to make calls on every play when the ball lands, particularly on or near the sideline and end line closest to them. A line judge does not mirror a fellow line judge's call but calls only what he or she sees. The R1 verifies the line judges know how and when to signal that the ball landed inbounds/"in" as well as how to use the same "in" signal for a failed attempt at a floor save where any part of the ball touches the floor. More experienced line judges may be reminded that calling in on the other line judge's sideline is not useful unless the ball also lands close to the line judge's end line. The use of the "out of bounds/out" is explained. Line

judges are reminded to only call “out” on either of their two lines of responsibility that intersect in their corner. The R1’s explanation of a touch signal should advise line judges that if they think they saw a touch, not to signal it; they need to be sure there was a touch and not mimic the other line judge. Teams may yell “touch” in the hope of talking one of the crew into a touch call that they were not sure of. Touches often come from the line judge from whose side the ball was attacked.

* Line judges often have the best angle for judging the ball’s path as it crosses the net to the opponents’ side, and they need to understand the rules and techniques regarding antenna faults. Line judges should consider the net antennas extending up to the ceiling so the ball must cross the net entirely within the net antennas extended or a fault has occurred. An antenna fault also occurs when a ball in play contacts an antenna, any part of the net outside an antenna, any part of the net apparatus (cables, straps, net posts), or the referee stand. A ball that passes over or outside the antenna and crosses the net plane to the opponents’ side (including a serve) is a fault and needs to be signaled, but only if the line judge is sure the fault occurred. To signal an antenna fault with a flag, the LJ waves the flag above his/her head with one hand and extends the other arm and points with the index finger to the antenna in question. Signaling without a flag involves waving one hand above the LJ’s head and pointing with the index finger toward the antenna where the fault occurred.

* While a line judge may signal a fault on either antenna, the line judge should be sure there’s a clear fault, especially if calling the ball outside the antenna on the other line judge’s line. For a ball passing over an antenna, in many cases the line judge has to move along the sideline or end line to line up the ball and the antenna to make an accurate decision and be credible. When the ball is attacked or blocked into an antenna, this is often a bang-bang play; everyone in the gym knows it was an antenna fault, and sometimes it is obvious which team was at fault. Occasionally, there’s some confusion about which team committed the fault. A line judge can use hand signals to communicate the team at fault as necessary. Using a secondary signal is not automatic. The R1 should indicate when the use of a secondary signal is appropriate. After signaling an antenna fault, the line judge lowers the flag and then extends the right arm with the flag or an open hand, parallel to the end line to indicate the team nearest to the line judge committed the fault; if the team on the opposite side committed the fault, the line judge extends the left arm, with the flag or an open hand, parallel to the sideline to indicate the team at fault. It does not matter which hand the flag is in, nor do the signals change if a line judge is right-handed or left-handed.

* If the ball contacts the ceiling and then crosses over the net to the other side, the signal used by line judges is to raise the flag straight up as done in making an out signal. If the ball crosses over the net and next contacts anything overhead, the same signal is used to show the fault.

* As noted earlier, a line judge may have a good look from a lower angle to see that a team’s effort to play the ball failed to keep the ball from touching the court. A line judge may signal a ball contacting the floor, such as for a missed pancake, on either side of the net. To see this play may require movement along the sideline or end line or crouching low to view a play through players’ legs on the other side of the net. Even if a ball simultaneously touches the player and the floor, the ball is considered “down” and a fault, so the line judge should give the “in” signal.

* Line judges should make their decisions quickly and decisively without regard to the call being made by the line judge on the other side of the court. They should hold their signals until it is seen or waved off by the R1. Once the R1 awards the point, the signal may be released.

* To signal inbounds, the LJ points with the flag down toward the middle of the court. For “out of bounds, the LJ raises the flag, arm extended overhead. To obtain the R1’s attention, the LJ raises the flag overhead and waves it. For a “touch” signal, the LJ raises the flag to shoulder height in front of the body and places the open palm of the other hand on top of the flag chin high.

* For an antenna fault, the LJ waves the flag over his/her head and points to the antenna with the index finger of the other hand. For a service line foot fault, the LJ waves the flag over the head and

points with the index finger toward the service line. If an LJ's view of a play is blocked, the LJ raises and crosses both arms in front of the chest, palms facing the body.

Rule 1: The Game

Volleyball is described as a game played by two teams consisting of 6 players on a rectangular court separated into two areas by a net and using an inflated ball. One team serves the ball over the net, trying to make it land within the opponent's playing area. The receiving team attempts to return the ball over the net in such a manner that it will land within the opponent's playing area. Match is the terminology for the contest, and a Varsity dual meet between two schools consists of the best three-of-five sets with the team winning three sets winning the match. All sets but a deciding fifth set are played to 25 points, win by two points, and with no point cap. The fourth and fifth sets aren't played unless necessary to determine the match outcome. A deciding set is played to 15 points, win by 2 points, no cap. The rule covers the interval between sets; number of time-outs per set; coin toss to determine the team to serve first; teams alternating first serves set to set; how points are scored; rotating for serve when winning a rally as the receiving team; initial bench selection; pre-match conference between the referees, coaches, and captains for both teams; forfeits; requirement of timed warm-ups; situations resulting in suspension of play; and prohibitions of artificial noisemakers along with limitations of playing of music and sound effects. The match becomes official when the scoresheet is initialed by the R2, and no change of score is allowed after this occurred. Referees are advised to slow down when it appears a set has been won, and the R1 should delay directing teams to their benches if it appears a rule issue may be brewing.

Rule 2: The Court

Volleyball is played on a court that's 60 feet long and 30 feet wide, measured to the outer edges of the boundary lines that surround the court. The playing surface on and around the court (adjacent playable area) must be flat, smooth and free of obstructions other than required equipment/padding. The area above the court is recommended as being at least 23 feet.

* Boundary lines that surround the court should be of one clearly visible color that contrasts to the color of the floor and other lines on the court. This is a recommendation. For courts that are used for basketball, there are small gaps in the boundary lines that don't preclude play. Boundary lines must be 2" and there must be at least 6 feet (preferably 10 feet) of unobstructed space outside the boundary lines. End lines are the boundary lines on the short sides of the court, while sidelines are boundary lines on the long sides of the court. A continuous center line, 2" wide, divides the court into two playing areas and is bisected by a mesh net that separates the teams on either side. The center line may be solid or shadow-bordered as long as the lines are unbroken all the way from sideline to sideline and are clearly visible to the referees. A shadow that outlines the center line is within the required 2' width of the line. A logo on the floor should not distract from the visibility of the center line. An attack line consisting of one solid color crosses the court on each side from sideline to sideline at a distance of 10 feet from the axis of the center line from the outer edge of the attack line. The key is clear visibility since the referees need to see this line to determine back-row attacks and the libero foot position when finger-tip setting the first or second team hit.

* Each side of the court has a serving area that does not include the end line, 30 feet wide and a minimum of 6 feet deep. The service area is marked at the end by two short lines, each 2" wide by

6" long drawn 8" behind and perpendicular to the end line as extensions of the sidelines behind the end line. Both lines are included in the width of the service area.

- * There's a substitution zone near the sideline between the attack line and the center line, where the R2 authorizes subs to enter after ensuring the numbers of the incoming and exiting players are recorded by the scorer and libero tracker. The libero replacement zone is the area near the sideline between the attack line and the end line where liberos and replacements enter and exit the court. A coaching zone is defined as the area beyond the end line and sideline extended in addition to the libero replacement zone.

- * The playable area includes the court and the unobstructed space outside the court boundary lines, referred to as the "free zone." The playable area outside of court boundary lines must be visible to all team members and officials. The non-playable area is that space located beyond the court and surrounding playable area. It includes walls, bleachers, team benches, area behind the team benches, and any other areas addressed in the pre-match conference, determined by the R1 as unsuitable for play due to visibility or safety issues.

- * There are playable overhead obstructions and, if a ball hits the ceiling or an overhead obstruction above a playable area, the ball remains in play unless this was the team's third hit and provided the ball contacts the ceiling/obstruction on the side of the net extended that is occupied by the team that last played the ball, and the ball is legally played next by the same team. The rule goes on to illustrate situations where a ball is considered out of bounds resulting in an out-of-bounds fault with a loss of rally/point awarded to the opponents who will rotate one position to serve or, if already serving, serve the next rally. The ball touching the floor completely outside the court's boundary lines with no part of the ball in contact with a boundary line is one of the most common out-of-bounds faults. A ball that hits any part of a vertical backboard or its supports over a playable area if the ball would not have remained in play if the backboard structure had not been there.

- * Non-team members include but are not limited to all authorized officials, media personnel (including equipment) and spectators located in playable areas.

Rule 3: Game Equipment

Rule 3 covers the required dimensions of the net, requirements in terms of length and width along with the size and composition of the mesh. The canvas or synthetic material along the top of the net is described as is the dimensions of a white net sleeve, the requirement that it be secured to not affect net height and the permissibility of school name, insignia, mascot, or advertising as long as a decal or professional printing is used. The rule specifies how the top of the net is kept straight by a flexible steel or fiber cable runs through as a tensioning device and the bottom of the net is kept straight with a rope or cable. Both sides of the net may have a wooden, metal, or fiberglass rod to hold the sides perpendicular to the floor. Net systems that do not have a cable/rope through the top or bottom of the net are legal provided they meet all other rule specifications, and the entire net remains taut at the specified net height. The net must be attached to upright standards which are 3 feet outside the court or from its four corners to walls which are at least 6 feet from the sideline. The net supports include any attachments to the net used for anchoring the net to walls or upright standards, as well as the standards themselves and any attachments used for anchoring the standards to the floor or walls or ceiling. The standards, first referee's platform and floor/wall cables shall be padded. Standards must be padded to a minimum height of 5½ feet with at least 1-inch-thick, resilient, shock-absorbing material to encase the uprights and all tensioning devices; the front and sides of the R1's platform must be padded in the same manner as the standards. Any guy cables or rigid braces

must also be padded to a minimum height of 5½ feet with at least ½-inch-thick resilient, shock-absorbing material. IF a host school does not properly pad all the standards, floor/wall cables and the R1's platform, the host administrator and coach are informed that failure to do so will result in the match not being played, and the OHSA being notified to determine further action or penalty, as deemed necessary.

- * The net is placed so it crosses the court midway between and parallel to the end lines. The height of the net shall be 7 feet, 4 and 1/8 inches for girls and 7 feet, 11 and 5/8 inches for boys, measured at the center of the net. The net measured at the ends shall not exceed these heights by more than ¾ inch. Net antennas must be attached to the net in line with the outside edge of the sideline and extend upward at least 2½ feet but no more than 3½ feet above the net. The antennas shall be fastened securely to the top and bottom of the net. They shall be of an unbreakable material no more than 3/8 inch in diameter with alternating 4-inch to 6-inch white and orange or red bands.

- * A safe, stable platform, elevating the R1's head to around 18 inches above the top of the net is required (not 2 to 3 feet as stated in the rule). The top of the platform should be at least 18 inches long by 12 inches wide, and steps up to the platform should be provided.

- * The ball must be spherical with a laceless molded cover of 12 or more basic, rectangular-shaped panels of equal size and genuine or simulated smooth leather (not suede). All panels of the ball shall be solid white or a maximum combination of three colors (with each panel being a solid color) and of which at least one-third of the panels shall be solid white. The ball is inflated between 4.3 and 4.6 pounds per square inch of air pressure. All balls used for the match should be of the same manufacturer and appearance and be set to the same ball pressure. Beginning in 2026-27, by state association adoption, the volleyball may be spherical with a laceless molded cover of genuine, simulated textured leather (not suede) panels. There is no limitation on color combinations or the number and shape of panels for textured volleyballs. All measurements still apply. The authenticating mark must now be present for the game balls with new Molten Flistatec volleyballs having an authenticating mark since States may approve textured volleyball for the girls' teams as well as the boys' teams. Ohio has on the boys' side only.

- * The home team is responsible for providing competition volleyballs that are in sufficiently good shape to use. Each volleyball must include the NFHS Authenticating Mark. The approved boys' volleyball is the Molten Flistatec, and the ball is covered by an approved experiment for the current season. However, the red-white-and-green volleyball and the red-white-blue version (the approved volleyball for the postseason) will not have either of the NFHS Authenticating Marks. We play matches regardless if we have to find two volleyballs of the same color and manufacturer, get the coaches to agree on using the volleyballs, then play and report to the OHSA and the match assigner. The Molten Super-Touch is the volleyball for girls matches.

- * The host school also supplies sufficient scoresheets for the maximum number of sets that could be played in the playing session. These scoresheets are kept at the officials' table throughout the match. Scoresheets must provide adequate space for lineups, individual scoring, team scoring and time-outs, as well as space in a Comments section for recording warnings, penalties and disqualifications for unsporting conduct; a player removed from the match under the concussion management protocol, exceptional substitutions, re-designation of a libero, unnecessary delay administrative cards, and uniform/equipment violations. The home scoresheet is considered official. VolleyWrite may be used by either the home or visiting scorer. A spotter is required to call out libero exchanges to the VolleyWrite Scorer (VWS), but this can be done by the timer/scoreboard operator if necessary. The visiting team may maintain its own scoresheet or VolleyWrite scoring device at the officials' table, but the official scoresheet is that of the host scorer unless the referees change who is the "official book."

- * A scoreboard that is visible to both teams, the officials and spectators is required.

- * An officials' table is required and placed at least 6 feet from the bench sideline, with 10 feet preferred, across the court opposite the R1 platform. This table is where the official scorer, libero tracker, timer, announcer and visiting scorer/tracker sit to do their jobs.
- * For OHSAA matches, team benches must be on the same side of the court as the officials' table, placed no closer to the sideline than 6 feet and no closer to the out-of-bounds extension of the center line than 10 feet unless the OHSAA provides express permission for a facility exception. When game equipment, other than required padding, does not meet rule specifications, the match is conducted, and the improper conditions reported to the OHSAA. If padding can't be made compliant, the match is not held and the OHSAA must be informed.

Rule 4: Player Equipment and Uniform

Prior to a match, head coaches are asked to verify that all their players are legally equipped and properly attired, meaning wearing legal uniforms and free from illegal jewelry and illegal equipment. The OHSAA may approve exceptions to NFHS playing rules to provide reasonable accommodations to individual participants with disabilities or unique or in recognition of extenuating circumstances. The accommodations should not fundamentally alter the sport, heighten risk to the athlete/others or place opponents at a disadvantage. One example is to allow beads to be worn in the hair as long as they are fastened securely and tied in a manner that avoids swinging braids with intertwined beads which could compromise safety. There is no issue if beads are tied securely tight to the player's head.

- * Safety concerns govern a guard, cast or brace that is made of hard and unyielding leather, plaster, pliable (soft) plastic, metal or any other hard substance. These can't be worn on the hand, finger, wrist or forearm, even if covered with soft padding. Hard and unyielding items (guards, casts, braces, etc.) on a player's elbow, upper arm or shoulder must be padded with a closed-cell, slow-recovery foam padding, and an elbow brace may not extend more than halfway down a player's forearm. However, knee and ankle braces, which are unaltered from the manufacturer's original design/production, do not require any additional padding, and a protective face mask made of hard material may be worn if molded to the player's face with no protrusions. Regardless, any equipment that in the judgment of the R1 increases a player's advantage or presents a safety concern is prohibited.

- * Hair-control devices and other adornments in the hair that are securely fastened and do not present an increased risk to the player, teammates or opponents are legal; headbands made of soft material and no more than 3 inches wide may be worn in the hair or on the head. We don't measure the width of a headband. Head coverings that are worn for religious reasons are not considered hair devices; however, they should be made of non-abrasive or soft materials; and must fit securely. Head coverings worn for medical reasons require state association approval which can be requested of the head coach.

- * Some jewelry is legal. Small stud and post jewelry is permitted above the chin. All other jewelry including anything below the chin, such as chains, string bracelets, commemorative bracelets and body jewelry are considered illegal jewelry and may not be worn. Taping over jewelry is not permitted. Religious and medical alert medals are not considered jewelry and should be taped to the body. The alert portion of a medal-alert bracelet may be visible. Religious medals should be taped to the body and worn under the uniform. Permanent jewelry such as welded bracelets on a wrist or ankle is not permitted. We ignore taped wrists but not tape over the ears where jewelry is covered up. Industrial/straight-bar and gauge piercings are not legal. Players are not allowed to wear body paint or glitter on their hair, face, uniform or body.

* Rule 4 covers all aspects of a legal uniform. Uniform tops [with the exception of the libero] shall be like-colored (same shade range) and uniform bottoms [with the exception of the libero] shall be like-colored as well. Today's uniforms typically meet the requirement of being free of hard and unyielding items (buttons, zippers, snaps, fasteners, etc.); they may have a single, visible manufacturer's logo and/or single school name or insignia no more than 2¼ inches on each visible undergarment, and a school name, nickname, logo, mascot, and/or team member's name are permitted on the uniform top and/or bottom. In addition, a single partial/whole manufacturer's logo/trademark/reference, no more than 2¼ square inches with no dimension more than 2¼ inches, is permitted on each piece of the uniform provided placement does not interfere with the visibility of the player's number. Manufacturer's logo/trademark/reference restrictions do not apply to waistbands on uniform bottoms. One American flag not to exceed 2" x 3" may be worn or occupy space on each item of uniform apparel. By state association adoption, for special occasions, commemorative or memorial patches, not to exceed 4 square inches, may be worn on the uniform without compromising its integrity. Bare-midriff tops are not allowed so the uniform top has to hang below or be tucked into the waistband of the uniform bottom when the player is standing upright. Any visible garment (such as t-shirt, body suits and other similar garments) worn underneath the uniform top shall be unadorned and of a single, solid color that is similar in color to the predominant color of the uniform top or be solid black, white or gray. All team members, other than the libero, must wear the same color undershirt. If one teammate wears a visible undershirt, any other player wearing a visible undershirt has to wear the same color.

* All players must wear a like-colored uniform bottom, meaning in the same shade range. Multiple styles of uniform bottoms may be worn by teammates and may include: shorts, spandex, pants, leggings, or skirts. A visible undergarment may be worn under the uniform bottom but, if worn, it has to be unadorned and of a single, solid color similar to the predominant color of the uniform bottom OR be solid black, white or gray. It may extend below the uniform bottom. All team members, other than the libero, wearing an undergarment must wear the same color. The libero may wear any color uniform bottom while adhering to all other uniform rules.

* The libero jersey must clearly contrast from the predominant color(s) of the team uniform top, excluding trim. The libero's uniform top cannot be made solely of the same predominant color(s) of the team's uniform top, even if the like color(s) are placed differently on the uniform top. Numbers shall meet the same specifications as teammates. The bottoms worn by a libero may be any color and no longer must match the team uniform bottoms. If two liberos are used, the uniform tops and bottoms of the two liberos do not have to match each other.

* Each player, including the libero, shall be identified by a number on the uniform top which is not a duplicate of a teammate's number. When a player's number changes due to blood on or damage to the uniform, the roster is corrected, and no penalty is assessed. Player numbers are expected to be permanent and clearly visible; not more than two digits (0-99) and, as of July 1, 2028, numbers with a leading zero are not legal (01, 02, etc.). Numbers are to be plain, Arabic numerals of a solid color, where the body of the number (measuring not less than ¾ inch in width at its narrowest point) is a color that clearly contrasts to the color of the uniform top. A trim (contrasting border not to exceed 1/2 inch in width at its widest point) or a shadow on part of the number not to exceed ½ inch at its widest point is permitted but shall not be used to make the number clearly visible. Numbers must currently be located on the upper front and back of the uniform top and at least 4 inches tall on the front of the jersey and at least 6 inches tall on the back, placed so the top of the number on the jersey front is no more than 5 inches down from the shoulder seam or placed so the number is centered no more than 5 inches below the bottom edge of any neckline ribbing. Beginning July 1, 2029, the number on the front of the uniform must be centered on the upper half of the uniform top and the requirements of being no more down from the shoulder seams or neckline ribbing will be eliminated. The OHSAA allows jersey tops to be

judged by this standard as of 7/1/2026. If a number is centered and easily viewed, how far down the number is doesn't matter. This allows for size variances among athletes.

- * In addition, appropriate playing shoes shall be worn, and removal of any part of the uniform, top or bottom, while in the playing area is considered unsporting conduct, with a yellow card assessed to the head coach. Discovery of non-compliant jewelry on a player(s) during team warm-ups results in a referee directing that player, by way of a coach, to remove the jewelry. A player(s) who does not comply shall be charged with unsporting conduct.

- * When a player who is not legally equipped attempts to enter the set, unnecessary delay (administrative yellow card for the first offense or administrative red card for subsequent offense in that set) is assessed to the team. The player is not allowed to enter the set until the illegal uniform/equipment is replaced or made legal. When a player, not legally equipped, is discovered in the set, the appropriate delay sanction is assessed to the team. The player must be removed until the uniform/equipment is replaced or immediately made legal. Following the administration of unnecessary delay, if the team has a time-out remaining it may be taken, and the player may remain in the set provided the illegal uniform/equipment is replaced or made legal during the time-out period. For subsequent violations by the same team during the set, a loss of rally/point shall be awarded to the opponent. The player is removed unless the illegal uniform/equipment is removed or made legal immediately.

- * When a team cannot begin the match with six players wearing legal uniforms or without body paint or glitter, a loss of rally/point shall be awarded to the opponent at the beginning of the match, and the state association is notified to determine further action or penalty, as deemed necessary. When a team's libero is wearing a jersey top which is blatantly non-contrasting, that player may not play as a libero in that jersey. The team either finds a compliant jersey that is clearly contrasting or the player may use his/her regular team jersey and play as a regular player.

Rule 5: Officials: Responsibilities and Positions

Rule 5 presents the framework for match administration by the referees with essential help from the assistant officials. Matches are typically administered by the R1 and R2, although some matches may be played with a solo referee. Assistant officials include a paper or VolleyWrite Scorer, libero tracker, timer, and line judges. Officials are secured by the host school. Line judges may be assigned or provided by the host school. The referees have the authority to make decisions about faults and violations of the rules committed. Jurisdiction of the referees begins upon their arrival courtside and extends through the R2's verification of the final score of the match. Referees retain clerical authority over the contest through the completion of any reports that are responsive for actions that occurred while the referees had jurisdiction, including for disqualifications. The OHSAA may take subsequent action to address incidents that occurred during or after the referees' jurisdiction had ended including eligibility issues and the consequences of disqualifications or termination of a match prior to the normal conclusion. During a match, the referees don't change positions other than for illness or extraordinary circumstances.

- * After a referee whistles to signal the end of the rally, that referee indicates the decision with the official hand signals. If the fault is whistled by the R1, the R1 indicates the result of the rally (point or replay) followed by the nature of the fault. The R2 mirrors the R1's signals. The R2 does not mirror the signal for a net serve. If a fault is whistled by the R2, the R2 will signal and indicate the number of the player (if a net fault was committed). The R1, if in agreement, will

then indicate the result of the play (point or replay), followed by the player's number (if a net fault was committed) and the R2 will mirror the signal of point or replay.

- * If a double fault occurs, either referee indicates the nature of the fault(s) and, if necessary, the players at fault. The R1 then indicates the result of the play, which is mirrored by the R2.

- * The official uniform consists of an OHSAA-approved white or cyan blue collared polo-style shirt, either short or long-sleeved. Officials are expected to wear the same color shirts, black slacks (black dress shorts are an option for girls' volleyball for hot and humid gyms but not for boys' volleyball), white athletic shoes and white socks. Officials' uniform accommodations may be made for religious and medical reasons.

- * Rule 5-4 addresses the responsibilities of the R1, where he/she is positioned during the match. The rule mentions the R1's head being 2 to 3 feet above the net, but best practices reflect the R1's eyes being at 18 inches above net height as optimal for sighting the full court and touches off the block. The R1 has overall control of the match, general supervision of all members of the officiating crew, makes decisions on matters not specifically covered by the rules, makes the final decision when there is a disagreement between officials, and promptly handles any unexpected situations that arise during the match in the spirit of fairness to both teams and good sportsmanship. The R1 is responsible for viewing the positioning of the serving team and should know where the setters from both teams are positioned before the start of each rally, then ensuring the officiating crew and both teams are ready before whistling and beckoning for service. Most whistles to end a rally come from the R1 who scans the line judges and R2 for information before awarding the rally.

- * Among the responsibilities listed for the R1 are sharing pre-match duties with the R2. Since which referee will play which role for which match is typically determined by the two officials during the regular season, it doesn't make sense to specify which referee checks the ball pressure versus which one checks the net height/tautness and antenna positioning. While we ask that when referees arrive at about the same time, they share the duties, it is not unusual for the first-arriving referee to simply get the basics done prior to the two referees walking the gym to set ground rules.

- * Rule 5-5 does the same with the R2, noting the R2's initial position at the start of a rally is across the court from the R2 on the receiving team's side to view illegal alignment and a possible illegal block or attack of the serve. Unstated is that the R2 should identify whether the serving team's setter and the receiving team's setter are front or back row before the start of each rally, but this is obviously linked to assisting the R1 in determining back-row player faults. Between sets, the R2 now double whistles 30 seconds before the end of the interval prior to the horn sounding to warn the teams to end their huddles and return timely to the court. The R2 is responsible for a double whistle warning between sets when the countdown clock is at :30.

- * The R2 works with the scorer, tracker and timer to ensure match information is accurately recorded and partners with the R1 to get the correct calls made. Working effectively with both coaches basically falls on the R2 who is expected to transition during each rally to be opposite the attack unless there is play at the net when the R2 stays in position to avoid missing a net or center line fault. The R2 best assists the R1 by viewing each rally through or around the net post as it develops in order to understand what the R1 likely viewed in whistling a fault or playing on. This puts the R2 in a better place in responding to reactions and questions from a coach after the rally and to serve and protect the R1. The R2 has the first shot at determining net and center line faults, whistling faults involving the R2's antenna other than an antenna fault on the serve. The R2 uses mobility to get angles to help the R1 on back-row faults, especially those involving take-off points for back-row attacks and the libero overhand finger-tip setting a ball while near the attack line.

- * The R2 should step away from the post with informal rally-ending help when such help is appropriate as discussed in the pre-match between the partners. Any time the R1 appears to have been screened, the R2 should become visible with help and make eye communication with the R1 to see if the help was seen or waved off. Headsets allow the R2 to quickly provide information that is then followed with a head nod for play, a head shake for no touch, and the appropriate informal signal.
- * The R2 processes substitution and time-out requests, lineup checks, the movements of the libero on and off the court in partnership with the tracker, and problem solves as needed when there are issues with score accuracy.
- * Responsibilities of Scorers are addressed on pages 71-74 of this document; Libero Trackers on pp. 75-77, Timers, on pp. 77; and Line Judges on pp. 78- 81.

Rule 6: The Team: Composition and Positions

This rule addresses where players must be positioned to be legally aligned in relationship to one another at service contact. It starts by describing team members as consisting of all school representatives located in the team bench area including, but not limited to coaches, teammates, managers, certified athletic trainers and the players. All players on the same team in uniform are teammates. Players are the teammates currently located on the court. A team has to consist of six players taking the court to begin the first set of a match. If a team has fewer than six players to begin the match, a forfeit shall be declared. Reasonable time is provided by the referees for teams that have players who travel by themselves to reach the site if there are traffic issues. No one benefits by quick declaration of a forfeit, including the team who will be awarded the win. If a team drops to fewer than six eligible players due to illness, injury or disqualification after the start of a match, play continues.

- * A playing captain must be designated by each team, and this is the only player who may communicate with the referees. If the captain is replaced by substitution or replacement, the coach is asked to designate another player as alternate captain. The alternate captain is the captain while on the court until the original playing captain returns to the set. If the libero is the playing captain, the coach is asked to identify an alternate captain before the start of the set.
- * The playing captain has rights and responsibilities as the team's floor leader including the ability to request a time-out. During any dead ball, a captain may request the referees verify the number of time-outs the team has used, the next or current server, and the rest of the team's current serving order as a lineup check but for the captain's own team only. The captain may also request verification of the proper server for the opponent, and, if a signal is missed, ask the first referee to repeat the call.
- * Rule 6 covers the positions of players in serve order as they are required to be on the court. . The positions are Right Back/Zone 1, Right Front/Zone 2, Center Front/Zone 3, Left Front/Zone 4, Left Back/Zone 5, and Center Back/Zone 6.
- * Each team may designate up to two libero as back-row defensive specialists per set, but only one may be on the court at a time.. Teams may change the player who is listed as libero for subsequent sets. The libero(s) are designated on the team's lineup sheet prior to each set and may change each set. A libero may be playing captain, and liberos may serve but in only one position in the serving order each set and in a different serve-order position in subsequent sets.
- * Positioning rules state that, at the moment of service contact, all players, except the server, have to be within the team's playing court and may be in contact with the boundary lines or center line, but may not have any part of the body touching the floor outside those lines. In addition, all players

including the libero must be in the correct team serving order at service contact. Each right-side player has to have at least part of one foot touching the floor closer to the right sideline than both feet of the center player in the corresponding row (except the server and the center back of the serving team). Each left-side player must have at least part of one foot touching the floor closer to the left sideline than both feet of the center player in the corresponding row. Each front-row player shall have at least part of one foot touching the floor closer to the center line than both feet of the corresponding back-row player. After the serve is contacted, players may move from their respective positions. Non-playing teammates entering the court during play is illegal alignment.

- * When the serving team loses a rally, the team preparing to serve next is required to rotate one position clockwise and the player who will serve next is the player who rotated from the right-front position to the right-back position or the libero or a substitute. A point is awarded as the new serving team rotates. In the rare case that a team drops to fewer than six players due to illness, injury or disqualification, a loss of rally/point is awarded to the opponent each time a vacant position rotates to serve in the right-back position. The vacant position remains open when rotating to the front row so the team will have three rotations with only 2 legal front-row players.

- * Play may be interrupted by a request for the team serving order by that team's coach or playing captain while the ball is dead.

- * If players are illegally aligned, the team loses a point to the opponent. This occurs when teams are overlapped so that a player is closer to the center line than the corresponding front-row player, the player legally in the center-back position is closer to the left sideline than the player legally in the left-back position, the player legally in the center-back position is closer to the right sideline than the player legally in the right-back position, etc. This is judged by foot position. If a player (other than the current server) is positioned touching outside the court boundaries at service contact, this is considered illegal alignment. The referees kindly direct a player standing off the court to get back on the court. If a player moves before service contact, such as to get to a hitting position, and steps off the court, this is considered an alignment fault.

- * If an improper server or illegal replacement is found in the set, a loss of rally is awarded as soon as the illegal player is discovered and verified; when an improper server is discovered prior to the contact of the first serve by the opposing team, all points earned by the improper server shall be canceled. When an improper server is not discovered until after the serve has alternated and the first serve has been contacted, there is no cancellation of points and no penalty is assessed. The offending team is put back into floor positions that match the team's serving order.

- * Screening rules have changed. Players on the serving team are not permitted to raise their hands above their heads during service until the ball has passed beyond the net. Warnings may be issued by the referees; if a serving team continues to raise hands, a screening fault should be whistled regardless of whether the passers for the receiving screen could or could not see either the contact of the serve or the flight path of the serve. The other criteria for screening have not changed.

- * When a team serves, players on the serving team are expected to maintain positions that don't prevent the opponent's serve-receivers from seeing the contact of the serve or the path of the served ball. However, since no player is entitled to a specific position on the court, a serve-receiver may need to adjust his/her preferred passing spot to be able to move to see the serve. If, after the receiver moves, the serving team's player moves to take another position that blocks the receiver's view of the serve and the flight of the ball, the R1 should whistle a screening fault. Most screens are group screens where the three serving team front-row players stand close to one another with back-row players filling the spaces and the server standing behind this group of teammates. There may be no place for the receiver to move to see the serve. The R2 helps recognize the receivers struggling and moving to try to see service contact and may show the informal signal for screening to the R1 as an alert and possible prevention. Potential screens include a player or players on the

serving team moving sideways or standing close to each other, typically with a back-row positioned directly in front of the server; in these situations, the key is whether the serve passes low over the group of players on the serving team resulting in the passers not seeing the serve until it crosses over the net. When screening is called, the opponent receives a point and serves next. In today's game, a warning to the captain or coach for potential screening usually results in the front-row players lowering their bases or separating to create space and the serving team lowering arms/hands below their heads. A high looping serve doesn't result in a screen while a serve hit with a low trajectory where the R1 believes the receivers couldn't see the contact of the serve or its flight path may result in a screening call. Efforts at prevention and warning are appropriate.

Rule 7: Roster and Lineup

A coach from each team shall submit in writing to the second referee a roster including names and uniform numbers of all players at the timed prematch conference. Changes to the rosters may be made until 10 minutes remain on the pre-match countdown clock. Any player the coach may play as a libero may be listed on the roster with two numbers. The first number represents the uniform number to be worn as a non-libero player, and the second represents the number to be worn as a libero (e.g., 15/L4). If the libero player's uniform number is the same as the player's non-libero uniform number, this doesn't have to be identified on the roster. The libero number can't be a duplicate of the number of any other player on the roster.

* Failure to submit a roster to the R2 at or directly after the pre-match conference results should result in the R2 reminding the coach to avoid an unnecessary delay (administrative yellow card) which is assessed at the start of the set. In addition, any corrections made to the roster after 10 minutes remain on the warm-up clock results in a loss of rally/point awarded to the opponent when the inaccuracy is discovered unless a change in number is due to a jersey that has blood on it or is torn. If the coach fails to list a player who is attempting to enter the set, this results in a delay sanction since the roster was inaccurate. Correcting the roster to add a player typically results in a loss of rally/point to the opponent. The player/substitute may enter the set after the roster is corrected. A top that's damaged or has blood on it is not penalized.

* No later than two minutes prior to the end of timed warmup, coaches are to submit to the R2 a written lineup listing the numbers for the six starting players in the proper serving order. Each team may designate a single libero on the lineup sheet. After submission, the lineup can be changed up to 2:00 on the countdown clock. Between sets, the lineups have to be turned in no later than with 1:00 on the countdown clock. The rosters/lineups stay at the table until the coach retrieves it to submit the next set's lineup. If a starting player is injured or ill, the R2 supervises the replacement of the injured/ill player's number with the number of a new starter. There is no sub required, but that player's position is the only one that may be corrected. If the injured/ill player recovers, that player may be subbed into the set in any position.

* One of the six starting players on the lineup sheet or a libero must be designated as the playing captain by placing a "C" next to the player's number. If the libero is the captain, an alternate captain ("A") must be identified.

* If a team submits a lineup with a number that no team member is wearing, the team has to legally substitute a player with a legal number into that position, and the team is charged with a substitution or change an incorrect libero number to the legal libero number with no penalty assessed. If a lineup is submitted with a player's number duplicated in more than one starting position including the libero, the error is corrected by revising the submitted lineup in one of two ways to ensure six unique, legal player numbers to start the set: either change the listed libero

with the duplicate number to a different legal number or use a substitution to change the starting player to a different legal number into that position.

* A team's failure to submit to the R2 a written numeric lineup no later than two minutes prior to the end of the timed warmup or no later than 1:00 on the countdown interval between sets, including an intermission between sets 2 and 3, results in an (administrative yellow card for unnecessary delay assessed at the start of that set. If the lineup has not been submitted by the end of the timed prematch warmup, a subsequent delay sanction (administrative red card) is assessed to the offending team at the start of that set, resulting in a loss of rally/point awarded to the opponent, who will rotate if necessary and serve first.

Rule 8: The Serve

A serve is defined as contact with the ball by the player in the right-back position to initiate play. The server has to hit the ball with one hand, fist or arm while the ball is held, or after it is released by the server within five seconds after the R1's signal to serve. Five seconds doesn't allow much time for a server hitting a jump serve so it's important to let the server get to his/her preferred position before whistling. No one came to watch the R1 make a 5-second fault call on a server, so it's good prevention to warn the captain if the R1 believes the server is approaching a fault for taking too long to contact the serve. A serve contacting and crossing the net remains in play as long as the ball passes entirely within the net antennas. The server must serve from within the serving area without touching the end line or the floor outside the lines marking the width of the serving area at the instant the ball is contacted for the serve. The server's body may be in the air over or beyond the serving area boundary lines, having left the floor from within the serving area. As noted above, the server may not contact the serve with anything but one hand/arm/fist, making bumping the ball over with two arms or setting the ball over with two hands or even kicking the ball over the net an illegal serve.

* A team's term of service begins when a player assumes the right-back position as the server and ends when a loss of rally is awarded to the opponent. A player's term of service begins when the player assumes the right back position as the server and ends when a loss of rally is awarded or a substitution for the player is made prior to the end of the team's term of service. Each player may have only one re-serve during a team's term of service, or an illegal serve has occurred. For teams that are forced to continue with fewer than six players, each time a vacant position rotates to serve in the right-back position, a loss of rally/point is immediately awarded to the opponent who rotates to serve next.

* A re-serve is whistled when a server releases the ball for service, then catches it or it drops to the floor or even swings at the ball and misses but the ball falls to the floor without contacting the server. The R1 cancels the serve and directs a second and last attempt at serve with the server allowed a new five seconds for the re-serve. A tossed ball that contacts a backboard or its supports hanging in a vertical position over the serving area or anything overhead is an illegal serve and doesn't allow a re-serve to be issued. Since a re-serve is considered to be a part of a single attempt to serve, after the R1's whistle/signal for service, no requests (such as a time-out, lineup check, or substitution) may be recognized until after the ball has been served and there is a completed rally, nor may a libero replacement or exchange (off-court libero for on-court libero) be made by either team after a re-serve is issued.

* The first server in each set is the player listed first on the lineup sheet for the serving team and is in the right-back position. The first server for the receiving team is listed first on the lineup

sheet and occupies the right-front position. Thereafter, when a team is awarded a loss of rally, the player in the right-front position rotates to the right back to serve. A team continues serving until it loses the rally or the set ends. The serve alternates to the receiving team when the serving team loses the rally, with teams rotating clockwise with a new player taking the serving position after each loss of rally and point to the receiving team. The team not serving first in the previous set of a match serves first in the next set, and the serve rotates from one team to the other until a deciding set coin toss determines who serves first.

* A serve is illegal and the ball remains dead if the server hits the ball illegally; touches the end line or the floor outside the serving area at service contact; doesn't contact the serve within five seconds; is an improper/wrong server; is issued a re-serve and then releases the ball for service, then catches it or drops it to the floor or swings/misses but the ball hits the floor before touching the server during the same term of service; or tosses the ball for service but the ball touches any part of a backboard or its supports including the backboard structure hanging in a vertical position over the serving area or the ceiling or an overhead obstruction..

* A served ball becomes dead and is considered a service fault when the ball does not legally cross the net, such as when the ball passes under the net, hits the floor on the serving team's side of the net, contacts a teammate, crosses the net not entirely between the antennas, lands directly out of bounds, or touches the ceiling or any obstruction.

* The distinction between an illegal serve and a service fault is, if a receiving team is illegally aligned at service contact and the ball is served illegally, the serving team is penalized with a loss of rally. If a service fault occurs, the receiving team is penalized with a point to the serving team. For an illegal serve, a service fault, or serving team out of position when there is an illegal serve, loss of rally/point is awarded to the receiving team; if a receiving team is out of position when there's a service fault, the serving team gets a point. If a server has a second re-serve during a team's term of service, the receiving team gets a loss of rally/point.

Rule 9: During Play

Rule 9 is clearly the most complicated and multi-topic rule in the entire Rules Book. With the starting players on the court at the start of each set, including a libero replacement, all non-playing team members should be seated on the designated team bench (typically chairs) during the set until substituted into the set or replacing the libero. The head coach may stand during the set in the coaching zone, but assistant coaches are to be seated. At times, if there are not enough chairs for all of the team, players are allowed to stand in line with the chairs without disrupting the match. Teams occupy the bench located on the side of the net adjacent to their playing area throughout the match. The OHSAA has teams remaining on the same benches throughout the match unless the referees determine there to be a substantive disadvantage to one side of the court. This information must be shared with both teams no later than the pre-match conference since the teams will use a protocol they may no longer be familiar with to switch sides/benches. There are a number of changes associated with the decision to switch courts. For a deciding set, the choices would include team bench as well as serving or receiving serve. If the winner of the toss chooses to serve or receive, the other team gets to choose side. If the winner of the toss chooses side, the other team gets to choose to serve or receive.

* To switch sides prior to a non-deciding set, the team to the R1's left crosses behind the ref stand to its new bench while team members gather everything and cross in front of the officials' table to their new bench. The team to the R1's right may quickly grab its stuff and join the rest of the team members in crossing in front of the officials' table to their new bench. For a deciding set where the

teams have been switching sides, after the coin toss, the teams either remain at their respective team benches or change courts immediately as signaled by the R1.

- * A team may use electronic devices during the match but these are limited to use of the devices in a manner that does not interfere with the match. Electronic devices may not be used for a review of a referee's decision. Players may not wear any audio (mic) or video (camera) during a match.

- * Rule 9 identifies a "live ball" as being in play from the moment the ball is legally contacted by the correct server until a dead ball occurs. A dead ball is declared by either referee for any decision that temporarily suspends play until the ball is legally contacted again for the serve. A live ball becomes dead when the ball touches an antenna or does not pass entirely between the net antennas and passes completely beyond the plane of the center line extension, or the ball lands out of bounds, contacts the ceiling or an overhead obstruction and is not legally played next by the offending team, contacts the ceiling or an overhead obstruction after the third hit, contacts a wall or ceiling obstruction which is over a nonplayable area; becomes motionless in the net or on an overhead obstruction, touches the floor, passes completely under the net; contacts a non-team member in a playable area, breaks the plane of a non-playable area (such as the team bench or the stands (from the direction of the court) and goes beyond the legal reach of a player; a referee's whistle sounds; and in the R1's judgment, a timer's audio signal interrupts play.

- * Rule 9 provides the basics for determining legality of a player contacting the ball or the ball contacting a player. A contact is considered any touch of the ball by a player, active or passive, but excluding the player's loose hair. A hit is defined as a contact/touch of the ball which is counted as one of the team's three allowable plays before the ball must be returned to the opponent's side of the court. A team is limited to no more than three hits before the ball crosses the net into the opponent's playing area or is touched by the opponent. When a team's first contact is simultaneous contact by opponents or an action to block, the next contact is considered the team's first hit.

- * A ball is considered to have crossed the net when it has passed completely beyond the vertical plane of the net, is partially over the net and is contacted by an opponent, or no part of the ball has crossed the net, and it is legally blocked.

- * Legal contact is defined as a touch of the ball by any part of a player's body which does not allow the ball to visibly come to rest or involve prolonged contact with a player's body as determined by the R1. Simultaneous contact is more than one contact of the ball made at the same instant. When one player contacts the ball with two or more parts of the body at the same instant, this is legal and considered as one hit except for a block which does not count as a team hit. When teammates contact the ball at the same instant, this is legal and considered one hit (except for a block which does not count as a hit). Any player may attempt the next hit, provided the simultaneous contact was not the team's third hit.

- * A "joust" occurs when two front-row opponents cause the ball to come to rest above the net through simultaneous contact. While the ball comes to rest, this is not considered prolonged contact; a "joust" is not a fault, and play continues as if the contact was instantaneous. If the ball was not in the plane above the net, this is not a joust and is a reaching-over-the-net fault by the opponent. On a joust, since opposing players contacted the ball at the same instant, the player on the opposite side of the net from which the ball falls shall be considered the player to have touched the ball last. The other player may participate in the next play and the simultaneous contact doesn't count as a hit. If the ball comes off a joust into an antenna, this is considered a double fault, and a replay is issued. If the ball comes off a joust and remains in the plane above the net, either player who participated in the joust may make the next play on the ball.

- * Successive contacts of the ball are defined as two or more separate attempts to play the ball by one player with no interrupting contact by a different player between the two plays. A player shall not have successive contacts of the ball unless there is simultaneous contact by teammates,

simultaneous contact by opposing players, or successive contacts by a player whose first contact is a block, in which case the second contact shall count as the first hit by the player's team.

- * Multiple contacts are more than one contact by a player during one attempt to play the ball.

Multiple contacts are permitted only when the first ball over the net rebounds from one part of the player's body to one or more other parts in one attempt to block; on any first team hit, whether or not the ball is touched by the block; or on the second team hit if the ball is next contacted by a teammate. The application of multiple contacts on the team's second hit is addressed in detail under "Ball Handling Judgments" below.

- * A loss of rally/point is awarded to the opponent when a team has more than three hits and when there is an illegal contact, illegal successive contacts, and/or illegal multiple contacts of the ball.

- * Rule 9 defines player actions during a rally, noting which playing actions are legal and illegal.

- * Under definitions, a "pass" is a play in which the ball is hit into the air so another player can get into position to contact the ball. Breaking down various types of passes, a forearm pass is a controlled skill, generally used as a team's first hit, in which the ball rebounds from the forearms of the receiver to a teammate while an overhand pass (setting action) is a two-hand finger pass directing the ball. A "set" is a two (or one)-hand finger-tip pass directing the ball to an attacker. A "dig" is an underhand or overhand defensive saving skill in which the ball is contacted by the forearms, fists or hands to keep the ball from contacting the floor. An "attack" is any playing action other than a block or a serve that directs the ball toward the opponent's court. A team's third hit is always considered an attack. A completed attack occurs the instant the ball completely crosses the vertical plane of the net or is legally contacted by an opponent.

- * A "spike" is an attack in which the ball is forcibly hit into the opponent's court with a one-hand overhead motion. A "tip" is a fingertip attack on the ball which directs the ball into the opponent's court, and a "dump" is a fingertip attack most commonly used by a setter on the second hit to direct the ball into the opponent's court. An overhand pass is a two-hand finger pass directing the ball over the net.

- * A block is the action of a player(s) close to the net that deflects the ball coming from the opponent by reaching higher than the top of the net at the moment of contact. A block may involve wrist action provided there is no prolonged contact. A block attempt is the action of blocking without touching the ball. An attempt to block does not constitute a block. A completed block occurs when the ball is touched by a blocker. Only front-row players are permitted to complete a block. A collective block is a block executed by more than one blocker in close proximity to one another. A collective block is completed when one of the players touches the ball. It is a blocking fault if a back-row player or libero participates in a completed collective block, and a libero is not allowed to even attempt to block. If a player near the net is reaching above the height of the net and opponents legally cause the ball to contact that player, the player is considered to be a blocker. A back-row player attempting to play a ball in the space directly above the net is considered an illegal blocker if the ball is attacked or blocked by an opponent into the back-row player while the player is reaching above the height of the net (including simultaneous contact).

- * Front-row players may contact the ball from any position inside or outside the court provided the ball has not completely crossed the vertical plane of the net or the net extended.

- * Back-row players, while positioned behind the attack line, may contact the ball from any position inside or outside the court above or below the top of the net. A back-row player who is on or in front of the attack line extended can't legally contact the ball completely above the height of the net and complete an attack, nor can the libero from anywhere on or off the court. A back-row whose takeoff point is on or in front of the attack line or its out-of-bounds extension is not allowed to complete an attack on the ball if the ball is contacted while totally above net height. An illegal back-row attack, including an illegal attack off the libero's finger-tip setting action from on or in

front of the attack line extended, is not whistled as a fault until the ball has completely crossed the net or is contacted by the opponent.

- * Libero playing action is restricted as noted above in terms of not complete an attack from anywhere if, at the moment of contact, the ball is entirely above the height of the net or the libero set the ball using overhand finger passing action while on or in front of the attack line extended, resulting in a completed attack above the height of the net. The libero may not block or even attempt to block, which means the libero meets the definition of a blocker (near the net, reaching higher than the top of the net, and near the point of attack). The libero's position may never rotate to the front row with the libero still on the court unless the libero is the next server.

- * Rule 9 covers possible faults involving the center line. A player may touch the floor across the center line with one or both feet/hands provided a part of the foot/feet or hand(s) remains on or above the center line. Contacting the floor across the center line with any other part of the body is illegal. The R2 typically makes determinations of legality. A player may cross the extension of the center line outside the court at any time provided the player does not interfere with play by the opposing team. While across the center line extension outside the court, any player may play a ball that has not completely crossed the vertical plane of the net extended. This means that a ball becomes an antenna fault when it passes completely beyond the extension of the net but is still playable as long as any part of the ball is still on the player's side of the net. center line fault or back-row player fault.

- * Net play is covered extensively in Rule 9-6. A ball in play included a served ball that contacts and crosses the net remains in play provided contact is entirely within the net antennas. If a ball in play that is hit into the net may be recovered from the net as long as there is no prolonged contact. A second team hit that goes into the net cannot be played with multiple contacts on the team's third hit. A player can't legally contact a ball that's completely on the opponent's side of the net unless the contact is a legal block meaning it can't interfere with a possible play by the opponent. Blocking a ball that's entirely on the opponent's side of the net is legal if the opposing team has had an opportunity to complete its attack. The attack is considered complete when the attacking team has completed its three team hits, has had the opportunity to complete the attack or, in the referee's judgment, directs the ball toward the opponent's court. In addition, if in the R1's judgment, a first or second team hit is falling near the net and, in the referee's judgment, no legal member of the attacking team could make a play on the ball, the ball can be blocked before reaching the net. There is an important distinction between a ball that the R1 is sure would cross over the net on a team's first or second hit and a ball that is falling near the net and would not cross over the net. In the first situation, when the R1 believes that no player of the attacking team is in a position to reach and get a touch on the ball, there is no interference, allowing the ball to be blocked. In the second situation, the R1 focuses on whether or not any player of the attacking team has a chance to get to the ball as it falls near or hits the net to play it out of the net before the ball hits the floor. Excluding the player who last contacted the ball, it would be interference if the R1 believes the block took a play away from the attacking team.

- * Additional net play rules state that blocking a served ball is an illegal block. A ball may be attacked, excluding a served ball, when it has partially crossed the net. Attacking a served ball while the ball is completely above the height of the net is not permitted. However, the contact is legal, and the ball is not out of play until it completely crosses the vertical plane of the net or is legally contacted by an opponent.

- * A net fault occurs while the ball is in play and a player contacts any part of the net including net cables or net antennas. The net can't be touched while the ball is in play, and this includes the antenna in the net or above the net as well as any part of the net structure outside the antenna. Contacting the pads covering the net post is not a net fault. It is also not a fault when a player's loose hair touches the net, or the force of a ball pushes the net or net cables into the player. The

rule only mentions it not being a net fault if the ball drives the net into an opponent. However, a net that is displaced by the ball that swings back out of plane into an attacker is also not a net fault as the player did not initiate contact with the net. If a player is determined by the R1 to have gained an advantage by contacting the floor/wall cables, standards, R1 platform, this is a net fault as is the R1 judging that there is dangerous contact by a player with the floor/wall cables, standards, or the ref stand, but this call is made very infrequently. On the other hand, if there is interference by a player who makes contact with an opponent which interferes with the opponent's legitimate effort to play the ball, this is ruled an over-the-net fault if it occurs above net height or a center line interference fault if there is intentional contact with a ball which the opponent has caused to pass partially under the net or into the body of the net and the opponent is attempting to play it again. A player may not move to the side to reach out to make contact through the net with a ball that has been hit into the body of the net, interfering with the opponent's ability to make the next play on the ball. This is considered a net fault.

* Faults are failures to play as permitted by the rules and result in a loss of rally and point to the opponent for the first team to commit a fault. Only the first fault is considered. A double fault occurs when opposing players commit faults at the same instant, resulting in a replay of the rally. A multiple fault occurs when the same team commits more than one fault of a single rule at the same instant during play or dead ball. Example: teammates are in the net at the same time. A simultaneous fault occurs when a team violates more than one rule at the same instant during play or dead ball. Example: one player contacts the net at the same instant that a teammate commits a center line fault with a foot, knee, or hand.

* A double hit occurs when a player's successive or multiple contacts are illegal. On a second team hit, a player's single attempt to play the ball with multiple contacts is not a double hit fault if a teammate makes the next team hit. If a player makes more than one attempt to play the ball, the successive contacts result in a double hit fault.

* A foot fault occurs when a player violates the serving area or center line restrictions. A foot fault on service always involves the last contact of the server's foot with the floor before taking off if jumping to serve. The server must not contact the end line on his/her side as the last floor contact before serving nor have the foot take off from outside the side line hash marks. For a center line fault, it's generally a player's foot touching the opponent's court with no part of the intruding foot on or above the center line; however, a hand that touches the opponent's court where the wrist is clearly above the opponent's court also results in a center line fault as does any other body part.

* The result of a single fault such as for a double hit or foot fault is a loss of rally/point being awarded to the opponent. For a double fault during live-ball play, a replay is called while, on a dead ball, the penalty is assessed first against the serving team followed by the receiving team with both teams rotating. For a multiple fault, only one penalty is assessed (loss of rally/point). For a simultaneous fault during live-ball play, only one penalty is assessed, while on a dead ball, all applicable penalties are assessed.

* A replay is the act of putting the ball in play without awarding a loss of rally/point and without a rotation for the serve. A replay may be declared when: a referee's inadvertent whistle or a timer's audio signal interrupts and interferes with play; a double whistle occurs on the serve such as if the R1 whistles illegal alignment on the serving team and the R2 whistles illegal alignment on the receiving team. It is also a replay if a player unintentionally serves the ball prior to the R1's whistle for serve, there's a double fault during a live ball, and there are conflicting calls which the R1 can't resolve. A replay is issued if, in the R1's judgment, a player's legitimate effort to legally play the ball is affected by a non-team member anywhere in a playable area; if a wall, curtain serving as a wall, floor obstacle or nonplayable area within 6 feet of the court prevents a play from being made; or the ball becomes motionless in the net inside the net antennas or on/in an overhead obstruction (such as a curtain) over a playable area.

If either of these occur on the third hit, the team that hit the ball loses the rally. A replay may also be issued if play is interrupted because a foreign object (such as a loose volleyball) enters the proximity of the playing area and interferes with play, a referee determines that a player has been injured while the outcome of the rally has not yet been determined, and if a ball contacts a backboard or its supports hanging in a vertical position over a playable area and, in the judgment of a referee, the ball would have remained in play had the backboard not been there, and a player is able to make a legitimate play for the ball.

* Since a replay is considered to be part of a single playing action, once a replay is signaled by the R1, no requests may be made, including time-out, service order, lineup check, or a substitution. It also includes a libero replacement/exchange. Other than what is allowed for an injury, nothing may occur until after the replay has been issued and the next rally is completed. When a replay is signaled due to an injury/illness, Rule 11-4-1 provides pertinent guidance.

* Unnecessary delay occurs from any action by a team or team member that causes a delay in the start or resuming of play within a set. An unnecessary delay includes, but is not limited to failure to submit a roster to the R1 at the pre-match conference or as requested; late submission of a team's lineup; delay by a team not being immediately ready to start play when directed by the R1; delay resulting from a substitute attempting to enter or when a player is in the set wearing illegal equipment/uniform; delay in resuming play due to a coach/captain making excessive requests for the serving order; f. Delay by a team in properly completing a substitution(s) or a substitute(s) repeatedly entering the court before authorization by the R2; an illegal substitute attempting to enter the set; an illegal replacement attempting to enter the set (illegal alignment once signal for serve is initiated); a team repeatedly using an improper substitution procedure; on rare occasion, a coach stalling and not making a decision about an injured player within 30 seconds of when the R2 asks for a decision to sub, replace or use an available time-out. delay in returning to play after a time-out, or delay caused by cleaning up liquid or other substance used by a team(s) during a time-out; a team conferring during a time-out at a location other than the team bench or court area; a team requesting a time-out in a set after it has taken its allotted time-outs compared to asking it the team has used its allotted time-outs; a libero or libero replacement continuing to enter the court outside the libero replacement zone; a substitution is denied by the second referee after the request has been recognized (whistled) due to being illegal; or an improper request for a substitution, time-out or lineup check that is acknowledged (whistled) by the referee. The first unnecessary delay by a coach, player, substitute, replacement or team results in a warning (administrative yellow card) and, for any subsequent unnecessary delay during the same set by a coach, player, substitute, replacement or team results in an unnecessary delay penalty, (administrative) red card with a loss of rally/point awarded to opponent. The head coach is not required to remain seated during play. For repeated unnecessary delay violations in multiple sets, unsporting conduct may be issued by the R1, but this is not a problem that has been reported. No one wants delay penalties. These are relatively rare.

Ball-Handling Judgments

In the past, R1 ball-handling judgments were considered the most controversial decisions in a match, invoking strong reactions from coaches, players, and spectators. Over the past 15 years, the trend has been in the direction of a greater continuation of play and looser hands, meaning fewer ball-handling whistles. After ball-handling POEs (Points of Emphasis) in Rules Books for 2009-10, 2019-20, and 2024-25, the NFHS made a huge leap on the journey to fewer hands calls. As of the Fall 2025 season, one of the most significant rule changes since

allowing multiple contacts on the first team hit aligns NFHS rules more closely with NCAA college women's rules and matches the direction that other rule codes are going. Rule 9-4-8 states that multiple contacts are more than one contact by a player during one attempt to play the ball. Multiple contacts are permitted only: when the first ball over the net rebounds from one part of the player's body to one or more other parts in one attempt to block; or on any first team hit, whether or not the ball is touched by the block. The following was added to the permission part of the rule as 9-4-8c: "On the second team hit if the ball is next contacted by a teammate."

* The update to 9-4-8 removes the need for officials to judge the legality of contact (e.g., spin on the ball, how clean the hands are perceived to be) when a player attempts to set the ball, as long as the ball stays on that team's side of the net or is next contacted by a teammate. The beauty of this change is that it removes some of the subjectivity and inconsistency in decision-making between officials, which will allow play to continue and the players to decide who wins the rally. The NFHS expects clear multiple contacts on the second team hit to result in a delayed whistle to see if a teammate plays the ball next. This includes both setting and non-setting action, as long as there's a single attempt to play the ball. There is no change to the rule prohibiting prolonged contact on the second hit or any team hit.

* NFHS rules distinguish multiple contacts from prolonged contact and successive contacts. Prolonged contact involves overcontrol of the ball (comes to rest, caught/thrown), and successive contacts are two or more separate attempts to play the ball by one player with "no interrupting contact" between the two plays by a different player. Rule 9-4-7 states a player may not have successive contacts of the ball unless there is simultaneous contact by teammates; simultaneous contact by opposing players; or by a player whose first contact is a block, in which case the second contact counts as the first hit by the player's team.

* Simultaneous contact involves more than one contact of the ball made at the same instant. When one player contacts the ball with two or more parts of the body at the same instant, it is permitted and is considered one hit (except for a block which does not count as a hit). When teammates contact the ball at the same instant, it is permitted and considered one hit (again, except a block which does not count as a hit). Any player may attempt the next hit, provided the simultaneous contact was not the team's third hit.

* A "joust" occurs when two opponents cause the ball to come to rest above the net through simultaneous contact. A joust is not considered a fault, and play continues as if the contact were instantaneous. When opposing players contact the ball at the same instant, the player on the opposite side of the net from which the ball falls shall be considered the player to have touched the ball last. The other player may participate in the next play, and the simultaneous contact shall not count as a hit. Nothing has changed regarding simultaneous contact, except for a ruling related to simultaneous contact between opponents following a team's second hit that was played with multiple contacts. If the R1 would have whistled a double-hit fault based on multiple contacts on the second hit, simultaneous contact between a teammate and an opponent making a legal play on the ball does not result in a double-hit fault. Simultaneous contact on a ball totally on the teammate's side of the net is considered an over-the-net fault on the opponent. As a side-note, if clear multiple contacts on the second team hit are by a back-row player with the ball played when it is totally above the height of the net, if the ball is played legally and simultaneously by a teammate and an opponent, the back-row attack fault supersedes the second-ball multiple contacts play on. This is a back-row fault.

* To determine the legality of each contact, the R1 should lead the ball with his/her eyes rather than following the ball through the air. To prepare for ball-handling evaluation, the R1 should anticipate and focus on the part(s) of the body of the player likely to make the next contact, always looking ahead of the ball. The R1 constantly observes and evaluates each contact as it occurs, using vision alone to make judgments while the R2 provides informal help including when

the ball is slow-played out of the net or the R1's view of the player-ball contact may be blocked. As the play progresses, there's constant action on the court (passes, sets, attacks, and blocks) which changes the flight of the ball, and players transition from offense to defense. Referees are instructed not to predetermine an illegal hit will occur from viewing the position of the player preparing to make a play on the ball, poor technique in making the contact, unorthodox movement, the sound of player-ball contact, or the spin on the ball after contact. These are not appropriate criteria for judging ball-handling legality. When the ball hits the floor, the R1 whistles the ball dead, gathers information from the line judges, centers with the R2 - making good eye contact, and begins the appropriate signal sequence.

- * The NFHS continues to reaffirm that volleyball is a rebound sport and that players may use any part of their bodies to play the ball, as long as the contact is legal, meaning that it can't come to rest or be or be contacted by the same player in consecutive efforts to play the ball without an interrupting contact by another player. The interpretation or judgment of legal and illegal contacts can be controversial, and the following guidance is offered in considering a legal player-ball contact. Ball contact can be made with any part of the body, the ball must be hit cleanly and can't be caught or thrown, can't visibly come to rest or involve prolonged contact. Multiple contacts are legal when they result from one attempt to play the ball with the addition of a player making a team's second contact, as long as the next contact is by a teammate. Multiple contacts are a double-hit fault on a team's second hit when contacted next an opponent or the ball passes untouched over the net, or on a team's third hit, and when a player makes multiple contacts.

- * Referees should not allow themselves to be influenced by reactions from players, coaches, or fans while making any decisions, especially the assessment of ball-handling legality. The R1 has to get his/her eyes to the point of player-ball contact before the ball arrives to see whether multiple contacts occurred and, if so, were they minor enough to not be considered a fault even if the ball is not next played by a teammate. When the ball comes to rest, it's a prolonged contact fault, which is easier to see if the R1's eyes get to the point of contact before the ball is played. When the ball plays the player, the reaction contact is often not a rebound and results in prolonged contact.

- * It helps referees to learn and master what coaches are currently teaching in terms of skills and what constitutes successful skill execution in helping them to avoid making calls that don't match how the game is being called. So, where do referees go to obtain current knowledge of each skill to develop a consistent level of calling ball handling and not intrude unnecessarily into a match? It requires being interested in continuing to learn about the game, investing time and energy in viewing matches on volleyball sports channels or streaming that are officiated by higher-level referees. Watch how these matches are conducted: what is whistled as a fault and what is allowed to play on? Hands basically call themselves in these matches and that a second or third hit taken over the net receives less leeway than one passed to a teammate. Watch especially for balls that are over-controlled by a player, and what is not considered an illegal hit.

- * If you're watching a women's college match, you're observing the same ball-handling rules as high school is now using. The sport of volleyball continues to evolve, and it took the NFHS an incredibly short time - one year - to evaluate the 2024 NCAA rule change and, a year later, adopt the same rule for multiple contacts on the second team contact. Watch how powerful setter dumps and power tips are called. These remain among the greatest ball-handling challenges referees face. The R1 has to get ahead of the play to see where the ball was first contacted, then where it was released, whether it changed directions, and whether it remained on the hand(s) too long. These plays may be executed with one hand or both hands. With one hand, you're looking for a catch and throw. With two hands, you're looking at the hands for a possible callable double hit and for a catch and throw. Both rules and techniques change, and the skills and strategies evolve as coaches and players develop. Officials need to understand the coaches' current teachings and

have a better knowledge of each skill to develop both consistency and reasonability in calling ball handling in the interest of continuation of play.

- * A well-officiated match has many components. Part of managing a match includes not being over-controlling while being as consistent as possible. Even though rules related to judging ball handling may sound simple, judgments differ due to a variety of factors. First, the R1 is relatively immobile on the stand and has an angle that no one else has; the experience level of both referees is an X-factor in positioning, movement, and sighting, which results in a range of viewing angles for every play; players' skill levels vary greatly; and expectations of players, coaches, and spectators may reflect their different viewing angles with a large dose of bias in favor of their own teams tossed in!

- * The dynamics of R1s making their first ball-handling decision of the match is changing; this is the time when the R1 inserts judgment into the match. In past years, referees might make a "tight" ball-handling fault call early in a match which they ended up regretting. It was difficult for the R1 to maintain that level of consistency toward the end of a set or with the match on the line, when the R1 observed similar hands which had resulted in a fault whistle previously, but the R1 doesn't now want to make that same call.

- * The 2025 rule change may have a positive effect on these situations. Bad hands on a second team hit that result in blatant multiple contacts are to be called if the ball crosses over the net before a teammate gets a touch or if the opponent legally contacts the ball first, but if a teammate makes the next contact, play will continue. The challenge will be a minor double-hit on setting action that the R1 didn't whistle as a fault in the past. The intent of the rule change is that if this isn't a "callable" double, there should be no double-hit fault whistled even if the ball is not contacted next by a teammate and passes over the net or is legally blocked by an opponent.

- * Even with the rule change, it is still important for referees to continually strive to make consistent ball-handling decisions from contact to contact, player to player, first set of the match to the deciding set, and from match to match. Set or match point does not mean a silent whistle or that players are expected to "earn" their last point with clear faults ignored. A ball-handling fault whistled early set 1 should be whistled in a deciding set regardless of the score, but automatic calls by referees must be eliminated. A contact must be judged with proper sighting techniques to be considered prolonged (caught, thrown, lifted, held, visibly come to rest on a body part) and not whistled without seeing a clear fault. Plays involving questionable ball-handling contacts are best not called at any point in a match since we call only clear faults.

- * At times, referees are faced with two teams with two distinct skill levels. It is important to observe warm-ups to help minimize surprises when the match begins. A skillful team should not be penalized for being more skilled or better-trained. Sympathy for the less-skilled team is not in the criteria for determining ball-handling faults. Allow the rules to help guide the judgment necessary to make the contest fair and reasonable.

- * In order to help facilitate the level of consistency, ball handling must be determined by only the R1. A good pre-match allows the R1 to show a need for help from the R2 on contacts that are out of the R1's view or where the R1 is partially screened and doesn't have a clear look. A discreet, informal help signal by the R2 is used to communicate the R2 viewed a clear fault, while a head nod or "good-good-good" in headsets indicates "I saw no fault, play on". Good eye communication between partners is necessary. The R1 may decide to take the assistance or not. If the R1 decides the contact was legal, the R2 drops the informal help. The R2 is not permitted to whistle ball-handling faults and insert his/her judgment over that of the R1.

- * When a coach attempts to address ball-handling judgments - fault decisions or no-calls, the R2 communicates in a professional manner that judgment calls aren't up for discussion. If the coach attempts to question the R1 across the court about ball-handling (or any other judgment calls), the R2 moves toward the coach to serve and protect the R1, intercept the coach at the

sideline and defuse the situation, directing the coach to talk to the R2. Continual badgering about judgment calls is considered unsporting conduct, subject to a verbal warning where possible and then sanctions if the conduct continues.

- * If a referee believes a coach is delaying play to discuss judgments, this may lead to a request for a delay sanction; however, this conduct typically falls in the realm of conduct rather than delay. If a conduct card or a delay card is requested by the R2, the R1 is expected to administer the sanction promptly. A referee can learn from watching other referees and through discussions not only about ball handling, but also about particular situations and nuances of the game. An honest post-match debrief with a partner can be invigorating and a helpful way to improve decision-making judgments, techniques and game management.

- * Previous NFHS ball-handling guidance from Rules Book Points of Emphasis still offers viable assistance. "Keep it flying" was included in the Preseason Guide rule change article which still supports looser hands overall in support of continuation of play. As such, we are not requiring pristine hands just as we didn't require them last year. For teams with great setters playing each other, hands may be a bit tighter in terms of how referees view balls taken over the net. For teams with athletes who lack training in handling the ball, the R1 can call every second and third ball mangle that goes over the net, but that may be difficult to sustain when it feels like the R1 has taken over the match with too many ball-handling whistles. When it's clear in warm-ups that both teams have trouble setting a clean ball, the R1 may choose to lower the standard a bit on balls that go over the net while still whistling the worst of the second-hit doubles that are not played next by a teammate.

- * In recent years, NFHS guidance noted it's easier to be consistent when your standard for legality is not so tight. By giving yourself wiggle room, you won't have to make a double-hit fault call late in a set if you haven't whistled a fault on similar hands earlier in the match. That you really don't want to call. You whistled the fault on similar hands earlier, and now you need to make a call that you don't want to make with a set or the match on the line, but now you're stuck; you either make the call to be consistent or face valid criticism. The same approach applies to this year's second hit multiple contacts rule, just that the decision the R1 is making plays out when the ball crosses untouched over the net or is legally blocked. A standard of looser hands still does not mean anything goes if the ball is played next by a teammate. Rather, it allows the R1 to take into account the level of play and be able to set reasonable and consistent hands and make matches about the athletes. This decision remains important because the R1 will be faced with a potential reaction when a setter has a minor double contact, and the ball goes over the net or is legally blocked. In light of the loosened hands that were affirmed in NFHS Points of Emphasis, ball handling that the R1 didn't whistle as a fault last year shouldn't be whistled this year even if the ball crosses over the net to the opponent's side or is legally blocked by an opponent before a teammate touches the ball. R2s will have to be ready to support the R1's judgment with a questioning coach since some will want and expect minor doubles to be called, especially when taken over the net on a setter two-hand dump.

- * NFHS guidance is most appropriate for Varsity matches. Where the skill level of players is not high, such as lower-level programs with inexperienced coaches or someone filling in so that the players have an opportunity, and early development levels like Middle School, the R1 has to determine what to do that benefits the players. There is no right answer other than trying to allow the players to keep the ball flying. If the R1 hesitates and is in doubt, a no-call is often the best decision. The R1 may find him/herself whistling second team hits that are mangled really badly and go over the net. For 7th-grade volleyball, sometimes the referees are just happy that enough serves go over the net and that the kids get to play some rallies. For 8th-grade matches, there are teams with some players who can set a ball decently. There may be more calls at this level when a setter sends a bad double over the net. The ability to set cleanly

makes a difference. The new rule still allows more plays to continue when the multiple contacts on a second team hit are next contacted by a teammate.

Back-Row Faults

Determining back-row faults is a shared responsibility of the R1 and R2. The limitations on playing action of back-row players and the libero are addressed in detail in Rule 9 above. To put the referees in the best situation for awareness of back-row plays that have to be ruled upon, the referees need to scan both sides of the net before each rally to know the positions the setters occupy for both teams. The R2 is expected to know if the receiving team is aligned legally and to monitor close overlaps. This means the R2 has to know whether the setter is front or back row before each rally as well as what position/rotation the team is in. Awareness allows the R2 to partner by stepping away from the post with essential back-row fault help, especially on plays involving the attack line (back-row attacker, libero finger-tip setting the ball on the first or second team contact on or near the attack line extended) and plays at the net that typically involve a back-row setter. The R1 is responsible for ensuring legal alignment of the serving team between rallies but must also be aware of the setter being front or back row for both teams in order to react appropriately to playing action that might require a whistle for a back-row attack, back-row block, or illegal attack by a teammate who completes an attack on the ball from totally above net height when the libero sets from on or in front of the attack line.

* Back-row blocks involve playing action at the net. A player becomes a blocker when he/she is near the net (typically considered around 3 feet or closer) and is reaching higher than the top of the net. The intent of a player who is considered a blocker is irrelevant. We judge the playing action. If the ball is legally hit into a player at the net who is reaching higher than the top of the net with any body part, the ball deflecting off a body part of that player above or below net height is considered a block. A back-row player can attempt to block, but it's not a fault unless the ball contacts the back-row player or anyone who is part of a completed collective block involving the back-row player. Most back-row blocking faults are on the team's back-row setter so knowing whether each team's setter is front or back row is critical. If the R1 is unaware, the R2's job is to make him/her aware to allow the R1 to judge whether the setter was reaching higher than the top of the net for a back-row block. One key consideration in determining a back-row block is the nature of the player-ball contact. If a back-row setter is near the net and is clearly reaching higher than the top of the net when an opposing team front-row player blocks the ball in the direction of the back-row setter. If the blocked ball had hit the setter while he was still reaching above net height, this would be considered a back-row block. However, if the setter took a one-armed swing at and attacked the ball or set the ball to a teammate, the active action of directing the ball would allow play to continue rather than to have a fault whistle end the rally. This is an unusual play that is only likely with a high-level, quick reacting setter who reacts to the ball rather than the ball playing the setter.

* For a back-row attack, ball height is key. The R2 helps by positioning to see the takeoff of a back-row attacker in relation to the attack line, focusing on the lead foot of the attacker. The R1 also looks at the takeoff point but picks up the height of the ball to make a fault judgment if the player's takeoff was on or in front of the attack line extended. The R1 may see the player nail the line but realize it and let the ball drop so that the entire ball was no longer above net height when the attack occurred. This would result in a legal play, light pat-down signal for the R1. If the player was near the line but just behind it at takeoff, the R1 would use the wave away from the attack line legal play signal to indicate why a fault was not whistled. Headsets are extremely helpful for quick info sharing by the R2 on these kinds of plays.

Rule 10: Substitution and Libero Replacement

A substitution is defined as the exchange of at least one player in the set by a teammate (called a substitute/sub) who is listed on the roster. Assuming a team has not used its 18-sub allotment, a sub request may be recognized if it comes from a head coach through a verbal request or by the recognized signal for substitution. A sub entering the substitution zone is a valid request for substitution. Logically, sub requests must be made on a dead ball and should not be honored after the first referee has whistled/signaled for service unless the R2 heard or saw the sub request prior to the R1's serve whistle. Each team is permitted one and only one request for substitution during the same dead ball. Other requests for substitution by the same team shall be denied. If a time-out is taken, but the team has requested a sub prior to the time-out, this means the same team can't legally request a substitution after the time-out, since this is the same dead ball.

* A team can send as many as 6 substitutes to be processed successively by the R2, but there should be minimal delay in subs approaching the sub zone to be authorized. The head coach should be reminded to bring subs up in tandem to avoid the second sub being denied and a delay sanction issued. Sub requests may be made prior to the start of a set and recorded as a regular substitution in that set. In case of injury/illness to a starting player, a lineup change may be made, and no sub entry is charged to the team. If a team submits a lineup listing a player number no team member is wearing, the team must legally sub in a player with a legal number into that position at the cost of a charged substitution. For a duplicate number that is not identified before the lineup submission deadline, the error may be corrected through substitution to change the number of a non-libero starting player to a different legal number.

* The R2 referee recognizes a timely sub request by whistle and signal. After the R2's recognition of a request, the substitute must proceed without delay to the sub zone (along the bench sideline between the attack line and center line) and wait to be authorized to enter. For multiple subs, the subs are made in succession, one pair of players after another (substitute standing outside the court opposite the outgoing player, one at a time) with only one substitute in the substitution zone at a time. When more than one substitution will go into the set, incoming subs must be ready to enter the sub zone once the preceding substitute has been released to enter the court. Each player subbing in and the outgoing sub remain in the sub zone until the R2 authorizes entry. With subs on both sides, the R2 puts up a stop sign to be able to process subs on the other side first, and then processes the subs whose entry had been held up. The R1 helps with whistle and stop sign to halt the entry of a sub who had not received the signal to enter the court.

* Subs are not processed during time-outs. If the time-out was whistled with a sub entering the zone, the R2 directs the subs to sub in after the time-out ends and the number of time-outs signaled. The subs are authorized to enter the set at the end of the time-out after both teams have returned to the court and follow the normal exchange process.

* Improper substitution occurs and is corrected as follows when a substitute and the outgoing player don't take the correct exchange positions. They are brought back by the R2 to sub in properly. If a substitute enters and/or a player leaves the court before the R2 directs them to do so, this too is repeated so it is done properly. We try to educate rather than penalize; players are often anxious to get into the set.

* That said, delaying a substitution is illegal and may occur when a coach doesn't remain in the coaching zone and steps into the sub zone, typically when trying to instruct the sub going into the set. This is best handled with a reminder, which serves as a warning. Once the R1 is ready to authorize the next serve, the head coach should be taking a position at least 6 feet from the

sideline. If a coach doesn't want a sub and withdraws the request after it has been recognized by the R2's whistle, the team has the choice of taking a delay sanction (typically a delay warning/administrative yellow card) or completing the sub quickly with that player or someone racing into the sub zone from off the bench. If a sub is requested but fails to quickly head for the sub zone, if this creates a delay, the sub is denied and a delay sanction issued. No other request for substitution by that team will be recognized until the next completed rally.

- * Failure to substitute properly may be penalized by unnecessary delay (administrative yellow card for the first offense or administrative red card for subsequent offenses in that same set) charged to the offending team for delaying a substitution or repeatedly subbing improperly after being instructed on the proper way to sub. No subs may be requested by that team until the next completed rally.

- * The position of the substitute entering the set is that of the player being subbed out without changing the serving order as recorded on the scoresheet. If the team is serving, the sub takes the outgoing sub's legal position on the court. If the team has won the rally as the receiving team, the sub takes the position that the outgoing sub was rotating into. The team's serve order remains unchanged.

- * Teams are allowed a maximum of 18 substitutions per set. Each player is allowed unlimited entries within the team limit. Starting the set does not count as a substitution. An illegal substitution does not count as an entry provided the illegal substitute is removed from the court. A re-entering player can't return to the set during the same dead ball in which the player was substituted. The re-entering player assumes the original position in the serving order in relation to other teammates.

- * An injured/ill player who is legally substituted for may re-enter the set. However, any athlete who exhibits signs, symptoms, or behaviors consistent with a concussion (including, but not limited to, loss of consciousness, headache, dizziness, confusion, or balance problems) must be immediately removed from the contest by substitution, replacement, or exceptional substitution, and may not return to play that same day and not until cleared by an appropriate health-care professional. If an athletic trainer is present, the trainer may make the decision that an athlete be removed from the match. The referees still have responsibility if they observe the player observing signs and symptoms of concussion to remove the player from the competition. NFHS Suggested Guidelines for Management of Concussion are published in an appendix of the current year Rules Book. Removal of a student-athlete under the Concussion Management protocol requires an entry under the Comments section, directed by the R2, and requires the OHSAA Concussion Report to be accessed and submitted to the OHSAA within 48 hours. The report states that "State Law, NFHS Rules and OHSAA policy require a student who exhibits signs, symptoms or behaviors associated with concussion to be removed from a contest and not permitted to re-enter competition that same day. This form shall serve to document that a student has been removed from a contest in accordance with State Law, NFHS and OHSAA rules due to exhibiting signs, symptoms and/or behaviors consistent with a concussion. The contest official (typically the R1 or more experienced referee) must complete this form and forward it to the OHSAA within 48 hours after the conclusion of the contest. It is recommended that the official keep a copy of this report." The referees communicate among themselves in a tournament, Tri or Quad meet, to ensure the other referees are aware of which player is not permitted to return to play that day if the team has additional matches to play.

- * When teams have exhausted their 18 team substitutions or when no legal substitutes are available, an exceptional substitution is permitted only for an injured/ill player in the following priority: by a teammate who has not played in the set or a player who has played in that position earlier in the set; by any legal non-libero teammate on the bench who is not currently being replaced by the libero, regardless of previous position played; or by the team's libero if no other

possible substitute exists. When no longer playing as a libero, the former libero changes into the same uniform as his/her teammates and the team continues to play without a libero. An exceptional substitution is counted as a team substitution if the team has not used its 18 team substitutions. An injured/ill player replaced by an exceptional substitution may not re-enter that set but may play in subsequent sets. A team may not play with fewer than six players if there is a legal substitute available (including an exceptional substitution).

* Unnecessary delay (administrative yellow card for the first offense or an administrative red card for subsequent offenses in that set) is charged to the offending team when an illegal substitute attempts to enter the set. However, an illegal alignment fault is charged to the offending team when an illegal substitute is identified in the set after the whistle/signal for serve and results in a loss of rally/point. For the serving team, any points known to have been scored during a term of service in which an illegal substitute is discovered in the set shall be canceled. For the receiving team prior to the contact of the serve by the opposing team, all points earned during the previous term of service by the violating team while the illegal substitute was in the set, shall be canceled. However, after the serve has alternated and the first serve is contacted by the offended team, there is no cancellation of points. In all cases, the illegal substitute shall enter legally or be replaced by a legal player.

* The remainder of Rule 10 addresses the libero player's entry into the court and exit from the court. The procedures for libero replacement require a libero to have been listed on the lineup for that set. If the set starts with no libero identified on the lineup sheet, the team must play that set without a libero. This is why the referees, scorer, and tracker are all responsible for noting no libero listed to allow the R2 to give the coach a chance to correct a clerical error. The libero designated on the lineup for that set is allowed to replace any player in a back-row position and may serve in one position in the serve order in each set, changing the position in subsequent sets. A libero may only be replaced by the player whom the libero last replaced. One libero replacement is allowed per dead ball/rally unless the libero is replacing the player in the right back position and will serve the next rally. Libero replacements are not considered substitutions and are unlimited.

* A libero replacement has to take place between the attack line and the endline in front of that team's bench and be completed during a dead ball prior to the whistle/signal for serve. Replacements may occur only at the start of each set after the starting lineup has been checked when authorized by the R2; after the end of a rally while the ball is out of play and prior to the whistle/signal for serve; after a time-out, once all players have returned to the court, provided the replacement sits out one rally/dead ball before replacing another back-row player, or - with authorization by the R2 - after re-designation of a new libero.

* Libero re-designation and disqualifications are infrequent. If a libero is injured or becomes indisposed and cannot continue play, the libero shall first be replaced by the player whom the libero replaced. A new libero may then be re-designated using the following criteria:

1. Re-designation does not need to occur immediately after the injury and replacement but may occur at the discretion of the coach;
2. Any sub on the bench may be designated as new libero to replace the injured libero. The injured libero may not play in the remainder of that set;
3. The player re-designated as libero needs to change into a libero jersey and the re-designated libero has to wear a unique number (not worn by any teammate).

* A libero may be used as an exceptional substitution for an injured player, but only if no other possible substitute exists. When no longer playing as a libero, the former libero must wear the same uniform as the teammates and the team continues to play with no libero. A libero may not be used as a substitute for a disqualified teammate.

- *When a team designates two liberos and one is injured/ill, a new libero may be re-designated. When a team designates two liberos and one is disqualified, the team continues with one libero.
- * If a libero is disqualified while playing, the libero must be replaced by the player whom the libero last replaced, and the team continues to play with no libero.
 - * A libero replacement is illegal when the libero or the replacement player is in the set without following the required replacement procedure, the libero or the replacement player is not listed on the roster, a libero other than the libero designated on the lineup for that set replaces a player on the floor, or the libero's position rotates to the front row without the required legal replacement occurring.
 - * A libero is allowed to serve in one position in the team's service order and, when moving to serve from an on-court position, the libero is not required to leave the court or be out of the set for one rally/dead ball before replacing the player in the right back position. To move from an on-court position to serve, a libero must be replaced by the player whom the libero last replaced, and the next legal server must exit the court, with both the player entering the court and the player exiting the court doing so through the libero replacement zone. The libero may come off the bench after having sat out at least one completed rally and replace the player in the right-back position to serve if the libero has not served in a different position in the team's service order during that set.
 - * Unnecessary delay (administrative yellow card for the first offense or administrative red card for subsequent offenses in that set) is charged to the offending team when an illegal libero replacement takes place prior to the contact for serve including the libero preparing to serve in a second position in the serve order. If identified after contact for serve, an illegal alignment fault occurs with loss of rally and point to the opponent. In all cases, the illegal libero shall enter legally or be replaced by a legal player. For the serving team, any points known to have been scored during a term of service in which an illegal libero is discovered in the set shall be canceled. For the receiving team prior to the contact of the serve by the opposing team, all points earned during the previous term of service by the violating team while the illegal libero was in the set shall be canceled. After the serve has alternated and the first serve is contacted by the offended team, there is no cancellation of points.

Rule 11: Time-outs and Intermission

There is more than one type of time-out. Charged time-outs are those requested by a team or charged by the referees. The referees charge a time out for a failed review where the referee decision that was the subject of the review discussion was not changed. The other type of time-out is an official's time-out which is signaled differently and taken by either referee for any reason deemed necessary. Referees' time-outs are not charged to either team.

- * While a "regular" time-out requested by a head coach or captain, a review time-out has different criteria addressed below under the Review Rule. Requests for regular/charged time-outs must be signaled or verbalized by either the head coach (typical) or playing captain (unusual) only during dead balls, and are not honored after the R1 has whistled for the next serve unless the R2 has heard or seen the request before hearing the R1's whistle for serve. Time-outs requested legally/timely before the start of a set should be recognized. Charged time-outs begin when a referee recognizes the request with a double whistle and time-out signal, and the R2 ensures the timer starts the countdown clock. A time-out lasts for a maximum of 60 seconds, unless both teams are ready to play earlier. The R2 double whistles no later than at 15 seconds on the countdown clock and directs the timer to sound the horn based on when

both teams are ready to play. The horn typically goes off at 0:00, but the R2 may have the timer kill the clock and reset it to 1:00 earlier as appropriate. Each team is limited to two time-outs per set. The rule states that requests for additional time-outs should be denied and the requesting team penalized with a delay sanction, but most R2s will treat a request as a question and answer that the team has used both time-outs. Time-outs may be requested and taken consecutively without play starting or resuming.

* During referees' or team time-outs, teams may confer with their coaches only at their team bench area, on their court, at their team bench area, or on their side of the net if they choose to move the location away from crowd noise. If a team delays its return to the court after a time-out, unnecessary delay (administrative yellow card for the first offense or administrative red card for subsequent offense in that set) is assessed. Most R2s will warn the coach to get the team to break the huddle more quickly. If the team fails to cooperate, a sanction is issued.

The Review Rule: Rule 11-3 allows a head coach to request a review time-out during the dead ball that immediately follows the rally where the coach believes an incorrect decision may have occurred that involves a rule application and not solely referee judgment. If a rule issue is identified, the R2 may grant a review discussion in front of the R1 stand between the coach, the R1 and the R2 to address the coach's issue. The R2 first tries to provide the coach with an explanation that might negate the need for the special time-out. If the decision is altered, the time-out is charged to the referees, an adjustment is made to the score, and the opposing coach is notified. If the decision is unchanged, the requesting team is charged with a time-out, and a second time-out or point is possible if the discussion continues after the review time-out horn, and the decision is not changed.

Injury: Rule 11-4 directs the referees to interrupt play in the case of an injury or illness during the set with a referee's time-out taken to sensitively handle the situation. The rule is built around whether the injured athlete may be able to receive an assessment of the seriousness of the injury and needed treatment which is used to determine whether the player cannot continue or may be able to recover in time to stay in the match. The rule says the focus is on getting the head coach to make a decision if the player cannot continue play within 30 seconds. However, the NFHS POE in the 2022-23 Rules Book clarified that 1) it could be any available coach; 2) the referees were expected to exercise common sense, flexibility and compassion in responding to an injury situation; and 3) that the 30 seconds to make a decision is timed from when the referee (typically the R2 since the R1 remains on the stand unless the injury is serious) approaches an available coach with "options" and lets the coach that a decision needs to be shared with the R2 in about 30 seconds. If the athlete's injury is clearly serious, there is no need to rush anything. The player clearly will not be able to continue, and the team is allowed whatever time is needed for treatment and to safely move the player from the court. However, if the player might recover quickly enough to stay in the set, that's when the R2 will ask whether the player can continue, whether the team wants to take a time-out (if one is available), replace the player if the injured player is back row or substitute for the injured athlete. The coach's decision will guide the next actions. A good approach is to keep track of time (stopwatch function on a wrist watch) from when the assessment begins. The total process for a player to be recovered for play to resume should not take more than about a minute, or the referees should not allow the player to stay in the set. This meets rule intent.

* If an injured/ill player is unable to play at the end of an official's injury/illness time-out and all other timeouts and no legal or exceptional substitute is available, the R1 allows a special injury time-out of up to 3:00 for the injured/ill player to be able to return. If the player is not ready to return to the set by the end of the special injury time-out, the team plays short for the remainder of the set with a loss of rally/point to the opponent assessed each time the "vacant" position

rotates to the right-back position to serve. Each player may be granted a single special injury time-out during a match.

- * When the referees become aware that an athlete is bleeding, has an open wound, any amount of blood on the uniform, or blood on the body, this falls under injury management guidelines. The player should be tended to and typically goes to the bench for treatment, typically consisting of clean up and bandaging/wrapping the affected area. The player may not return to play until the bleeding is stopped, the wound covered, the uniform and/or players appropriately cleaned, and/or the uniform is changed. While these activities are occurring, the referees check the court and game balls for blood, and they get the trainer or head coach to use proper cleanup materials to remove the blood and disinfect the floor and other surfaces in accordance with the Blood-Borne Infectious Diseases Guidelines in an appendix to the Volleyball Rules Book. If at the conclusion of the court inspection, the player is ready to continue, no team time-out is required.

- * In case of an injury or illness to a starting player prior to a set, the injured/ill player is allowed to be replaced in the lineup without penalty and no entry is charged to the injured or ill player, meaning that if the player recovers, the coach may put the player into any position in the serve order.

- * Between sets of a match, there is an interval of no more than 3:00, which begins when the R1 signals teams to their appropriate team benches for the next set unless an intermission for special recognition or promotional activities of up to 5:00 is shared no later than at the pre-match conference. This intermission may only occur between sets 2 and 3.

- * Between sets, teams may warm up in their playing area, but volleyballs may not be hit over the net. This happens very seldom.

Injury Management

The framework for managing injury situations was modified by an Injury Points of Emphasis in the 2022-23 Rules Book that reframed the timing for approaching an available coach when an injury occurs, emphasizing common sense, flexibility and compassion. Risk minimization includes referee awareness of a possible injury and a loud/urgent whistle sound to halt play to prevent further injury. The R2 quickly authorizes help from the bench to attend to the player to offer comfort and care, assess injury severity, and secure needed medical assistance. Athletic trainers are typically the go-to people. New Injury procedures offer details not available in the Rules/Case Books and are based on the intent of the injury rule (11-4), which addresses what happens after play is stopped for an apparent injury. The rule provides all the time necessary with a serious injury while offering a process to move more quickly to secure a decision when an injury appears minor, and a coach is assessing whether or not the player might be able to continue in the set. Showing concern for the well-being of the injured athlete is a given.

- * After the urgent referee whistle stops play, the R2 immediately authorizes help on the bench to go to the injured player by directing “go to your player!” The intent of strongly verbalizing this is to overcome hesitancy to enter the court, facilitating both the coaching staff and a trainer quickly moving to provide comfort to the player to start an injury assessment to ensure needed medical help. At that time, injury severity may be unclear to the referees, so it’s important to facilitate getting help onto the court without being overly concerned about where the help comes from. A trainer may come from the other bench, and comfort may come from parents coming out of the stands to go to their kid.

* Here's how common sense and flexibility apply to some scenarios: a minor ankle tweak that produces an initial scare may be followed with feeling relief as the athlete realizes it's not serious. A badly rolled ankle which is more severe means the player will be subbed out regardless of whether the play resulted in a replay. The player is helped off the court and play resumes fairly quickly. If the assessment takes longer, the issue is whether there's a realistic chance of the player recovering enough to not need a sub, or an available time-out may be used to give more recovery time before a sub has to be used. This is where the R2 needs to quickly verify time-outs available, whether there are available subs or if exceptional substitution might be needed, and conferring with the R1 to determine if rally outcome was determined or the urgent whistle to stop play interfered. If there is any doubt, it's a replay which then means that the opponent may not make a replacement or be granted a sub.

* Referees should show sensitivity regardless of the apparent extent of injury; even a minor injury can be upsetting. Without crowding the site where the injured athlete is being attended to, the referees quietly discuss whether a replay will be issued. This gives the R2 information that is needed to guide both teams. For an apparent minor injury with bleeding, the injury may be simple to resolve, with the athlete ready to play fairly quickly; however, it takes time to check for blood (player, teammates, uniforms, the floor, court equipment, and game balls). Blood rules require proper cleanup including the floor and a possible uniform and roster change before play can resume. Time is given as appropriate for a jersey or shorts change away from the playing area.

* Rule 11-4-1 focuses on a minor injury where play might resume quickly. After determining the result of the rally, the R2 chooses the timing to approach an available coach to verify whether the player can continue within about 30 seconds or will need to be replaced. If a time-out is available, this information is shared. If the coach says the athlete is able to continue, play should be able to resume within what the R2 considers a reasonable time frame. The R2 should have been timing the injury on a watch and must ensure the Timer doesn't put 30 seconds on the clock. The R2 approaches a coach, communicating that the coach needs to let the R2 know about a sub, time-out or replacement in about 30 seconds; if the coach doesn't come to the R2 in 30 seconds, the R2 goes to the coach to get a decision.

* If the coach doesn't share a decision, the injured player will be coming out of the set for at least a rally. If it's an assistant coach asking for the time-out, the R2 doesn't make a big deal about it. In the rare situation where gamesmanship is being used, the R2 tells the coach the player is coming out. A minute is probably the outer limit before the player isn't allowed to stay in the set.

* Finally, when the injury is severe, the R2 knows the player will not stay in the set. The R2 assesses whether an exceptional substitution will be needed. The R2 wants to be aware of who is available as a sub and whether a legal libero replacement is an option. The host administrator should be contacted for a serious injury, call to the squad, etc. The R1 gets off the stand to show caring for a serious injury.

Key Reminders:

* When a whistle for injury interrupts a play, the referees decide whether this may have interfered with the rally, erring on the side of issuing a replay unless the whistle stopping player clearly didn't affect the outcome of the rally. If a replay will be issued before play resumes, 11-4-1 allows only the injured player to be "replaced" (regular substitution, legal libero replacement, or exceptional substitution). An available time-out may be requested, but the opposing team may not make a request, and neither team may complete a libero replacement other than for the injured player. If a point will be awarded, after the injured player is replaced on the court, either team may make a request as well as a legal libero replacement. While the injured player is receiving treatment, the R2 obtains information about time-outs and available subs for the injured player from the Scorer/Libero Tracker to help present options to the coaches. The R2 confirms priority options if an exceptional substitution is required, verifies whether the libero was in or out for the last rally, and determines

whether a legal libero replacement is possible. No requests should be honored and no libero replacements allowed until the injured situation is resolved.

* After the injury is resolved and before resuming play, the R2 uses common sense to avoid restarting play with illegal players on the court due to a replacement that was unrecognized by the table or illegal due to a replay being issued. By verifying with the table that the legal players are on the court, the R2 is recognizing that a long injury delay may create confusion. While the replay rule doesn't allow a request for a lineup check, the R2's flexibility ensures the right players are on the court in proper positions for both teams without being asked. The next rally shouldn't result in an alignment fault because the table staff or coaches made a mistake. Before play resumes, the R1 should whistle and show the result of the rally while the R2 ensures that everyone at the table is on the same page.

Rule 12: Conduct

Rule 12 presents conduct expectations and the tools for referees to hold players and coaches reasonably accountable for their behavior. The list of actions that are considered unsporting conduct is long. Regardless, referees are responsible for prevention and early intervention that may help defuse situations to avoid them continuing or getting worse. Responding appropriately to the particular circumstances, the referee viewing the behavior should have a sense of what might be the best way to settle things down, calm emotions, and return to play as quickly as possible. Understanding the emotions of competitive sports, in this case volleyball, is important; however, that doesn't mean we let bad behavior go unaddressed. We approach human interactions as matching the reaction to the action, verbal and/or with matching gestures. We don't overreact; rather, we stay in total control of ourselves by not being drawn into the emotion and reacting defensively. Rather, by being aware of our own emotional reactions to what has occurred and our interpretation of these actions, we should be able to take a deep breath and remember it's just a game but it's life lessons we're teaching to the participants that misbehavior has consequences. Tolerating disrespectful behavior or allowing taunting, audible or visible profanity, and acts that compromise safety has no winners. Simply put, the referees are charged with being the "adults in the room" in every situation, being rational and appropriate in our responses, with the goal of keeping matches about the players on the court.

* No one on the bench or on the court, including substitutes, team managers, statisticians, an athletic trainer, is allowed to act in an unsporting manner while on or near the court and before, during or between sets. The referees hold the team including the bench accountable for unsporting conduct even after the match has ended. Even after the referees have left the court area with the R2 having initialed the scoresheet, misbehavior is held accountable through filing an Incident Report to document what occurred and allow an administrative response.

* Rule 12-2-5 and 12-2-6 address the location and duties of coaches during a match. 12-2-5 notes that only the head coach may stand to coach the team and must do so from the coaching zone and remain at least 6 feet from the bench sideline. Even if the coach is beyond the end line the coach should not be closer than 6 feet from the sideline extended. If a red conduct card is issued to the head coach, assistant coaches, or anyone on the team bench, the head coach is "seatbelted" for the remainder of the match, meaning all coaches must remain seated on both a live and dead ball and instruct the players on the court from the bench. The head coach may still get up on a dead ball to request a time-out, substitution, lineup check, score verification, verify number of time-outs or subs used and that the opponent has the correct server. If a review time-out request is granted, the head coach is allowed to participate in the discussion of the playing rule application in question. Coaches are directed to attend to an injured athlete.

* 12-2-6 notes that one assistant coach at a time may stand within the coaching zone during a dead ball to instruct the team while all other assistant coaches are seated. A different assistant may stand to coach on each rally, and assistant coaches may tag-team on a longer dead ball so that multiple assistants take turns instructing and being seated. An assistant coach may be off the bench/chair to request various information from the R2 pertaining to the team on a dead ball. These are noted above under the head coach's rights to request information from the R2. Assistant coaches and bench personnel are allowed to stand at the bench to greet a player who is subbed out of the set or replaced by the libero as well as the libero when he/she is replaced.

All bench personnel may be off the bench to confer during time-outs and spontaneously celebrate an outstanding or exciting play. Spontaneous means non-scripted, non-coordinated reactions. As such, when players roll on the floor or perform a scripted act, this is unacceptable and needs to be stopped. Some of these acts are considered taunting the opponent.

* Assistant coaches may not stand to coach on a live ball in lieu of the head coach preferring not to stand. If an assistant coach is named the head coach for the match, this means the head coach becomes an assistant coach and is not allowed to make requests that only the new head coach can make.

* Other than the head coach and assistant coaches, teammates and other bench personnel are expected to remain seated during a set except to spontaneously react to a play, go to a non-playable area to warm up without volleyballs prior to anticipated subbing into a set, or stand to greet a teammate who is exiting the court. Leaving the bench to approach the court is going too far. Current practice is to limit players to staying 5 or 6 feet from the court, and this is something that shouldn't be occurring frequently.

* Examples of unsporting conduct for a coach, substitute, or other bench personnel include attempting to influence a decision by a referee, which occurs almost every match as the coaching staff, subs, and other bench personnel yell at the officials for calls they disagree with. This has to be addressed firmly, warned, and penalized if a warning is insufficient. Most yelling is at the R1 on the stand, which is something the R2 has to address to serve and protect the R1. In addition, disrespectfully addressing a referee and/or other match officials, such a coach reacting to an official with a dismissive wave which is the equivalent of flipping off the official is not as frequent, but this behavior cannot be ignored and needs to be carded. Entering the court while the ball is in play is considered unsporting conduct but is almost never deliberate. This can happen as an accidental response to believing a rally is over with a player entering the court prematurely to replace the libero or the libero entering before a rally is over to replace a back-row player. The rest of the list of unsporting conduct includes using disconcerting acts or words when an opponent is about to play the ball; using a sounding device (e.g., megaphone, horn, etc.) courtside for coaching purposes; unauthorized conferences; attempted re-entry of a disqualified player; illegally leaving the designated bench during a set; excessive requests designed to disrupt the set; and abusing the re-serve rule. Most of these are never experienced in a referee's career. Disconcerting words or actions as an opponent is ready to play the ball is much more likely to come from a player on the court in the vicinity of the opponent.

* For players on the court, the list includes (as mentioned) using disconcerting acts or words when an opponent is about to play the ball; disrespectfully addressing a referee and/or other match officials; questioning or trying to influence referees' decisions; showing disgust with referees' decisions; using profane or insulting language or gestures or baiting/taunting anyone involved in the match; or making excessive requests designed to disrupt the set. These are all encountered on occasion. However, making contact with an opponent which is deemed unnecessary and which incites roughness in response; using any part of a teammate's body or any object to gain physical support for advantage in playing the ball; deliberately serving prior to the signal for serve; and abusing the re-serve rule are not likely to be encountered.

Penalties and Mechanics

As the head official, the R1 sets the tone for the match and is responsible for controlling the unsporting conduct of coaches, players and/or other team personnel. There are two new types of penalties associated with both coaches and non-playing teammates. A coach entering the court while the ball is in play is unsporting conduct. Bench players entering the court is treated as an illegal alignment fault. The level of penalty is conditioned by whether there are disconcerting acts, disrespectful behavior, etc. In addition, the use of signs, foam fingers, flags, and other props by bench personnel to celebrate is considered unsporting conduct with card(s) on the head coach.

* The host administrator is responsible for controlling unsporting conduct by spectators. In lieu of the availability of the host administrator, the home team head coach plays this role in dealing with unruly fans. Only the R1 may administer sanction cards. Unsporting conduct is divided into levels of offensive behavior and frequency of unacceptable conduct. A verbal warning is the referee's attempt to address marginally unsporting behavior and convey that this type of behavior should not be repeated. Penalties are either a yellow card (YC) as a formal conduct warning issued to a player or coach. Since head coaches are expected to control their benches, a card to anyone on the bench goes to the head coach, leaving that person one card away from not being allowed to stand to coach the team for the remainder of the match. Most coaches do not want to be "seat-belted" and will do what they can to avoid a second card. Another yellow card that would be issued to anyone on the team bench will be bumped up to a red card penalty with a loss of rally and point to the opponent who will rotate if necessary and serve next. A yellow card is issued for a first minor offense. Constant yelling at the R1 may receive a verbal warning, but moves quickly to a yellow card if it continues.

* For a serious offense or second minor offense, a red card (RC) for unsporting conduct is issued to the offending party, with a loss of rally/point awarded to the opponent. If this is a player on the court, the player is now one step from the very serious step of being disqualified from participating in the contest. If bench personnel receive a red card, the coaching staff is not allowed to stand to coach the team on live and dead balls for the remainder of the match. The head coach typically attempts to avoid a second card because of this serious consequence.

* The third penalty is for a flagrant offense, a second serious offense by the same individual, or a third minor offense by the same individual for players on the court. A loss of rally/penalty point is awarded to the opponent. For a bench person DQ, the head coach is ejected and the new head coach is not allowed to stand to coach for the rest of the match. Disqualification (DQ) with yellow and red cards held apart is unusual for volleyball matches in Ohio, but they do occur. There are additional administrative consequences to follow, including no further involvement in later matches played on the same day and suspension from additional matches.

* If there is adult supervision, a player is removed from the vicinity of the team bench but, if not, the player is seated at the end of the bench with any further misconduct resulting in the match being forfeited. A disqualified coach is removed from the premises. The OHSA requires the referees to complete and submit an Incident Report to the OHSA and reach out to the AD or Principal of the offending individual's school ASAP but no later than 48 hours from the day of the disqualification.

* A forfeit occurs when a disqualified individual violates conduct rules following disqualification, or a coach is disqualified and removed from premises but no other authorized school personnel is available to take over the team, or the team refuses to play when directed to do so by the R1.

* Cards issued for unsporting conduct carry over from set to set throughout the match. This means each is recorded by the scorer, reflected as appropriate on the scoresheet and in the Comments section for that team and carried over onto scoresheets for subsequent sets.

- * The R2 may request a card or cards be issued by the R1 by holding the card(s) in front of the body and requesting the card(s) while identifying the offending coach, player, or other team personnel. The R1 may choose to administer sanction cards without being requested to do so.
- * The R1 whistles and holds the appropriate card or cards in his/her hand on the offending team's side of the court with the arm outstretched, elbow bent 90 degrees and hand(s) held head-high. The R1 then indicates to the R2 the number of the player(s) or which coach is receiving the card(s). The R1 ensures the R2 also has identified the offender(s) and verified that the scorer has recorded the information on the scoresheet. Unsporting conduct should not go unpenalized. If there are multiple offenses, each offender is penalized. Typically, the serving team offender is penalized first, then the receiving team offender. A red card that is penalized results in a point as does a DQ (yellow and red cards).
- * When an R2 sees/hears an action or response that necessitates a card, the R2 moves to the offending team's side of the net and takes a few steps toward the court with eye communication with the R1. The R2 holds the card(s) in the middle of his/her chest and indicates verbally the number of the offending player(s) or coach to the R1. It's the R1's responsibility to immediately whistle and administer any card(s) requested by the R2. For a disqualification, a discussion between the referees is appropriate.
- * For a Yellow Conduct Card (warning), the card is administered at the first dead ball. Play should not be stopped to issue a yellow card; the rally should be allowed to play out. The yellow conduct card (YC) is recorded in the Comments section on the scoresheet, with the marking directed by the R2. No penalty point is assessed.
- * For a Red Conduct Card (penalty), the card is typically administered at the first dead ball but for serious misconduct during a rally, the rally may be killed to issue the card. The red conduct card (RC) is recorded in the Comments section, and the penalty is noted in the individual scoring section on the scoresheet with a loss of rally/point awarded to the opponent.
- * For Disqualification, both the yellow and red cards are displayed apart (usually at the first dead ball but a rally may be stopped for serious physical misconduct.). The offender may be removed from the vicinity of the team bench provided there is authorized school personnel available to supervise. (When the offender is a coach or other adult team personnel, the offender shall be removed from the premises.) The referee shall notify the appropriate head coach of the reason for the disqualification which is recorded in the Comments section of the scoresheet with a loss of rally/point awarded to the opponent. The R2 directs the scorer to record the proper notations and verifies the scorer has recorded them. A forfeit would also be recorded on the scoresheet.
- * For serious misconduct, the R1 may issue a red card or a yellow and red card on a first unsporting conduct violation. An advanced sanction does not require first issuing a lower-level sanction. All cards issued for unsporting conduct carry over from set to set throughout the match. If using a lineup card, the second referee may keep notations on the card. The scorer is told by the R2 to be sure to indicate any previous violations by the same individual. When unsporting conduct occurs from the bench or court, but the referees can't determine the specific offender(s), the warning or penalty is issued to the head coach. Any cards issued for unsporting conduct prior to the first set or between sets are administered at the beginning of the next set immediately following the violation. After lineups are recorded, the card(s) is recorded in the Comments section on the scoresheet for the set in which it is administered. Requests such as time-out, serving order check, substitution, etc., are not recognized until after the card(s) is administered. If the team captain asks in a reasonable manner, the R1 should provide the reason for the penalty but not permit further discussion of the penalty.
- * When a spectator becomes unruly or interferes with the orderly progress of the set, the R1 is expected to suspend the set until host management resolves the situation and the set can resume

in an orderly manner. In the absence of a designated school representative, the home head coach serves as the host administrator handles the situation.

Managing Conduct

Reacting to another person becoming upset is normal. As referees, we have to be aware of our own reactions to someone being unhappy with a call or even with us. We have to be the “adult in the room” for the benefit of the student-athletes. It’s easier to say than to do, but the more upset a person is, the calmer we have to be to avoid responding in a way that escalates an uncomfortable situation and makes it worse. For the R2, who handles coach reactions, deep breathing can help a relaxation technique as can listening at sufficient distance that doesn’t intrude upon the coach’s personal space, but is close enough that a coach doesn’t have to yell to be heard. De-escalation techniques include communication awareness such as standing side by side with a coach rather than face to face, standing open to the R1 to avoid having the coach try to move to the side, allowing the coach to disengage from trying to address the R1, listening for understanding and with empathy before responding, never telling a coach that he or she is wrong, using a soft tone of voice that shows concern and has the coach listening, and not trying to avoid responsibility for a decision the team made. We own our decisions and share what the crew saw from their respective angles in judging playing action while understanding that a coach’s angle on every play is different from any of the officiating crew.

* For behavior requiring control, the referee uses a firm whistle sound to get everyone’s attention and, depending upon the seriousness of the behavior, issues a warning or a sanction. It may be helpful early on if through-the-net interactions merit early intervention to call both captains over to help with control. If referees don’t take some action in response to taunting or other unsporting conduct, the other team may retaliate. Overall, common sense should guide how referees deal with marginal behavior during and after a rally. Bench reactions from a head coach, assistants, and subs are not uncommon when a close call goes against the team. This is something referees should be aware of but not overreact in response as long as the reactions are not over the top, aren’t too frequent, and aren’t sustained. We tend to give a bit more leeway to the head coach whom the R2 can manage, far less tolerance from assistant coaches, and not much from subs coming off the bench.

* Volleyball matches have some moments that should trigger awareness of a reaction through the net. Blocking or attacking the ball off an opponent’s head, leading to one team doing an orchestrated head pat, may seem unsporting, but the players don’t seem to take offense. The opponent will make the same gesture when they’re the one tooling the head. The big plays are typically huge stuff blocks and attacks hammered hard to the floor. That’s the clue to both referees to focus on the player who made the play to see if he turns away from the net to celebrate with his teammates or gestures at the opponent, uses a backing up stare-down, or performs another kind of move that feels like taunting. Bench reactions can’t involve non-spontaneous actions that are unsporting in nature (considered taunting) or use of props during celebrations.

* Recently, bench personnel have entered the court inappropriately such as when the team believes a match-ending rally has been completed and subs storm the court to celebrate, but the ball is still in play or a player (libero or middle blocker) enters the court during a rally believing the team has won the rally and a libero replacement can be made. The consequences of such actions result in an illegal alignment fault. If a non-uniformed team member including a coach enters the court on a live ball, the result is loss of rally and a possible conduct violation.

- * There are times when, to the best of our abilities, attempting to be understanding of the emotions of the game, the actions or reactions of participants become too much. Our general guidance in dealing with coaches is for the R2 to acknowledge comments, answer questions, warn behavior that's marginal, and penalize insanity. The level of insanity determines whether to issue a red card/penalty and point to the opponent or to disqualify/eject a coach with yellow and red cards held apart and a penalty point awarded to the opponent. We are still able to verbally warn as a form of prevention before issuing a yellow card to another participant, but any bench misconduct results in ejecting the replacement head coach or, if identifiable, the individual.
- * Once we go the sanction route, the next penalizable offense to the same individual is at least up one level. When anyone on the bench receives a card (substitute, assistant coach, trainers, etc.), the head coach is held accountable for failure to manage the bench. We don't allow multiple assistant coaches taking turns getting a yellow card. The R2 reminds the head coach that the next act of unsporting conduct by the coach or anyone on the bench will result in a red card/penalty point with the head coach no longer allowed to stand to coach the team on a live ball and the entire coaching staff not allowed to stand to coach on a dead ball for the remainder of the match. This information should not be voiced as a threat, just to alert the coach to the consequences for further acts of unsporting conduct.
- * By the time a coach has received a red card/penalty, the next significant misconduct requires the coach to be ejected (disqualification), and along with a penalty point to the opponent comes the removal of the coach from the facility and additional administrative penalties. There are very few disqualifications each year. That doesn't mean there shouldn't have been more!

Working with Coaches/Active Listening Skills

From their entrance into the gym, referees should be thinking about setting a positive tone through coach interactions. This means the referees valuing coaches as an integral part of the game of volleyball and respecting their role as advocates for their players and teams. Without coaches, there are no matches for referees to officiate. Establishing approachability from the onset through a friendly meet and greet and a positive and cooperative attitude goes a long way in encouraging coaches to work with the officials. Coaches and referees are partners in the desire to make matches be about the student-athletes on the court who represent their schools.

- * Coaches should be reminded in the pre-match conference that they have the R2 to go to with their questions and concerns. The way the R2 responds to coaches and to the emotions of the game can help a coach to regain composure when things aren't going well on the court. Showing compassion, having empathy, and using the ability to listen and hear what coaches viewed during a rally can really make a difference.
- * Overall, common sense should guide how referees deal with marginal behavior during and after a rally. Bench reactions from a head coach, assistants, and subs are not uncommon when a close call goes against the team. This is something referees should be aware of but not overreact in response as long as the reactions are not over the top, aren't too frequent, and aren't sustained. We tend to give a bit more leeway to the head coach whom the R2 can manage, far less tolerance from assistant coaches, and not much from subs coming off the bench.
- * The R2 protects the R1 by engaging with the head coach, controlling the actions of assistant coaches, and shutting down kids on the bench as needed. Yelling across the court shouldn't be allowed to continue. When bench personnel start to get stupid, we go through the captain if the R1 observes the behavior or the head coach if the R2 wants to get the coach to put a halt to it. This includes rolling on the floor or other action that is disrespectful. Everyone hears the announcement to respect the game and, when this doesn't happen, the referees handle the situation with

intelligence. Fan issues may also involve unsporting conduct. Referees don't handle these issues directly; rather, the R1 and R2 communicate, and the R2 attempts to get the assigned host administrator to come to the gym to handle the spectator issue. If the administrator isn't available, the home head coach deals with the fans. Depending upon the situation, play is suspended to allow sufficient time to address and control spectator behavior.

Active Listening Skills and De-escalation Techniques:

We focus on prevention through addressing sportsmanship expectations in the pre-match conference with head coaches and captains. We even remind the participants that the captains have the R1 with their concerns, while the coaches have the R2. Our hope is that by holding these doors open, the captain helps to control the reactions of the players on the court while the head coach directs reasonable comments and questions to the R2 rather than yelling across the court at the R1. The R2 is responsible for shutting down continued or over-the-top reactions from anyone bench side as well as whistling if necessary to shut down unsporting reactions on the court.

- * During a match, active listening skills are invaluable as they get the R2 to not respond first but to listen to really understand what a coach is concerned about and to let the coach feel heard. These skills are used to defuse tense situations that occur during most matches.

- * Reacting by tensing up when another person becomes upset is normal. Referees need to maintain self-control to avoid reacting to a coach's anger since reacting strongly tends to make things worse. To be able to lower the heat, referees need to be aware of their own reactions to someone's anger that's directed at them or their partner for judgment calls that go against the coach's team. It can feel personal and can engage a flight-or-fight response which can trigger an R2 being unwilling to move to a coach to deflect yelling at the R1 on the stand or overreacting and losing control of his/her emotions in response. It's easier to say than to do but, the more upset someone else is, the calmer we have to be to avoid responding in a way that escalates an uncomfortable situation and makes it worse.

- * For the R2, who handles coach reactions, deep breathing can help control a defensive reaction and allow the coach space to become calmer by being allowed to vent and share the concerns. De-escalation techniques include communication awareness such as how standing side by side with a coach rather than face to face is less confrontational, how standing open to the R1 may avoid the coach trying to move to the side to continue venting at the R1 which is a sure way for a sanction to be issued and allows the R1 to see how the R2 is working to control the situation. The R2 listens for understanding and listens with empathy before responding, never telling a coach that he or she is wrong, using a soft tone of voice that shows concern and has the coach listening in return while not trying to avoid responsibility for a decision the team made. We have ownership of the R1's decisions and should simply share what the crew saw from their respective angles in judging playing action. At the same time, we need to remember that a coach's angle on every playing action differs from that of any of the officiating crew. It's important to listen to the coach share concerns while at a sufficient distance that doesn't intrude upon the coach's personal space but is close enough that a coach doesn't have to yell to be heard.

- * While referees may not have to react to a coach's initial reaction, especially at a critical point in a set or in response to an unusual play, if an understandable strong reaction is over-the-top, we have to intervene. We cannot allow unsporting conduct to go unaddressed or where the behavior continues. To maintain control of the match, we need to hold people accountable for their behavior. Referees are told to acknowledge comments, answer questions, warn when necessary, and penalize insanity. We want coaches to come to the R2 with their concerns, but there is a limit. We give more leeway to a head coach, very little to an assistant coach other than an amused "really" look when an assistant coach tries to talk to the R2 about a play/decision, then

“reminding” the head coach that all questions and concerns must go through the head coach and, if the coach doesn’t quickly “get it,” noting that assistant coaches aren’t permitted to address match officials regarding their decisions since that’s the head coach’s job.

Effective Use of Headsets

When referees become proficient at headset communications, matches benefit from timely information sharing allowing early recognition and alerting the R1 to what typically follows in the way of informal help in conjunction with the use of an affirmative head nod to indicate, “Legal contact, I saw no fault, touch by the block off a tape shot that rebounds back to the attack side, ball up on a floor save, play on” and a negative head shake to indicate no touch by the block off a tape shot that rebounds back to the attack side or a ball that hits the top tape near the R2 but doesn’t touch the block and lands out. All of these situations need to be discussed in the pre-match between the referees, with techniques and mechanics and how informal help will be offered being agreed upon.

Headsets – General Hints

- * Headset use does NOT replace any established signals, either formal or informal, the help to assist the R1, head nods to affirm play on, head shakes to indicate no touch on a tape shot, but become an early notice that helpful information is available.
- * The headset microphone should be close to the referee’s mouth to facilitate clarity, and the first syllable used should be spoken sharply.
- * The concept of a “sterile cockpit” means the headset is used to communicate only when required; otherwise, for some partners, it can be very distracting.
- * Referees must be careful with their facial expressions and remain neutral; small laughs or frowns can be misunderstood by those watching the referees.
- * It is mission critical to learn to “talk through” your whistle during rallies – this requires practice
- * The R1 will hear at least the R2’s portion of conversation with the coach, and vice versa...coaches likely know this and will attempt to talk to the R1 by talking to the R2.
- * There may be a need for a referee to place a hand over the mouth to prevent lip reading, especially between points when attention may turn to the referees.

Recommended Language

- * When the R2 is giving “help,” simple, repeated “one-words” are demonstrated to work best.
- * Instead of “NO TOUCH,” the R2 uses “NO-NO-NO” since saying “NO TOUCH” just once tends to result in the R1 being likely to hear just “TOUCH.”
- * Headset language also should be consistent with the pre-match agreement between the R1 and R2 regarding whether the R2 will only signal rally-ending information. A touch signal during a rally would be seen as hand movement which is used to signal an upcoming fault, not play on.

During Play - Headset Verbiage

- | | |
|--|--|
| * Libero handset in the front zone: | “LIBERO-LIBERO-LIBERO” |
| * Libero set from behind the attack line: | “GOOD-GOOD-GOOD” |
| * Back-row setter commits an illegal attack or block: | “BACK-BACK-BACK” |
| * Blocker reaching over the net and interfering: | “OVER-OVER-OVER” or
“TOUCH-TOUCH-TOUCH” |
| * Back-row attacker takes off on or across the attack line | “BACK-BACK-BACK-” |

- * A back-row attacker takes off behind the attack line: "GOOD-GOOD-GOOD"
- * On a successful pancake: "GOOD-GOOD-GOOD" or "UP-UP-UP"
- * After an unsuccessful pancake attempt: "DOWN-DOWN-DOWN"
- * If there is a slight touch at the block, show a big touch signal "TOUCH-TOUCH-TOUCH"
- * On an "out" ball, especially if line judge may have been screened: "OUT-OUT-OUT"

Post-Rally

- * The R2 can verbalize in conjunction with a hand signal a block off of which team
- * The R2 can verbalize in conjunction with a hand signal to indicate antenna fault on which team
- * The R1 can remind the R2 of any unusual time-out or sub requests.
- * The R2 can request a delay sanction, verbal warning, warning, or penalty

Headset Use – Anytime

- * During a potential back-row attack, the R1 can communicate clearly to the R2 the position of the ball in relationship to the height of the net along with a pat down for a legal attack or a takeoff the R1 saw that was close to but behind the attack line when the ball was clearly above the top of the net along with a wave off to indicate behind the line.
- * The referees are able to confer on rule specifics such as if a play in question is subject to the review rule when a coach is requesting a review time-out.
- * Substitution situations when both teams have a sub, but the R2 seems unaware while processing one side that the other side has a sub to be processed next.

Upon further review...

- * The R2 still uses communication signals and provide informal help

Situations

Here are some situations in which instant communication can assist referees:

- * Attacked ball goes out of bounds: was it touched (touch) or not (out).
- * Attacked ball goes into the top tape of the net: was it touched (play on) or not touched (four hits) or lands on the court (and would have been four hits — this acts as great confirmation for your partner).
- * Whether a pancake attempt touches the floor (in/down ball) or touches the hand (play on).
- * Informing the R1 of coach questions or discussion (we are no longer on an island and have to wonder what's happening).
- * Informing the R1 of observed behavioral issues (talking through the net, possible sanctions).
- * Supporting ball-handling decisions, when whistled on a ball that crosses over the net or is legally blocked with a possible double-hit fault (too tight or a good line) or not (too loose or an appropriate no-call).
- * Help with back-row attacks, back-row blocks and reaching over the net (who touched it or not, what are the players' positions, where was the ball, where did contact occur).
- * Be focused on the match — don't over-talk, sing or discuss non-match related topics.
- * Keep information brief — clear and concise is best.
- * Be clear with the help you provide — if not, it may lead to confusion and missing the next play.
- * Be professional — be aware of facial expressions and smiling/ laughter.
- * Use your voice — but don't forget to continue using informal help signals when needed.
- * Use the technology — don't clam up on your partner.

Performance and Teamwork

- * Headset use has had a tremendously positive effect on referees. The immediacy of real-time communication has helped to connect partners and improve performance and teamwork in matches. Headsets have eliminated the need to wonder if your partner is in agreement — hearing quick comments/discussion can help your partners and put them at ease. Headsets allow us to

discuss plays of interest during timeouts and between sets — we no longer have to wait for the end of the match. They've eliminated the confusion of trying to explain to the coach why a call was made or not — the R1 can basically tell the R2 exactly what was seen and what to say to the coach that the R2 can use to share with the coach to be able to get back to play.

Dealing with Late Requests

When faced with a late request, referees use the timing of the R1's whistle in conjunction with when the R2 saw or heard the request to judge whether the R2 should whistle over the R1 or wave off the request and deny it, warning the coach after the rally to make the request earlier or risk it being denied. Effective scanning helps the referees become aware of requests. Referees should avoid punishing a request by denying it simply because the referee believes the coach should be making the request earlier and is deliberately waiting until the last minute as gamesmanship. A coach who waits is exercising the right to make the request at the risk of the referees not seeing/hearing the verbal request or signal for substitution or time-out. We tell our referees to honor requests that they become aware of. This includes the R2 hearing or seeing a legal request occurring before or simultaneous with the R1's whistle for service. The R1 and R2 cover this possibility during their pre-match so the R1 knows to give his or her partner the leeway to handle these types of situations, and the R2 only whistles to kill the R1's service whistle if the request actually was made in time.

The R1's arm extended to indicate readiness to authorize service does not preclude a legal, timely time-out or sub request. Arm out means nothing other than the R1's readiness to whistle and beckon for serve. If the R1 sees a sub off the bench heading toward the sub zone, a libero replacement in process, or a player tying a shoe, the R1 drops the arm and allows the completion of the action. During this time, if a legal request occurs, the request should be recognized. Both the substitution and time-out rules specifically state that the requests are not recognized after the R1 has whistled/signaled for serve. Therefore, the R1's outstretched arm is part of preparing to authorize service but does not preclude a request that is heard/seen before the R1's service whistle.

Post-Match Debrief

At the end of the match, the referees and line judges (if professional officials) are expected to get together, preferably in a private meeting space, to discuss various situations that occurred during the match. Debriefs should be valued as part of a continuous improvement process where each official should be open to learning. The referees may request a secure room from the host administrator to use to both store belongings that they don't want to take to the court, to change shoes, and to conduct a pre-match discussion. Logically, this space is convenient for the debrief. The expectation is that professional officials all participate in a short debrief. The R1 typically leads the discussion of various plays that occurred, and there's an opportunity for the referee partners to address plays that were not only interesting but also identified things that could have been better handled. The tone is friendly, and any critique is done kindly and with the intent to offer improvement in partnering, technique, movement, positioning, signaling, eye communication etc. The line judges should be asked whether the R1 offered sufficient eye contact and validated their calls since this is something that the R1 does to engage line judges

and know what they are and aren't signaling. The line judges may ask about what the referees saw on certain plays and what rules were applied. The overall discussion does not need to be drawn out, but debriefs are an expectation of Directors of Officiating Development and assignors. Debriefs represent a structured time to give and get feedback, and officials who want to improve should take advantage of these debriefs.

Learning VolleyWrite Scoring

Referees have to be prepared to be effective problem solvers regardless of what scoring system is used in a volleyball match. This means that beyond learning paper scoring and libero tracking, they also need to understand electronic scoring software to work well with a VolleyWrite Scorer and Spotter. Here are keys to help the R2!

* VolleyWrite is the scoring program of choice for many Ohio schools, and its software applies playing rules to catch issues like an improper server that may be missed using paper scoring. As referees, you are not expected to be a VolleyWrite expert. The school is supposed to give us a competent VolleyWrite Scorer (VWS) who partners with a Spotter to capture needed match information, just as a paper scorer and LT are supposed to do. The Spotter sits next to the VWS and helps during each dead ball to identify sub jersey numbers and libero replacements. The scoreboard operator may serve as a Spotter if a dedicated Spotter is unavailable. We play the hand we are dealt in terms of experience. In addition to discussing how the R2 will provide information to and receive information from the VWS, the R2 should clarify how the VWS and Spotter will work together. To facilitate a smooth match, referees should learn the basics of VolleyWrite scoring, then partner effectively with the VWS and be able to resolve scoring issues, just as with a paper scorer.

* Communication between the R2 and VWS begins with a pre-match discussion. Depending on the school, we may or may not get an experienced VWS for our matches. The R2 should clarify what info the VWS needs from the R2. The VWS may ask the R2 to call out sub numbers, and the R2 should give the VWS line-of-sight vision to subs on both sides. Then the VWS can use visual and verbal cues to help with accurate processing. R2s should clarify who (R2 or Spotter) will provide verbal information about libero replacements to avoid subsequent delays from missing an exchange and may ask the VWS to voice "libero serving" the first time the libero serves for both teams in a set. The R2 observes this process early in the match to be comfortable that proper tracking is occurring. If the Spotter is not going to call out sub numbers, the R2 may need to do this to benefit the match.

* The R2 reminds the VWS of the need for the Scorer or Spotter to "eyeball" each server by number to verify that the proper player contacted the ball and to inform the R2 after the rally if the server wasn't the correct player. The R2 asks the VWS, "How will you communicate you're ready?" The R2 turns toward the VWS to be aware whether the VWS is ready, and the R2 must be prepared to hold up play as needed to provide time for information to be recorded, to allow a VWS to catch up, or fix a problem. A thumbs up or affirmative head nod works! If the VWS is focused on the screen, the R2 should wait before showing the ready signal to the R1.

Referees may access a free license to get a feel for how VolleyWrite works by contacting Debbie Keller at [VolleyWrite | Simplified Scoring](#). Referees unfamiliar with VolleyWrite software can educate themselves through a VolleyWrite YouTube training video. Debbie Keller, the developer of VolleyWrite software, recommends the video How to Score with VolleyWrite (<https://www.youtube.com/watch?v=7NxaAvDtveA>) for a quick scoring overview. Watching VolleyWrite YouTube videos like this helps referees become familiar with how the software

works, what information is viewable on the Windows laptop or iPad screen, proper use of the undo button, and other normal functions that speed up play compared with paper scoring. This helps make the R2 a better problem-solver in the same way as understanding how a given paper scorer will record information on the scoresheet allows the R2 to unravel scoring issues. An R2 has to be able to deal with whatever the host school chooses to implement as its approach to scoring. Every R2 needs to be a calm problem-solver for the Scorer, period. Here are some tips:

- * Learn the tabs on the VolleyWrite screen on the laptop or Apple iPad with software already downloaded to that device. Here's the process that the VWS typically follows after opening the program and pulling up the "Welcome Tab," which is the first in a series of tabs used to prep for and then keep score for a match. On the Windows version of VolleyWrite, the Welcome Tab allows the VWS to set up a backup location in case of device failure by using a memory stick. The VWS verifies that the proper rule set is selected from the Rules Tab. This should be an NFHS rule set and contain the number of sets to be played (e.g., best of 3, deciding set to 25 for non-varsity, or best of 5, deciding set to 15 for varsity level), and under "Change of Courts" the box is checked as to whether teams will keep their benches or will switch sides between non-deciding sets given a substantive disadvantage shared by the referees at the coaches-captains meeting. VolleyWrite provides rule sets for various associations, so you should be able to use the Open button to select either "NFHS" for varsity matches or "NFHS Non-Varsity" rules for freshman and JV matches.

- * The VWS needs the rosters of both teams at the start of warm-ups (handed in at the meeting with coaches-captains), and lineups are due by 2:00 on the countdown clock. The R2 facilitates this. The VWS may have rosters from previous matches pre-loaded (especially for their team), or the roster data is entered manually; player numbers are required, but player names are optional. The VWS needs to identify players who will not be playing, clicking to remove the check box to show them as absent. This is important to facilitate handling an injury requiring an exceptional substitution. The VWS may open a saved roster, but still needs to verify player numbers that the coach has listed on the submitted roster for that match. Upon completion of roster numbers, the VWS goes to the Set Tab, then clicks the yellow Start button, which pulls up the option for identifying which team serves first as "1st serve." The display shows the "Home" and "Visitor" sides of the court. Once the 1st serve is clicked, the VWS verifies that teams are shown on the display on the side they physically occupy. The screen will now display the verbiage, "Enter Lineups," and provide a diagram to enter each team's player numbers in serving order and show either "Set 1 of 3" for best-of-3-set matches or "Set 1 of 5" for best-of-5-set matches. The VWS places player numbers into the correct positions in the lineup diagram by clicking the positions, then the numbers, by double-clicking (on the Windows version only), or by using the Auto button then tapping or clicking the players on the bench to move them onto the court diagram that shows 6 boxes for each team denoting RB/Zone 1, RF/Zone 2, CF/Zone 3, LF/Zone 4, LB/Zone 5, and CB/Zone 6.

- * Each team should have identified a captain on its submitted lineup and may play a single libero whose number has to be listed along with the regular players. If a coach fails to list a libero, the VWS receives a pop-up message to remind the R2 to verify this. Teams may identify an Alternate Captain as well as a Captain. There's no rule requiring a libero to enter the court before the first serve. So, if the libero is listed as floor captain, the coach MUST indicate a captain from the players on the court to start the set. The VWS then clicks on the yellow button under Set number to "Accept" the lineups. This is important because failure to do so could result in liberos who enter at the start of the set being treated as regular players instead of as liberos! VolleyWrite does ask the VWS to confirm the intent of moving a player from a libero box to the court before the lineups are accepted. Now the display shows the court as if someone were

hovering above it. The lower left corner on that team's side of the net contains the number of the player in the RB position, while the upper right corner on that team's right side of the net contains the number of the player in the RB position. These are the serving positions during each set. Coaches experienced with other rule sets may be confused and try to submit a lineup in floor position; the R2 points out that the lineup is submitted as a list in serving order, and that the first server for the receiving team is listed first but will start in the RF position since the team will rotate when it wins a rally and gains the serve. While the R2 does the initial verification that the players for both teams are the correct players listed on the lineup and that each player is positioned correctly, the VWS should be asked to verify this as well and point out any issues, especially a player whose number is not on the starting lineup. The R2 ensures the VWS has identified which player/position in the back row each libero replaced, and the VWS should not indicate readiness to the R2 until this information has been clarified.

- * Before each serve, the VWS identifies if the number/player in the team's RB position contacted the ball for service. This requires the VWS or Spotter/Tracker to view each server number at the moment of service contact. When a point is scored, the VWS watches the R1 and R2 gesture, which verifies which team was awarded the rally, and clicks the green "Point" button to add a point to that team's score. If the serving team wins the rally, unless there is a substitution or libero replacement to be recorded, the court picture will remain the same; the same server's number will remain in the RB box, and this verification reminder will appear again asking the VWS if this player contacted the serve. If the receiving team is awarded the rally, the team's positions will automatically be rotated one position. The player in the RF will become the next server in the RB pending the libero serving or a substitution being authorized to enter into that right-back/serving position. The R2 may stand behind the VWS to observe the entry of lineup information and view each team's submitted lineup to verify accuracy. When the VWS clicks the "Accept lineup" button, the R2 ensures the proper entries and corrects if needed. This is a good time for an R2 to mark the lineup card to avoid a mistake.

- * It's uncomfortable for referees to encounter a scoring issue when there's minimal knowledge of how it can be fixed. It's worse when a situation arises, and the R1 is equally unfamiliar with resolving a scoring problem. Step forward in growing your officiating game by watching some YouTube videos on how VolleyWrite works to become more comfortable and be prepared to help your VolleyWrite Scorer (VWS) correct an error as needed. No one benefits from a long delay in resuming play. Problem-solving is part of our professional training. To make a match go more smoothly, the R2 should be prepared to help the VWS record match events accurately. Let's walk through a typical process. Hopefully, the assigned VolleyWrite Scorer (VWS) arrives early enough for an effective pre-match discussion. The R2 ensures that the VWS is seated in a position visible to the R1 and NEVER behind the post where the pad serves as a visual barrier. Typically, the VWS sits next to the Timer to communicate more easily, such as when the scoreboard doesn't match what shows on the VolleyWrite display. The Spotter sits on the other side of the VWS. Part of the pre-match discussion should include confirmation that the VWS will eyeball the score after it updates on the display after each rally and ensure the Timer recorded the score correctly. The Spotter may help, and the referees also attempt to do this. In loud gyms, the R2 must be aware of a VWS attempting to get the R2's attention. By agreement, the horn may be used under extreme circumstances, but only on a dead ball. If the R2 has to shout to be heard by the VWS, the R2 may need to turn more frequently. The R2 needs to know the table staff's experience and comfort in fulfilling their roles. Referees who learn VolleyWrite basics trust the software to do its job in identifying where everyone is positioned legally on the court, whether a legal server contacts the serve, proper handling of subs and replacements, libero serving, time-outs, and application of the rules that apply to the match such as identifying illegal libero replacements and illegal substitutions. The R2 should be aware that VW software

uses pop-up messages with information directing the VWS to alert the R2 to deal with issues needing attention. Delay and unsporting conduct sanctions are not unusual. The R2 should ask if the VWS knows what button to use when a sanction needs to be recorded. In NFHS scoring, the “Penalty button” on the left side of the display is used to access some drop-down options. The R2 wants a delay recorded quickly! The same is true when an unsporting conduct card is issued. Depending upon how upset a coach appears to be, the R2 has to keep an eye on the coach to prevent another sanction before working with the VWS to ensure the warning or penalty is accurately recorded. The R2 communicates his/her preferences regarding when the VWS will indicate the need to hold up play with an issue (immediately). An R2 should ask the VWS how the VWS will show readiness to return to play and encourage the use of the R2’s name to be heard. The R2 should also confirm with the VWS not to give a “got it, go ahead” signal too quickly, until AFTER a substitution or libero exchange has been entered to allow the software a chance to verify the legality of the sub or replacement.

- * The R2 needs to partner with the VWS and respond when the VWS alerts the R2 to the pop-up box indicating a problem that the R2 has to understand to help resolve. The R2 may need to have the display turned around; it may be easier for the R2 to go around the table so the R2 and VWS can look at the display together. The R2 observes and provides direction as the VWS clicks on the appropriate radio button, identifies the team/player involved, and adds a comment as necessary.

- * Before the match, the R2 should inform the VWS when to alert the R2 that an **improper server** contacted the ball. When the VWS answers “No” to the Server Verification bubble, the VWS receives the message to “notify the R2 on contact.” However, if an R2 prefers not to be alerted until the rally has ended, the VWS should follow this request. The reason is that the R2 typically wants the rally to play out and then deal with the issue.

- * If an **illegal libero replacement** occurs, such as the libero failing to sit out at least one rally before legally replacing another back-row player if not the next server OR the player whom the libero last replaced does not return to the court for the libero, the VWS will alert the R2 without waiting for service authorization, if possible. This allows the R2 to answer the question of whether to hold up play and assess a delay or award a loss of rally for illegal alignment because the R1 has authorized serve. The rally is whistled dead, and the replacement becomes an illegal player on the court, resulting in an illegal-alignment fault. Regardless, the VWS knows to alert the R2 when software produces a pop-up message that requires the R2 to be informed, resolve the issue, and provide direction to the VWS.

Roster penalties may be issued before the start of a match for late submission of the roster or changing a roster after the deadline. Once play begins, a request for a roster change must be handled by the R2, who communicates to the VWS whether a penalty point is assessed. In addition, late lineup submission may result in a delay sanction at the start of a set.

Penalty handling: The “Penalty” button on the left side of the display guides the VWS AND R2 through available options, and the VWS is directed to record the penalty being assessed. Once the Start button has moved information onto the Set tab, the Penalty button becomes active. The Penalty dialogue box offers the choice of which team is being penalized and the nature of the penalty. Before a set is in progress, this button is used to fix issues with lineup submission, inaccurate lineup, and non-compliant uniforms involving failure to have 6 players wearing legal uniforms.

Accepting Team Lineups: When the VWS finishes entering the submitted lineups for the set for both teams, the “Accept” button appears. It ensures that all six floor positions are filled if possible, allowing a team to play with 5, etc., in subsequent sets, and that captains and alternate captains have been identified. When the VWS clicks the Accept button, VolleyWrite takes the lineup information from the lineup diagrams and places the players in the correct

positions on the court. The first server for the receiving team is placed in the right-front position. The numbers of the captains, alternate captains (as appropriate), and liberos are displayed in boxes on each team's respective side, and the number of the captain is underlined. Non-starters are shown on the team's bench on each team's side of the display screen, other than the libero, whose number is shown in a box to the right of the "L." VolleyWrite identifies any missing information. The VWS should inform the R2 if a team fails to list a libero to allow verification of intent. Once the Accept button requirements are satisfied, the VWS can move liberos onto the court into any back-row position matching the number of the player being replaced. The R2 authorizes liberos to enter and verifies that the VWS has made replacements by indicating the number of the back-row player who exited the court. When the VWS moves the libero into a back-row position, the number of the replaced player now appears next to "Repl" on the display on the respective side of the court, just above the team's bench. When the VWS moves a libero into a back-row position, the libero's number is shown in white surrounded by a blue box. When the VWS moves the libero into the serving position and the libero contacts the serve for the first time in a set, a blue triangle appears in the box where the libero served. This blue triangle remains in that service position as the players rotate. If the libero attempts to serve in a second position in the serve order in the set, a pop-up notifies the VWS to alert the R2.

Lineup Check: The R2 should remind the VWS to use the display to confirm that player numbers on the court match numbers shown on the display as a double check. If there are any differences, the VWS should inform the R2, and the lineup sheets submitted by the coaches should be retrieved and reviewed to make any needed corrections. Some R2s read off the lineups before each set as a way to ensure the correct information has been entered. The R2 slashes the previous lineup to avoid the lineup for the wrong set being entered.

Lineup Changes after Acceptance: In NFHS rules, if a player in the starting lineup is injured or becomes ill after the deadline for lineup submission, that player may be replaced without consequence. When the VWS accepts the teams' lineups and then moves a player from the bench onto the court or libero box before a point is scored, VolleyWrite confirms this intent so it is recorded properly. Before the deadline, the lineup may be changed entirely. After the submission deadline, the only changes that may be made are for injury/illness or by a legal substitution. A guidance box appears to identify a substitution or lineup change. The R2 must be involved before the VWS makes any of these kinds of changes.

Undo Button or Manual Fix: The VWS should involve the R2 if something more complicated arises or going back several rallies can't be fixed by the VWS clicking the Undo button. The "Undo" button allows a VWS to correct as needed by erasing the last action. It was designed to enable quick error recovery of one or two actions before or during a set. This is very convenient for the VWS, but the danger is that there is no "Re-do" button. A one-second delay is built into the button to prevent multiple actions from being removed accidentally. To fix an error that occurred many actions/points ago requires the Manual Fix button to be used and should involve the R2. The VWS must first describe the issue to the R2. Manual Fix provides access to every action that occurred in the set from the last action to the first. To use it effectively, the VWS and R2 partner to identify the action that needs fixing. See below for additional details. When the okay button is clicked, the changes update match information from the correction to the present time; R2s need to know enough to facilitate based on the fact pattern determined by the crew through consultation as necessary. The VWS should involve the R2 if a problem isn't fixable using the Undo button.

Manually Fixing a Scoring Error: The Manual Fix button is designed to handle tough situations where a scoring mistake isn't detected until many actions after the error occurred. It's used where the Undo button is not the proper way to correct the error. Manual fix allows the VWS to change a team's starting lineup due to an entry error; add or delete a substitution, libero

replacement, award of a rally, or a timeout. It can be used to delete a penalty (excluding forfeits and illegal player penalties, or changes to previous sets played values and comments). It also allows the VWS to change when a substitution or libero action occurred to correct a timing error, as well as to edit a substitution, libero replacement regarding which players were involved. The VWS uses a cancel button to stop current efforts to correct an error, while the OK button is used to accept the changes. Manual Fix takes a surgical precision approach by identifying the specific moments earlier in the set where the mistakes were made and editing out the mistakes related to a rally point mistakenly awarded to the serving team, a loss of rally mistakenly awarded to the receiving team, the players involved in a substitution, libero-related actions such as when (point score) and in which position a libero first served or for which back-row player the libero entered, and even to which team a time-out was assessed. A delete button, edit button, move-up feature, and move-down feature are functions used to correct a mistake. Errors in trying to make a “fix” result in an error message with the item number identifying which match entries need to be changed. The VWS “should have” received training in how to make corrections using Manual Fix. The software offers some protection if changes will result in a mess! The R2 should check the score sheet during the resolution process.

Add Player: This may be done with or without penalty before the start of a match and during a set. The R2 determines whether a penalty will be assessed. If a player is already listed on the roster but was marked absent, the VWS can make this player active without penalty. If the roster has to be corrected after the submission deadline, this makes it an inaccurate roster, and a penalty point is charged to the offending team; the R2 should confirm that selection. If the offended team is receiving, it will receive the point and rotate for service.

Change a player’s number: This may be done through the “Chg Jersey” button under each respective “bench.” If the change is due to an inaccurate roster, the R2 should be involved to confirm the penalty.

Re-serve versus Replay: The R2 ensures the VWS knows to click the appropriate button to apply the re-serve rule to a server who has a second re-serve in the same term of service.

When the captain exits the set and no alternate captain is on the court, the VWS will receive a pop-up asking for an alternate captain to be identified and will alert the R2. If the VWS cannot get the R2’s attention, the VWS can close the dialog and continue scoring.

When a time-out is whistled, the VWS provides the R2 with libero “in/out” status and may assist in verifying teams return to the court with the same players as when the time-out was whistled. If the VWS or Spotter identifies that an exchange was in process, the VWS lets the R2 know.

When an injury occurs and the player is unable to return to play, the R2 guides VWS in identifying the option that will be used and recorded: substitution, time-out, libero replacement, libero re-designation, concussion management, exceptional substitution, special injury time-out, and a possible comment of explanation.

For exceptional subs, the “Active” column on the Rosters tab is reflected on the bench on the Set tab. If non-playing numbers, such as for ill and injured players, are already marked “absent,” there will be no surprises in which players are available, using first a teammate who has not played in the set or a player who has played in that position earlier in the set, any legal non-libero teammate on the bench who is not currently being replaced by the libero (regardless of previous position played). Only if no other possible substitute exists may the libero become an exceptional substitution. The exceptional substitution priority order is built into the VolleyWrite software. No one becomes an instant VolleyWrite guru. This is a journey that begins by adding pieces of information to the referee’s current understanding, then asking or researching to learn more! At matches where VolleyWrite is being used, there are user “help files” which can be accessed through the round question mark buttons in the top right corner of each tab.

Volleyball Terminology

Understanding volleyball terminology adds to a referee's credibility with teams and other knowledgeable officials. There is terminology covering attacks, offensive and defensive systems, commonly used phrases/words such as "in system," "pipes and bics," "quicks," "tools/wipes/rubs," "R1/R2," "LJ1/LJ2," Rotation numbers ("Ro1," "Ro2," "Ro3," "Ro4," "Ro5," and "Ro6") which indicate the setter's position in the respective rotation, "live/down" to indicate whether setters are front or back row, and "fault" vs. "violation."

1-Ball: A first-tempo set in the middle of the court and near the net, just in front of the setter, meaning a short time frame from the point of the setting action to the contact by the hitter.

Alignment: At the moment of serve, each player must be positioned on the court according to the team's serve order. The first server for the serving team begins in the right-back position/1, while the first server for the receiving team is positioned in the right-front position/2 since the receiving team rotates one position clockwise when it wins a point and will serve the next rally. The players are in right back (Zone 1), right front (Zone 2), center front (Zone 3), left front (Zone 4), left back (Zone 5), and center back (Zone 6). Each right-side player must have at least part of one foot touching the floor closer to the right sideline than both feet of the center player in the corresponding row. Each left-side player has to have at least part of one foot touching the floor closer to the left sideline than both feet of the center player in the same row. Each front-row player must have at least part of one foot touching the floor closer to the center line than both feet of the corresponding back-row player. Other than the server, no player may have a foot touching outside a court boundary line at the moment of service contact.

Alternate Captain: When a captain exits the court or is the libero, the coach is asked to identify another player who will assume the captain's duties, rights, and responsibilities until the captain returns to the set. Since the libero must exit the court in one rotation in a team's serve order, the coach is asked to identify an alternate captain before the set begins/resumes.

Antenna Fault: When a ball crosses over the net to the opponent's side but not totally inside the net, it's considered an antenna fault. The ball must pass completely inside the antennas extended, may not touch an antenna, pass over an antenna, or pass outside the antenna, nor may it touch the portion of the antenna in the net or any part of the net structure outside the antenna. All of these are antenna faults; a ball that passes through the gap between the post and the farthest extension of the net is also an antenna fault.

Assistant Officials: Assistant officials include a scorer, libero tracker, timer, and line judges. These individuals are part of the officiating team along with the R1 and R2, and their efforts contribute to a smooth match. Since they serve in an official capacity, they are expected to be cooperative with the referees. Volunteer line judges do not act as fans and cheer for their teams; they are directed to act impartially in discharging their responsibilities. Some schools use professional line judges, and some matches may have one professional line judge and one volunteer line judge. The R1 may replace any assistant official whom the R1 believes is failing to perform the assigned duties.

Assisted Hit: Players may not be helped by anyone in making a play on the ball. Both referees are responsible for determining the legality of a hit where there may be support contact at the team bench, a player reaching out over a non-playable area such as the bleachers with a foot on a row of the bleachers but who also needs to have a foot touching the floor (playable territory), or using the R1 stand or the post on the R2 side for leverage. No one may lend a player a helping hand, a push, or a shoulder for support to enable a player to stabilize or elevate to make contact with the ball. However, the player can be helped back up.

Attack: An attack is any action other than a block or a serve that directs the ball toward the opponent's court. A team's third hit is always considered an attack and, as such, may be blocked as soon as the ball leaves the attacker's hand. It doesn't require an arm swing to be considered as attacking the ball. If the ball is played toward the opponent's court, this may result in an attack on the team's first or second contact.

Attack Line: A line 10 feet away from and parallel to the net that separates the front zone and the back zone on each side of the net. A back-row player cannot legally complete an attack on the ball with the ball totally above net height unless the player takes off from behind the attack line.

Attacker: Any player who directs the ball toward the opponent's court is considered an attacker. Each team has front-row players who may attack the ball from anywhere on the court or in the team's free zone, in front of or in back of the attack line. Each team has back-row players who may attack the ball but are restricted in terms of completing an attack from the front zone if the ball is totally higher than the top of the net on contact.

Back-row Attack: Attacks by a back-row player, regardless of the player's position on or off the court, may include a full one-arm swing, setting the ball, or bumping the ball, as long as the ball is directed toward the opponent's court. Based on where the attack occurs, a back-row attack may be legal or illegal. As part of a team's offense, a back-row attack may be used as an alternate attack option to slow down a double block on the left side or may be an out-of-system option with a pipe attack. When a back-row player attacks the ball as part of the offense, the intent is to have the attack with the point of contact well above the net height. For the attack to be legal, the back-row player must either take off from behind the attack line if contact occurs on the ball when it is completely above net height, or part of the ball must have dropped below the top of the net for the attack to be completed. As a special back-row player, a libero may not complete an attack on the ball when the ball was contacted totally above the height of the net. This is true regardless of where the libero attacks the ball, either on or off the court. A free ball played by a back-row player is played as a "down ball" to reduce the possibility of a back-row attack fault. A libero is not permitted to make finger-tip setting action on or in front of the attack line extended, resulting in a completed attack on the next team contact with the attacked ball totally above net height.

Back-row Block: When a back-row player is near the net, reaching higher than the top of the net, and a ball is hit into the player, it's a back-row blocking fault. No intent to block is required for a back-row player to be considered a blocker. Simultaneous contact on the ball by a back-row player for one team and a front-row player for the opponent is a back-row blocking fault on the back-row player. It is also a back-row block when a back-row player is part of a collective block, reaching higher than the top of the net, and the opponent's attack contacts any player considered part of the block. If a libero attempts to block, meaning the libero is at the net and reaching higher than the top of the net where the attack occurs, this is an illegal block because the libero may not even attempt to block. No block contact by anyone on this type of play is required for this to be considered a fault. Liberos are not taught to jump at the net, so this is simply not something that is seen in volleyball but, if it did, it would be whistled as a fault.

Block: Block is defined as the action of a player or players close to the net that deflects the ball coming from the opponent by reaching higher than the top of the net at the moment of contact. A block may involve wrist action, provided there is no prolonged contact. It is not a block if the ball is played with a blocking motion, but is not coming from the opponent's side.

Block Attempt: The action of blocking without touching the ball is a block attempt. If a player is not reaching higher than the top of the net near where the opponent has attacked the ball, this is not considered a block attempt.

Blocker: A blocker is defined as a player close to the net, reaching higher than the top of the net, who deflects a ball coming from the opponent's side. A completed block by a front-row blocker means the blocker or others in a collective block touched the ball; this is legal unless the ball was

caught/thrown. A back-row player attempting to play a ball in the space above the net is considered an illegal blocker if the ball is attacked or blocked by an opponent back into the player while he/she is reaching above the height of the net, including simultaneous contact. It doesn't make a difference where the ball hits a blocker if the blocker still has a body part above net height at that moment. A blocker may use wrist action, but may not move the ball in two different directions.

Boundary Lines: A volleyball court has lines that go around the court and are used to determine whether a ball lands in-bounds or out-of-bounds, whether a player is legally on the court at service contact, and whether a server has committed an end line foot fault. For volleyball, the boundary lines are recommended as being one clearly visible color, contrasting with the color of the floor and other lines on the court. They are to be 2' wide, which can be an issue when multiple courts are in use in the same gym.

Captain: The captain is the floor leader for each team and is the only player entitled to speak to the referees to clarify their decisions. The coach must designate a playing captain for each set and is asked to identify an alternate captain to step in when the playing captain is not on the floor. Any time the initial captain is on the floor, that player is considered the playing captain even if an alternate captain was identified. A new captain may be designated for any subsequent sets. The captain has certain rights that include being able to request a time-out, verify the number of time-outs and subs used by the team, and verify the team's serving order (lineup check). The captain may approach a referee courteously to ask for an explanation of a referee's decision, but may not attempt to argue a judgment call.

Center Line: The court is separated into two playing areas of equal size by a center line which must be 2" in width and be continuous across the court, from sideline to sideline. The line may be solid or shadow-bordered. A shadow line designates the required 2" width by use of border or outline lines at least 1/4" wide that are within the 2" width. The outline must be clearly visible to the officials. If a floor has a logo in the center of the court, that logo should not distract from the visibility of the center line. If the line is not clear, the referees may ask the host administrator or head coach to put down floor tape. Schools may not have the type of tape available that doesn't leave a mark on the court, and if there is an unresolved court/line visibility issue, this should be reported to the school, the assigner, and the OHSAA.

Changing Courts: Teams used to change courts previously between sets before each non-deciding set. OHSAA administrative rules changed during COVID to allow teams to retain their initial benches instead of switching with the host school selecting its side of the court. Teams maintain their benches throughout a match unless referees determine there's a substantive disadvantage to one side of the court. The issue may be a difference in playing conditions, such as an immobile down backboard on one side only, a difference in overhead obstructions, lighting, or space outside the court. The referees' determination of a side disadvantage results in teams switching courts for each set, AND an additional deciding-set option of side/bench, along with serve or receive.

Coaching Zone: The area between the attack line extending beyond the end line and sideline extended outside the court is where a head coach is allowed to stand on a live ball, at least 6 feet from the sideline and as close as the sideline extended on a dead ball to coach the team. One assistant at a time may stand in the coaching zone to instruct the team on a dead ball as long as the last assistant standing is being seated when the R1 is authorizing service.

Coin Toss: The pre-match meeting with coaches and captains for both teams concludes with the R1 producing a flip coin, showing both sides to both teams, identifying which side is heads and which is tails, having the team identify who will call the toss (visitors make the call), and which side the visiting captain has chosen, repeated by a home team captain. The coin is tossed into the air by the R1, caught with both hands, and the top hand is removed to show the result. The coin is not turned onto the other wrist since this reverses the result of the toss. The winner of the toss has the

choice of serving or receiving serve. There is no initial option to choose a bench that has already been selected by the home team. If the teams change courts during the match, and the teams go to a deciding set, the home captain calls the toss, and the options change to serve or receive, OR side of the court. Whichever option the winner of the toss takes, the opponent gets to choose the remaining option. For example, if a winner of the toss chooses to serve, the opponent gets to choose which bench to occupy for the deciding set and vice versa.

Collective block: When more than one blocker in close proximity to one another executes a block, it is considered a collective block. The block is completed when one of the players touches the ball. It is a blocking fault if a back-row player participates in a completed collective block. If a libero is attempting to block as part of a collective block (reaching higher than the top of the net), the block is illegal even if no one touches the ball.

Completed attack: A ball directed toward the opponent's court, other than a serve or a block, is considered an attack. A completed attack occurs the instant the ball completely crosses the vertical plane of the net or is legally contacted.

Completed block: When the ball is touched by a blocker, it is considered a completed block. Only front-row players may complete a block.

Completed rally: When a rally results in a point. A re-serve or replay is not a completed rally.

Concussion: Referees share responsibility with coaches and trainers for becoming aware of a player taking a hit to the head from a volleyball, collision with a teammate, or hitting the floor, who may have suffered a concussion (a form of traumatic brain injury). We quickly authorize help to go to a player who has been hit hard for an assessment by a coach or trainer who applies a concussion management checklist to identify signs and symptoms of a possible concussion to the player. Only a medical professional may diagnose a concussion. When a referee observes a player looking dazed/confused or displaying any of a variety of symptoms consistent with concussion, the referee may stop the match to require an assessment. If a player is removed from a match under the concussion protocol, the athlete may not return to play that day, nor may the player return to activities without a medical release.

Contact: Any touch on the ball by a player (excluding the player's loose hair) is considered a contact.

Court: A volleyball court may be a volleyball-only sports venue, but is most often used for a number of sports, primarily basketball. As such, it may have incomplete boundary lines for a volleyball match, such as gaps through the sidelines and end lines, in addition to the required court lines, such as center lines and attack lines. The court is 60 feet long by 30 feet wide, delimited by the boundary lines which, by rule, are 2" wide and of one clearly visible color contrasting to the color of the floor and other lines on the floor. This is a recommendation, and we play matches and report court-related issues. The only time we don't play is when there is insufficient padding over posts and other metal, which has to be complied with.

Curtain: On occasion, typically with two courts in use, there will be a curtain separating the courts to keep volleyballs from interfering with play on the other court. If the curtain is less than 6' from the sideline, there may be a replay if the curtain curtailed a reasonable play on the ball. If the curtain is at least 6' from the sideline, the curtain is treated as a movable wall, but one that can only be moved by the player making the play on the ball. If a teammate moves the curtain, the play is whistled dead immediately for an assisted hit (illegal hit signal). If the ball contacts the curtain, the play is always whistled dead.

Dead Ball: Declared by a referee for any decision temporarily suspending play until the ball is legally contacted again for the serve.

Defensive Specialist (DS): Teams often sub in the back-row for a better serve-receiver and passer. As a defensive specialist, a DS frequently subs for the team's Opposite player or a back-row outside hitter who doesn't pass as well.

Disqualification (DQ): Short of forfeiting the match, the most serious penalty that the R1 may administer to a player, coach, or other bench personnel is ejecting that individual from a match. Disqualification is the volleyball term; the OHSAA refers to throwing someone out as an ejection, and the incident report check-box is so labeled. The penalty includes a point to the opponent, who will rotate if necessary and serve next. The R1 displays yellow and red cards held apart for a flagrant offense by a player, a second serious offense, or a third minor offense by the same player. The offender may not participate further in the match and may be removed from the vicinity of the bench if there are authorized school personnel available to supervise and control further misconduct. If not, the player is on the bench for the remainder of the match, with further unsporting conduct resulting in forfeiting the match. An adult being disqualified must leave the premises, typically given a minute to gather belongings. The referees file a report with the OHSAA and contact the school's athletic director within 48 hours to provide an explanation and description of the incident(s) leading to ejection. The OHSAA and the school impose additional penalties on a coach with a fine, a required course in anger management, and a 2-match suspension. When disqualifying someone, the referees will explain the behavior that was observed. No previous unsporting conduct cards have to have been issued before a DQ. The match is forfeited if qualified personnel are not present to step in to coach the team. The replacement head coach is not permitted to stand and coach on a live or dead ball for the remainder of the match.

Double Fault: Under Rule 9-7-2, a double fault occurs when opposing players commit faults at the same instant. A double fault results in a replay. Each team's fault is signaled prior to the replay signal being shown. An explanation to coaches may be helpful.

Double Hit: A double hit is described in a couple of ways in NFHS Rules. It refers to a player with multiple contacts on the second or third team hit when the ball is contacted by discernibly hitting one hand, then the other hand in setting action. "A double" on setting action will not be illegal if the next contact is by a teammate. The other interpretation is when a player makes successive contacts, which are two or more separate attempts to play the ball with no interrupting contact by a different player between contacts.

Down ball: There are two uses of the phrase "down ball" in volleyball. One refers to a player making a flat-foot hit on a ball to avoid hitting the ball over the net when it's totally above the top of the net to avoid being whistled for a fault. This typically occurs when a back-row player knows he/she is on or in front of the attack line or when a libero has already made a finger-tip set on the previous team contact from on/in front of the attack line, often accompanied by a teammate yelling "down" to avoid a completed attack from above net height. Another use of the term is for a ball that a player is attempting to save from hitting the floor, but any part of the ball touches the floor during the failed save. The line judges are signaling "in" but not because the ball was close to a boundary line; the signal in this type of situation is for the ball being "down" - hence the term "down ball."

Ejection: This catchphrase is used for the removal of an individual from a high school contest played under OHSAA rules. In a volleyball match, the terminology used is "disqualification." The required paperwork to be submitted when someone is thrown out of an OHSAA contest involves checking a box for an "ejection."

Electronic Devices: Teams are permitted to use electronic devices as follows: these devices may not be used in an area restricted by host management, and the R1 may restrict use of the devices if it is determined they interfere with the contest. Electronic devices may not be used to review a referee's decision.

End Line: A volleyball court has two end lines, which connect to the court's sidelines as boundary lines. End lines are boundary lines on the short sides of the court.

Exceptional Substitution: Teams are permitted 18 substitutions per set, and when they are out of legal subs and someone becomes unable to continue in the set, a substitution is permitted for these exceptional circumstances using a priority list of who is eligible to become the exceptional sub. The

first priority is a teammate who has not yet played in the set or a player who has already played in that position earlier in the set. If there is no one available from the priority 1 group, the next option becomes a legal non-libero player on the bench who is not currently replaced by the libero, regardless of any previous position played. The final option is the team's libero, but only if no other possible substitute exists. The libero must first switch in a non-public area into the same uniform as his/her teammates, and the team continues to play without a libero. This is a charged substitution unless a team has used its allotted 18 subs. The injured/ill player may not return to the set but, if recovered, may participate in subsequent sets. A player removed under the concussion protocol may not return to play in the set, in the match, or later in the day. A team may not drop below 6 players if there's a legal sub available.

Fault: A failure to play as permitted by the rules, resulting in a whistle by a referee and a point awarded to the opponent.

First Referee/R1: The R1 is the official in charge of the match, either as assigned to a specific match or by agreement with the R2. The R1 serves as the head official and, as such, has general supervision of the other officials. As R1, this official makes decisions on matters not specifically covered by the rules, has the final decision when there is a disagreement between officials, and, in the spirit of good sporting conduct, promptly handles any unexpected situation. The R1 takes a position on the R1's platform and typically remains on the stand for the length of the match unless there is a need to get down to help with a problem at the table, to stretch between sets, or to handle a review discussion, or for a bathroom break.

Foot Fault: A point is awarded to the opponent when the server fails to serve from totally within the serving area behind the end line as delimited by the sideline extensions. The short sideline extensions are considered within the service zone. The takeoff position for a server may not result in the player's last floor contact being outside the sideline extended. A server may not step on the end line while in the act of serving the ball, including a takeoff where the player leaves the floor to contact the tossed ball in the air, but the server may land on the line or in/outside the court after legally contacting the ball for service.

Forfeit: A forfeit is an extreme occurrence in volleyball leading to one team winning a match without the full match being played or based on information confirmed by the OSHAA after the match that an eligibility rule was violated in terms of an ineligible player participating or a swing player who plays on more than one squad participating in more than 6 sets against a common opponent on a common play-date. The 3rd action leading to the referees declaring a forfeit is if a team has fewer than 6 eligible players present to begin the first set of the match. After waiting a reasonable amount of time, with no information that suggests a 6th player will appear, the team forfeits the match unless OHSAA rules determine otherwise. The 4th action involves a disqualified individual's behavior after a DQ which violates conduct rules, or the head coach is disqualified and refuses to leave the premises or no other school personnel is available to serve as head coach. Finally, if a team refuses to play when directed to do so by the R1, after the referees make every reasonable effort to get cooperation, a forfeit may be declared. An eligibility forfeit is always a decision and the responsibility of the OHSAA.

Free Ball: When the offense sends an easy to play ball over the net to the opponent's side without an aggressive swing, this is considered a free ball. The higher trajectory and slow pace of the ball give the defense more time to prepare for reception and be able to run its full set of attack options. Sending a free ball over the net typically comes from being out of system and it's simply to gain time to allow the offense to transition to defensive positions.

Free Zone: The area outside the court that is considered playable where players are able to play the ball is considered the free zone. This area runs around the court on both sides of the net from bench sidelines to the table and benches. It extends beyond the end lines. Players are free to use

this space to chase down a poor pass or prepare to get into hitting position from an angle, starting from off the court to make their approaches to attack the ball.

Game/Set: "Game" is used to refer to the sport of volleyball itself. A volleyball match consists of the best-of-3 or the best-of-5 sets. The word "set" replaced "game" in the context of the number of units required to win a match a long time ago.

Illegal Alignment: Alignment describes the relationship of teammates on the court as established by the lineup that sets the team's serve order. Illegal alignment is the failure to maintain the required positions on the court as delineated in Rule 6, which requires players to be in front of, in back of, or to the correct side of players in adjacent zones.

Illegal libero replacement: A libero replacement includes the libero replacing a back-row player and that same player replacing the libero. It is considered illegal if the libero's floor position rotates to the front row and the libero does not exit the court or move to the right back to legally serve the next rally. If the wrong player replaces the libero this is illegal, and the libero replacement may only occur on a dead ball and must be completed before the next serve is authorized. To be legal, the exchange of both players involved in the replacement must be in the Libero Replacement Zone (not through the sub zone, and not beyond the end line. Only one replacement may occur on a dead ball, and a libero must remain off the court for one rally before replacing another back-row player. Replacements must be visible to everyone, especially the libero tracker so a replacement may not occur during a time-out but must be conducted after the six players who were on the court at the time-out return to the court at the end of the time-out. It is also illegal if a libero other than the libero who is designated on the lineup for that set replaces a player on the floor.

In Bounds: When a ball in play lands on the court, including the end line or a sideline, the ball is considered as having landed in bounds.

Joust: When two opposing players contact the ball simultaneously above the net, causing the ball to momentarily come to rest. Although the ball comes to rest, play continues with either player able to make the net play on the ball if it remains in the plane or is on that team's side of the net. If the ball lands out of bounds, the team on whose side of the net the ball lands is awarded the rally since the last contact is assumed to have come from the opponent. If the ball immediately comes off the joust and contacts an antenna, it's a double fault, and a replay is issued.

Libero: Each team is allowed to list up to two specialized defensive players who may play as a back-row player only and whose playing actions are restricted by the rules. A libero may serve in one position in the team's serve order in any given set, having replaced the legal server on the court. A libero may replace any back-row player on a dead ball after a point has been scored, with that player replacing the libero in turn no later than when the libero's position rotates to the front row. A libero may exchange with a second libero on a dead ball if a point has just been scored. A libero may not complete an attack from anywhere on/off the court if the ball is totally above the top of the net at the point of contact. In addition, if a libero finger-tip sets a ball while on or in front of the attack lines, a teammate may not complete an attack on the next contact if the ball is totally above the top of the net.

Libero Exchange: When a team plays two liberos, and the off-court libero trades places with the on-court libero, this is called an "exchange," not a replacement. It may occur on any dead ball following a rally in which a point was awarded.

Libero Re-designation: When a libero becomes injured or ill, the coach may re-designate a new libero immediately, but is not required to do so. The player whom the libero replaced must return to the court first, and the team is allowed to immediately substitute for the player who came back in for the libero. Any substitute may become the new libero and must change to a jersey that is clearly contrasting to that worn by teammates. The injured/ill libero may not return to the current set. The re-designated libero must have a unique number not worn by a teammate.

Libero Replacement: A libero replacement refers to the libero replacing a back-row player, which may only occur on a dead ball and before the whistle/signal for service. The term is also used for the replacement player whom the libero last replaced returning to the court as the libero exits the court. Only the player the libero last replaced may legally replace the libero. All exchanges involving the libero must occur in the Libero Replacement Zone, which is between the attack line and the end line on the bench side of the court. While an initial libero replacement to start a set is authorized by the R2, subsequent exchanges are made without R2 involvement other than authorizing a re-designated libero. All replacements are recorded by the libero tracker or a VolleyWrite Scorer.

Libero Tracker: The Libero Tracker (LT) is a required member of the assistant officials IF either team will be using a libero in a match. The LT records the movement of the libero on and off the court, ensures the player whom the libero last replaces returns to the court for the libero, and monitors a libero sitting out at least one rally before replacing another back-row player. A libero may not exit the court and immediately - without sitting out a rally - replace another back-row teammate unless the libero is serving the next rally, in which case the libero may remain on the court with a double replacement through the LRZ between the player who would be the next legal server and the player who last replaced the libero. The LT monitors to ensure the exchange is recorded and the initial position in the serve order where the libero first served is marked with a triangle.

Lineup: The order in which each team will serve is submitted to the R2 preferably or to the scorer by the submission deadline (2:00 before the start of the first set, 1:00 before the start of all subsequent sets) in service order. The lineup lists the number for the team's first server on top, regardless if the team is serving or receiving, then each server in order below the previous server until all 6 starting players are listed. A team may list up to two liberos whose libero numbers are typically listed next to "L1:" and "L2:". The lineup may not consist of any duplicate numbers or any numbers not appearing on the submitted team roster showing all eligible players. If a lineup fails to show a libero, the referees will clarify whether this was an oversight or the coach doesn't want to list a libero. Two liberos may be listed for high school matches; one libero for middle school.

Line Judges: The assistant officials who are positioned in the corners of the court to the right of the R1 and the right of the R2 have a key role in a volleyball match. If professional officials are assigned to a match as line judges, this does not mean they will be experienced, trained, and effective. With "volunteer" line judges, the high schools are responsible for the training, but there typically are no staff trained in instructing; so, the R1 always needs to do an assessment of experience and knowledge as well as verifying how line judges will signal. This often means conducting a mini-tutorial in the basics associated with each LJ call: in, out, touch, antenna fault, foot fault, and view of play blocked. The R1 needs to ensure LJs know their base positions, keeping knees unlocked, athletic posture, intelligent movement, eye contact, time-out positions, collision avoidance and mature handling of an overrule. The R1 reviews line judge duties for every match. time allotted just prior to a match. The R1 may have to ask for the line judges to come to the table since volunteers are often identified late or are late arrivals.

LJ1: The line judge positioned on the first referee's side of the court is called LJ1.

LJ2: The line judge positioned on the second referee's side of the court is called LJ2.

Live Ball: A ball that is in play from the moment the ball is legally contacted by the correct server until a dead ball occurs.

Middle Blocker/Middle Hitter (MB/MH): Teams have players who are trained to block in the middle of the court and attack along the net, generally from the middle to the right side. When the ball is set to the opponent's left or right sides, middles try to block in tandem with the outside hitter or opposite player on that antenna. They also are responsible for blocking attacks in the middle of the court and from the back row. In the front row, an MB/MH typically leads the setter across the front row, meaning being one position in front of the setter so the MB's position rotates to serve a position before the setter rotates to the serving position. In the back row, after serving, the libero typically

replaces the MB while the libero serves for the other MB. If a MB is not a strong server, a Defensive/Serving Specialist may serve for the MB.

Multiple Contacts: The definition of multiple contacts in Rule 9-4-8 is more than one contact by a player during one attempt to play the ball. Multiple contacts are legal only when the first ball over the net rebounds from one part of the player's body to one or more other parts in one attempt to block, on any first team hit (whether or not the ball is touched by the block), or on the second team hit if the ball is next contacted by a teammate.

Net Block: Under Rule 9-6-7d, a net fault occurs when there is interference by a player who makes contact with an opponent which interferes with the opponent's legitimate effort to play the ball including intentional interference with a ball which the opponent has caused to pass partially under the net or into the body of the net and the opponent is attempting to play it again. A net block is the latter form of interference through the net. A player at the net is able to put his/her hands out in front of the body to not be hit through the net by an opponent's hard driven attack. However, if the defensive player moves a hand to the side to knock the ball to the side to prevent a play on the first or second hit by the opponent, this is a deliberate attempt to interfere with the opponents play and should be whistled as a net fault.

Net Serve: When a served ball contacts the net and fails to cross over the net, when the ball falls to the court or crosses under the net or the serve contacts a teammate, this is considered a net serve, with a point awarded to the opponent.

Non-Playable Area: The referees walk the facility pre-match to determine areas that will be considered playable and non-playable based on safety factors such as walkways where fans enter and exit and fairness, such as whether the opponent would be able to see a ball being played. The bleachers are a non-playable area to the extent to which a player may reach out to play a ball over the bleachers and have a foot on a bleacher step but must also have a body part in contact with the floor in playable territory ending at the bleachers. The team bench is non-playable as we typically let teams play up to the benches or up to a mat in front of the benches where a player may save a ball but the chairs can't be moved out of the way for a player to save the ball. Walls are non-playable as is the area directly behind team benches, and the area between the benches/chairs and officials table is typically considered out of play due to items on the floor that might compromise safety, differential space on one side compared with the other, and limited space.

Non-Team Members: Rule 2-5 identifies non-team-members as authorized officials, media personnel including their equipment and spectators located in playable areas. These can result in a replay for interfering with a legitimate effort to make a play on the ball or an out-of-bounds whistle if the contact is not judged as interfering.

Officials' Table: Schools set up a table to handle the various responsibilities for conducting a volleyball match. The home scorer with libero tracker in the next chair, timer/scoreboard operator, visiting scorer and tracker and announcer are seated at the table to do their jobs.

Opposite Hitter/Right-Side Hitter: Players who typically are set near the right antenna are called Right-Side Hitters. Frequently, these players are left-handed which is favored by coaches due to the belief that lefties have an advantage in hitting angles. These players are placed three positions in the serve order from the team's setter or opposite the setter in the rotation. As such they are referred to as the Opposite (OP/OPP) or, by function, RS (Right-Side) Hitter.

Out of Bounds: This term is used in relation to a ball in play that touches any number of things that are part of the volleyball equipment and surroundings. A ball is considered out-of-bounds/out at the moment it touches a wall, curtains serving as a wall, objects mounted flush with a wall, objects on the floor outside the court that do not interfere with a player's legitimate effort to play the ball, touches the floor completely outside the court's boundary lines; touches a non-team member who is not interfering with a player's legitimate effort to play the ball; touches the ceiling or overhead obstruction s beyond the vertical plane of the net and its out-of-bounds extension; crosses the

sideline of an adjacent court scheduled for play; touches any part of a backboard or its supports hanging in a vertical position over a playable area if it is a served ball or, in the judgment of the referee, the ball would not have remained in play if the backboard had not been there; touches any part of a backboard or its supports hanging in a vertical position over the service area when tossed for serve (the server is not entitled to a re-serve); or (considered an antenna fault, signaled "out of bounds") touches the net antennas above or withing the net or does not pass over the net entirely between the antennas; or touches the net cables or part of the net not completely inside the antenna, net supports or R1's platform;

Outside Hitters/OH: The primary offense for most teams is generated by outside hitters who get the large majority of the sets in the team's offense and hit on the left-front side of the court. Since setters set up in a target zone for passers toward the right front of the court that is somewhere between Zone 2 and Zone 3, typically facing the left antenna, OHs, on average, get more sets than the rest of the offensive players combined.

Overhead Obstruction: Checking the playing area in the pre-match, the referees identify overhead objects like the ceiling, beams that cross over the court, a curtain hanging above the court, a flag hanging down, banners over a playable area, etc. to agree how these will be ruled during the match and present guidance to the teams at the pre-match conference. If a ball in play on a team's first or second hit contacts the ceiling or an overhead obstruction on the side of the net extended that is occupied by the team that last played the ball, and the ball is legally played by the same team, the ball remains in play. However, if the ball contacts any overhead object over a non-playable area, the play is whistled dead. The ball may not pass over the net to the opponent's side and touch anything above the opponent's court. It also may not contact anything above the team that contacted the ball and cross over the net to the opponent's side. The ball becomes out of bounds when no part of the ball is still on the vertical plane above the net extended. A third team hit is dead the moment it touches anything overhead.

Overlap: This term is used when players are clearly out of position in relation to each other by virtue of crossing over an adjacent player, front to back or side to side, judged solely by foot position when the wrong player is closer to the net or to the right or left sideline than the immediately adjacent player. For example, the player legally in the right-back position/Zone 1 may not be closer to the net than the teammate legally in the right-front position/Zone 2, the player in Zone 5/left back must be closer to the left sideline than either foot of the player who is legally in Zone 6/center-back position. Overlapping by players at the moment of serve (other than the server) is illegal alignment and whistled as a fault if it is clear. We don't "count boards" on the floor in making these judgments. Players may be moving prior to the serve.

Over-the-Net: Players may reach over the net in certain situations while, on others, it is a fault. A player may reach over the net to bring back a first or second team hit that has not passed completely beyond the vertical plane of the net (ball is still "on net") if the play is made without prolonged contact. However, a player may not complete an attack on a ball that is totally on the opponent's side of the net. Part of the ball must be in the vertical plane of the net whether the ball is coming from the opponent (front edge of the ball has reached the plane of the net) or the back edge of the ball is still on plane when the front-row player (only) contacts the ball in a manner that the R1 judges to be attacking in nature. Blocking is allowed in certain situations with the ball totally on the opponent's side of the net, but to be able to legally attack a ball, it must have reached the plane above the net.

Penalty Point: When the opposing team violates a rule during play or a dead ball, a point is awarded to the offended team. This may come from repeated unnecessary delay in a set, a red card penalty for unsporting conduct or yellow/red cards resulting in a disqualification and someone getting ejected. Failure to submit a lineup by the horn ending the timed warm-up or by the horn ending the interval between sets results in the issuance of a second sanction for unnecessary

delay, resulting in a penalty point awarded to the opponent who will rotate if it will be the receiving team and serve next. Modifying the roster under certain circumstances may also result in a point awarded to the opponent. In addition, a penalty point may result from a review time-out where the decision is not changed if the team has no time-outs left. The final way in which a penalty point is issued is for failure to field six or more players who are in legal uniforms to start a match.

Pin: The “pin” is slang for the antenna. This is why outside and RS/OPP hitters are referred to as “pin hitters.”

Playable Area: The playable area includes the volleyball court, the free zone that surrounds the court, and other areas identified by the referees as “in play” during the pre-match conference with coaches and captains. Typically, alcoves and other areas (beyond the stands extended) that are not visible by the opponents are not considered playable.

Players: Teammates currently located on the court are considered players. All players on the same team are considered teammates. A team is expected to have at least six players to start a match and to continue to play with six players and not play with fewer if non-ill/non-injured teammates are on the bench.

Point: When the opponent commits a fault, a point is awarded to the team not at fault. When a violation occurs that results in a loss of rally being awarded, the offended team may be awarded the point based on the nature of the rule violation or offense. Examples: The first unnecessary delay violation issued to a team during a set results in a warning, but additional subsequent violations issued to that team during the same set result in a point each time.

Position Switch: There are times when players forget where they should be positioned at the start of a rally and are not just overlapped. They are so far out of position (4 to 6 feet) that they aren’t even close. An example is when the setter is in the center-back position close to the net and behind the center-front player who is off to the side. The libero is in the left-back position and an outside hitter or defensive specialist is in the right-back position, sandwiching the back-row setter. The two players now get confused and switch positions, with the libero in the right back position and the OH/DS in the left back position. The two back-row passers are now both six feet out of position. This illegal alignment fault must be whistled.

Power Tip: Sometimes, a hitter decides not to take a full one-armed swing in attacking the ball and, instead, puts two strong hands on the ball and sends the ball to the corner of the court. More likely is that the hitter goes up with one hand and powers the ball over the net. This is a challenging play for referees in ensuring the ball was not taken from behind the player’s body and released with a hand on the ball for too long, resulting in the ball being caught and thrown. Sighting the initial moment of contact allows the R1 to see how long the ball stayed in contact with the hand. The length of time setter has hands on a back-set all the way from one side of the court to the other side that the R1 allows is a consistent way of judging power tips since ball-handling should be consistent from one skill to another.

Primary Passers: A coach establishes players’ ability to pass the ball on server-serve and to dig the ball during a rally. The skills to execute accurate passes to the target zone where the setter will run the offense is essential to setting and hitting options. The coach decides, based on the defensive positioning the coach uses to best place the personnel on the floor to cover the court while putting hitters close to their comfort zones for attacking, where players should be positioned in each rotation (see Rotations below). Primary passers are given parts of the court to cover, with the best passer often getting the largest amount of space to get the first team contact in hopes of getting a decent pass to the setter to maximize hitting options. The libero is normally the team’s best defender along with the outside hitters. Occasionally, the opposite may be a strong passer. Middle blockers are not typically positioned as primary passers. In a three-serve formation, most coaches of high-level teams use the libero and both outside hitters as primary passers in serve receive.

Prolonged Contact: Volleyball is a rebound sport, and the ball can't legally come to rest other than on a joust in the plane of the net between opposing front-row players. When a player pins the ball to the net, the ball has come to rest. This is prolonged contact. When a player reacts late to a ball coming out of the net or a sharp rebound from a teammate, the player's late reaction may result in the ball playing the player rather than the player playing the ball. If the player doesn't start a hand or arm up until the ball contacts the player, the ball may end up stopping and being thrown. An extended hitching motion in playing a ball as a set or passing a serve may result in the hands on the ball too long. A power tip, setter dump, or chest pass may all result in a contact that the R1 believes was stopped and started - again the ball coming to rest is prolonged contact.

Rally: A rally is defined as the sequence of playing actions that decides each point, from the moment of service until a dead ball is declared. A rally is typically ended with the award of a loss of rally/point to the team that got the kill or whose opponent committed a fault, but may end with issuing a replay or stopping a rally for serious or repeated misconduct to issue a red card and award a penalty point.

Replay: The definition of a replay is the act of putting the ball in play without awarding a loss of rally/point and without a rotation for the serve. The same server will serve again. This may result from a double whistle on the serve, a player unintentionally serving prior to the R1's service authorization, simultaneous double faults on a live ball, an inadvertent whistle by a referee, a horn that goes off during a rally that interferes with play, conflicting calls which the R1 can't resolve, a whistle stopping play due to an injury where the result of the rally was not yet determined, interference by a fan, a foreign object entering the court, ball contacting a down backboard where the ball would have remained in play and there's a player with a legitimate play on the ball. A replay is considered to be part of a single playing action and, as such, no requests for substitution, time-out, lineup check, etc. or a libero replacement/exchange may be recognized until after the next completed rally.

Re-serve: Servers must contact the ball for service within 5 seconds from the R1's whistle and beckon for service. Each server is permitted a toss and drop or toss and catch as well as to toss and swing at the ball and miss, meaning no ball-player contact occurred once the ball was released. Each player may have only one re-serve during a team's term of service. The R1 cancels the serve with a whistle, signals re-serve which the R2 confirms with the scorer. The R1 then whistles and beckons to signal a second and last attempt at serve, giving the server a new five seconds to contact the ball. A tossed ball that contacts a backboard or its supports hanging in a vertical position over the serving area is an illegal service and is not eligible for a re-serve. Nor is a ball that is tossed so high that it contacts anything over the court. Like a replay, a re-serve is considered part of a single attempt to serve. Therefore, after the R1's initial service authorization, no requests (time-out, substitution, lineup check, verifying the opponent's server is correct, etc.) and no libero replacements (libero for back-row player or player libero last replaced for the libero) or exchanges (libero for libero) may be recognized or permitted until after the ball has been served and a completed rally has occurred (award of a loss of rally).

Review Time-Out: Rule 11-3 states that a head coach (only) may request and be granted a time-out to review a referee's decision during the last rally if the coach believes a wrong decision was made. The request must be made during the dead ball immediately following the rally in which the possible incorrect decision occurred. Decisions based on the judgment of the referee(s) are final and not subject to review, meaning the coach is questioning the application of a playing rule. Unlike a "regular" time-out (limited to 2 per set), the R2 may consider a request from a head coach for a review time-out if the team has already used both of its time-outs. The R1 gets off the stand if the R2 grants the review time-out and crosses the court with the coach for the review discussion. If the decision is not changed after the review, the team is charged with the time-out, or possibly a second time-out or a penalty point awarded to the opponent. If the decision is changed, the opposing coach

is notified, the revision is made to the result of the rally and updated on the scoresheet and visual scoreboard as appropriate, and the time-out becomes an official's time-out.

Roster: NFHS rules require each team to provide a list of eligible players, their names and playing numbers to the R2 at the pre-match conference with coaches and captains. This roster remains at the table throughout the match, but a combination roster-lineup sheet may be removed by the coach to complete the lineup for the upcoming set. The roster has a deadline for changes, which is with 10:00 showing on the countdown warm-up clock. After the deadline, a penalty point is assessed for a roster change to a player's number or to add a player but not if the change is needed due to a damaged top or blood on a top.

Rotation: Each player for both teams has a specific legal position on the court before every rally that is based on the team's serve order and which determines where that player may be stationed at service contact in relation to teammates in adjacent positions. When referees know rotations, they are able to quickly pinpoint the setter's position, and knowing whether the middle blocker leads or follows the setter places the other player positions. This makes tracking alignments much easier. In a 5-1 or 5-2 offense, the setter is in the front row for 3 rotations and in the back row for 3 rotations. In a 6-2 offense, the setter is always back row,

Rotation 1/Ro1: Many teams start with the setter in the right-back position, considered Ro1. The libero is typically in center back, having replaced the back row middle, and the outside hitters (OHs) are in right front and left back.

Rotation 2/Ro2: With the setter in the center-back position, this is considered Ro2. The libero is typically in left back, and the OHs are in right back and left front.

Rotation 3/Ro3: When the setter comes out of the left-back position, this is called Ro3. The libero is typically in right back, and the OHs are primary passers in center front, center back.

Rotation 4/Ro4: When the setter is left front, this is called Ro4. The libero is typically in center back, opposite the middle in center front. The OHs are right front and left back.

Rotation 5/Ro5: When the setter rotates to the center front, this is Ro5, The OHs are in left front and right back. The middle leads the setter in right front, and the libero is left back.

Rotation 6/Ro6: With the setter in right front, this is Ro-6. The libero is right back, and the OHs are again passing deep out of center front and center back. .

Rotational Fault: When a team fails to serve consistent with the serve order set by the lineup submission, that player is considered an improper server due to a rotational fault.

Screening: As described in Rule 6-5, screening is considered an action by players on the serving team which prevents receivers from seeing the contact of the serve or the path of the served ball. Potential screens may be individual or through a grouping of players with the ball served over the player grouping. This is a complicated rule, and the referees should partner to spot a screening formation and typically warn the serving team as prevention. It takes a ball served low over a screening formation for screening to be whistled.

Second Referee/R2: The R1's officiating partner is the R2 who assumes a standing position in front of the officials' table, about 6 feet back from the court and close to the net extended on the receiving team's side of the net before each rally. The official may be assigned as R2 or work the match as R2 by agreement with the other referee. The R2 is empowered to whistle certain types of faults, including net/centerline and antenna faults (antenna on R2's side only and may show an informal help signal for other faults that the R1 is responsible for whistling. The R2 uses centering techniques to be on the same page as the R1 and should be aware of calls and non-calls by the R1 based on watching plays develop through the net. The R2 is the officiating team's primary link to both coaches and works cooperatively with the coaches for the benefit of the match while holding them reasonably accountable for marginal and unsporting conduct. The R2 scans before and after every rally to identify time-out and sub requests as well as observing libero replacements. The receiving team's positioning is an R2 responsibility, and the R2 tracks setter positions to offer

informal help to the R1 on possible or clear back-row faults including libero foot positioning when the libero makes a finger-tip set near the attack line on the first or second team contact. The R2 instructs and manages the assistant officials at the officials' table and is expected to work cooperatively with them.

Serve: The serve begins every rally and is defined as contact with the ball by the player in the right-back position (the "server") to initiate play, rally after rally, until the final point of each set. The serve is authorized by the R1 with a whistle that is immediately followed by a beckon for service from the team that is serving the next rally. The ball must be contacted within 5 seconds from the R1's whistle and signal for serve from the serving area which is behind the end line and in between the short lines serving as the extension of the sidelines on the server's side. Takeoff from the floor must occur within this zone when the server jumps to serve or serves with a foot in contact with the floor without touching the end line. A server may land in the court or touch the line as soon as contact for serve occurs. The server must hit the ball with one hand, fist or arm, and the ball may not be kicked or contacted with both arms such as with a "bumping" or setting action. The same player or a sub or the libero player continues to serve until the team loses a rally. Each player may have only one re-serve per term of service.

Setter: The setter serves as the quarterback who runs the team's offense. The position is acknowledged as much more complex than other positions. The setter is often named captain, with leadership expectations. The goal of a setter is to take whatever pass the setter receives (some of which are very poor) and set a hittable ball that puts a hitter in a good position to be successful through tempo, timing and location. Teams typically run a 5-1 offense where the setter sets from the back row for three rotations and the front row for the other three rotations. Some teams have two decent setters and run a 6-2 offense where the setter is always back row (with the setter possibly setting a rotation from the right front, just before becoming the server) or a 5-2 offense where setters sub for each other, with one a back-row setter and the other a front-row setter. In a 4-2, there are two setters but both set from the front row. The setter is charged with smart decision-making - who to set and where.

Setter Dump: When a setter is either front or back row, the setter may notice an opening in the opponent's defense and opt to take the ball directly over the net rather than to set a hitter. This type of play has two potential benefits. First, done with disguise and with timely decision making, it may score a point or throw the opponent off balance and, used just on occasion, it may slow down a middle blocker in committing to moving to tandem block on a strong-side attack. The goal is to set a tight ball when it looks like the setter won't be able to, and dump when it looks like the setter won't. If the setter is front row, there is no restriction stopping a strong setter dump from above net height while a back-row setter has to be aware of the height of ball reception on the dumping action. With the change in the multiple contacts rule, the R1 may require a two-hand setter dump to be handled with no more than a minor double contact, while a one-hand dump taken to the right back or in the middle of the court. Lefty front-row setters may give a hint of a one-hand dump and go with a full swing to add a third element for the defense to contend with.

Sideline: The sidelines are 2" wide court boundary lines along with the end lines. Sidelines are boundary lines on the long sides of the court, with 30 feet on each set of the center line.

Simultaneous Contact: When the ball is contacted more than once but the contact is at the same instant, considered simultaneous contact has occurred. When one player contacts the ball with two or more parts of the body at the same instance, this is permitted and considered one hit (except for a block which does not count as a hit). When two teammates contact the ball at the same moment, this is permitted and considered one contact, again with the exception of a block which doesn't count as a hit. Any player may make the next team hit provided the simultaneous contact was not the team's third hit. When two opponents cause the ball to come to rest above the net through simultaneous contact, play should continue. This is the exception to the prolonged contact rule.

Strong-side Stack: When a serve-receive formation has the front row for the receiving team “stacked” on the left side of the court (called the strong side), this is referred to as a strong- or left-side stack. It is intended to allow the front-row outside hitter (OH) who is in the right-front position to pass from the left side of the court where the OH will hit from. If the OH is passing in this receive formation, it typically is from deep in the court. In such a situation, the other two primary passers are the back-row OH in the middle back and the libero handling the right side of the court for coverage. This rotation typically has the setter stacked in left front so the opposite hitter or defensive specialist in the right back (opposite the setter) is calling the serve in/out for the team’s right sideline and end line. If the player in right back is passing, there is a risk of a possible overlap between the OH in right front who is passing across the court from the player in right back - a front to back overlap all the way across the court. If the OH in the right front is not passing deep in the court, the right-front/right-back overlap goes away.

Substitution: A substitution is the exchange of at least one player in the set by a teammate (substitute) who is listed on the roster and is on the bench. Sub requests come from only the head coach or a sub entering the substitution zone. It has to be made on a dead ball prior to the authorization of service, and each team may have only one request for substitution on the same dead ball. Other requests are denied. The same two players cannot sub for one another on the same dead ball.

Successive Contacts: When there are successive contacts of the ball by one player who makes two or more separate attempts to play the ball, and there is no interrupting contact by a different player in between these contacts, this is a fault that is signaled as 2 hits. The exceptions are when successive contacts occur from simultaneous contact by teammates, simultaneous contact by opposing players, and successive contacts by a player whose first contact is a block; then the second contact is counted as the first hit by the player’s team.

Target Zone: Volleyball considers the target zone the place in the front zone where a setter sets up to run the team’s offense. It is the “target” area for the team’s passers to put up a ball where the setter is positioned to run the team’s full range of offensive weapons. The setter typically finds the net and steps several feet from the net between Zone 2 and Zone 3 waiting to move to where the pass takes them. This is the target zone for the team’s passers.

Taunting: When a player fails to celebrate with his/her teammates and instead, points a finger or hand at the opponent, performs a stare down, postures at the opponent (gorilla pose), walks away backward from the net facing the opponent, or otherwise talks trash through the net, the referees must be aware of these interactions and intervene early on to put a halt to the behavior and prevent escalation/retaliation.(Head tap)

Teammates: All players on the same team in uniform are teammates.

Term of Service: A player’s term of service begins when the player assumes the right-back (serving) position as the server and ends when a loss of rally is awarded or a substitution for the player is made prior to the end of the team’s term of service.

Time-outs: There are two basic types of time-outs. Charged time-outs are requested by a team (head coach or captain only) or charged to a team by a referee. These include a time-out charged to a team for a failed review time-out where the referee decision under discussion is not changed. The other type is a referee’s time-out (official’s time-out) that may be taken by the referees for any reason they deem necessary and not charged to either team. Charged time-outs and review time-outs each have criteria to be applied by the referees. The request must be signaled or verbalized on a dead ball before the R1’s authorization of service (whistle/signal), and by an acceptable team member. Only the head coach or team captain may request a charged time-out, and only a head coach is able to request a review time-out. Criteria to authorize a charged time-out includes the team having an available time-out, or the request is denied. However, a review time-out does not require an available time-out to be considered. The criteria are was the decision in

question which the coach believes was incorrect tied to application of a playing rule or was it solely a matter of referee judgment? If judgment only, the request is denied. This requires the coach to identify a rule issue, but the coach has to first let the R2 know that the coach is not requesting a regular charged time-out which frames the discussion.

Unnecessary Delay: The result of any action by a team or team member that causes a delay in the start or resumption of play within a set is considered an unnecessary delay. There are other delays which the referees are aware of but consider reasonable in the context of a set. An administrative yellow card is issued for the first offense and an administrative red card is issued for subsequent offenses in the same set. Issuing a delay sanction (yellow card on wrist/warning or red card on wrist/penalty) doesn't require a head coach to remain seated during play (live/dead balls) for the remainder of the match. Where delays become a form of gamesmanship, the R1 may issue unsporting conduct cards to stop the behavior. The list of actions that can result in an unnecessary delay sanction is long. Rule 9-9-1 is illustrative. There are some situations, such as huddling, which may receive a verbal warning before a referee believes a delay sanction is needed.

Unsporting Conduct: Rule 12 spells out some of the behaviors/actions that the referees may believe to be unsporting in nature and has to be addressed. Unsporting conduct includes actions which are unbecoming to an ethical, fair and honorable individual. It consists of acts of deceit, disrespect or vulgarity and includes taunting. Referees are taught to work with coaches and players. We acknowledge comments, answer questions, warn as prevention if behavior gets close to crossing our line, and to penalize insanity. This approach suggests we not be thin-skinned or have rabbit ears, not react to everything but know the difference between behavior that's unacceptable and understand the emotions of competitive sports. Don't take disagreement personally. When someone is upset by a call, if the player or coach has an initial reaction but does not continue or escalate the behavior, it can be ignored. Fans not liking decisions is not a surprise. We ignore fans' loud opinions as long as they are not using profanity, making personal comments about the student-athletes, or making threats. That kind of conduct leads to getting host administration or, if the administrator isn't available, the host team's head coach is responsible for addressing the problem while play is suspended to allow resolution. A red card for unsporting conduct to bench personnel or coaches results in a penalty point to the opponent, and the coaching staff not being allowed to stand to coach the team on a live ball or a dead ball for the rest of the match. There is a long list illustrating the types of actions that are considered unsporting under 12-2-8 and 12-2-9. The most common behaviors are continuing to yell across the court at the R1 instead of discussing an occasional concern with the R2, attempting to influence decisions, any disrespectful language or dismissive gestures, offensive or profane language, personal comments about a referee, anything impugning the integrity of any of the officiating crew, actions that are considered taunting, showing disgust with decisions, and harassing comments made to a line judge or aggressively approaching a line judge. Referees should scan to be aware of things that require a response when they occur and with consistency.

Vacant Position: When a team is forced by injury/illness to drop below 6 available players, the team continues to play shorthanded. When that open/vacant position rotates to the serving position, an immediate loss of rally/point is awarded to the opponent. The vacant position remains open when rotating to the front row. If playing with 5 players, when the open position rotates to the front row, the team would have only two front-row players.

Violation: A violation is a failure to comply with equipment, uniform, delay, and/or conduct rules. The term is more appropriate than faults which are actions that occur during play.

VolleyWrite Scorer/VWS: At many Ohio matches, the R2 will be working with a VolleyWrite Scorer who keeps score on an iPad or laptop. The R2 should plan to communicate with the VWS in a similar manner as with a paper scorer. The VWS should typically have a Spotter to call out subs and libero replacements sitting in the next chair as an assistant just as a paper scorer works with a

libero tracker to ensure all subs are recorded. Based on comfort zones, which may vary wildly, the VWS may still want the R2 to call out subs.

VolleyWrite Scoring Software: The VolleyWrite Scoring System is used widely in various parts of Ohio. VolleyWrite is widely respected, and is the official scoring system used at both the boys and girls state tournaments. It applies the selected rule code (like NFHS Varsity with a best-of-5-sets and best-of-3-sets option, sub-varsity, etc.) and, as game events occur, they are recorded in a way that produces a totally legible scoresheet and libero tracking sheet while identifying illegal actions for the VWS to bring to the R2 for resolution.

Zones: For purposes of legal player positioning, each side of the court is divided into six zones, numbered 1 through 6. Three of the zones are front row, and three are back row. Positioning rules require players at the moment of service contact to be in their proper zones in relation to the players in front/back of them or to each side of them.

Offenses: Referees strive to be aware how many setters each team is using and what type of offense the teams are running. This helps the referees track players and know whether they are front or back row before each rally. Teams using a back-row setter have rotations where there are three hitters in the front row. The second number in each of the following offenses favored by coaches is the number of setters the team has on the court. In addition, there is a massive amount of volleyball attack terminology that referees can learn to better understand what coaches are teaching and what is happening on the court.

In a 5-1 offense, there are 5 players who hit and 1 player who sets. The setter in this very popular offense will set three rotations across the back row (RB, CB, LB) and three rotations across the front row (LF, CF, RF). Both referees must be aware whether a setter in a 5-1 is positioned in the front row or back row before the start of each rally.

In a 6-2 offense, there are 6 different players who may hit because the 2 setters typically set from the back row. When the opposite setter isn't setting from the back row, that player either is a front-row right-side attacker or is replaced by a typically taller hitter. If the opposite setter is on the court with the team in Rotation 3/Ro3, the back-row setter is far from the target zone and the coach may want the front-row opposite setter in right front to set for one rotation before rotating to the serving position and setting across the back row.

In a 5-2 offense, there are two setters but they aren't on the court at the same time. The setters sub in for one another; one sets the three front-row rotations while the other subs in when the front-row setter's position rotates to the back row and sets the three back-row rotations. The front-row setter is typically taller since the position will have responsibilities for blocking which the back-row setter, of course, does not.

In a 4-2 offense: there are two setters who set from the front row, typically in the middle of the net. This is used for lower age groups and lower levels of play. It's a more simplified offense that starts each rally with a setter in the front row. When the front-row setter's position rotates to the back row, the second setter either rotates to the front row or may be subbed in. There are relatively few back-row attacks with this offense since the setter is the player who is typically part of back-row attacks and is always a front-row player.

In System: When a team's pass is good enough that the setter is able to run a full range of attack options, the team is considered "in system." A back-row setter would have options that include setting a variety of middle attacks, setting the right-side hitter, setting a bic or pipe in the middle of the back row, in addition to the frequent sets to the outside hitter on the left side. A front-row setter would have several middle attack options, a bic or pipe set to the back row outside hitter in the middle of the back court, a D ball to the back-row right-side hitter near the right sideline in back as well as a setter dump in addition to a tempo set to the outside hitter on the left pin.

Out of System: A poor pass is one that limits setter options. It typically shuts down a middle attack option as the setter moves away from the net toward the attack line and farther into the court.

A right-side attack becomes unlikely, and the remaining options are a high ball to the left antenna or a pipe as a slower tempo higher set from the middle back of the court.

Back-1 Set: In Rotation 2/Ro2, a back-1 works well for middle attackers and puts a lot of stress on the opposing blockers.

Back-row Attack: When somebody from the back row attacks the ball. They must jump from behind the ten-foot line. There are different back-row attacks:

*An **“A” Set** is a back-row attack from the left side.

*A **“D” set** is a back-row attack from the right side.

*A **Pipe set** is a back-row attack from the middle of the back court, about 15 feet from each sideline. *

*A **Bic Set** is a back-row attack from the middle like a pipe set but not as high as a pipe and with a quicker tempo.

Double Quick: When two of the attack options are quick sets.

Freeball: When the ball is easily sent over the net because a strong attack could not be made due to a bad set or pass.

Front/Back Slide: This is a quick set that is shot out horizontally either in front of, or behind, the setter. It is pushed out a little wider than a quick 1 and can also be called a 3 set.

Gap Set: A gap is a popular attack option for middle hitters. Typically, the opposing blockers will line up spaced in base defense with a gap between them. The middle blocker will often stay in the middle while the RF blocker will load towards the in hitter leaving a wide-open space across the net for the gap attacker to hit a seam.

Go/Hut: This is a set to the outside hitter with a high arc, intended to land just inside of the antenna. This can also be called a (4) set.

High Ball: A set to the left front zone, generally used off a bad pass because that is the easiest spot to set the ball.

Overpass: When a player passes the ball over the net on either the first or second contact, generally done by accident.

Pancake Save: When a player hits the floor to try to save the ball, extending an outstretched arm to try to keep the ball off the court, the hand sliding across the floor is called a “pancake.”

Pin Hitters: Players whose front-row positions are closer to the antennas are referred to as “pin hitters.” This distinguishes them from middle hitters. Pin hitters who hit on the left-side are called outside hitters/OH while the player who hits on the right side is called the right-side hitter or opposite hitter/OPP or OP because the player is opposite the setter in the team’s serve order.

Quick-1 Set/”Quick”: This is a low set that an attacker hits while the ball is still going up or has just peaked. There are many variations including a quick-1 (known as a “1” or “A”) is to the middle blocker in front of the setter, while a back-1 (also known as a “B”) is set directly behind the setter.

Red: This is a high set behind the setter for the right-side hitter and should be pushed to the right antenna and is also called a 5 set.

Roof: When a blocker sets up at the net right above an attack and the block destroys the attack straight down, this is called a roof. When this occurs, the referees look at the blocker for possible taunting if the blocker stares down the hitter rather than turning away.

Six-Pack: When an attacker hits the ball off the face of an opposing player.

Spread Offense: Offensive attacks from the sidelines, either a 4 (Zone 4/left front side), 5 (Zone 5/left back side), A (left back), or D set (right back).

Stuff Block: When the block shuts down a hitter and the ball rebounds quickly off the block to the floor, this is referred to as a stuff block. When this occurs, the referees look at the blocker for possible taunting if the blocker stares down the hitter rather than turning back to celebrate with teammates.

Tool/Swipe/Rub/"Use": These terms are applied when an attacker hits the ball off of an opposing blocker's hand or arm directly out of bounds, typically resulting in a kill as the ball was touched out by the defense. A swipe is an offensive attack option where the hitter uses a one-handed swiping motion rather than a full arm swing to wipe the ball off the block or move the ball into the block and then the ball rubs off the block away from the court. This playing action differs from a joust where the ball comes to rest in the plane above the net between a hitter and a blocker. When the ball lands out of bounds off a joust, the point is awarded to the team on whose side the ball landed out because the impetus on the ball is credited to the attacker. With a swipe or rub, the ball never comes to rest, and the point is scored by the attacking team since the last contact is off the blocker. All of the above terms are "using" the block.

Two (2) Set: This ball is set directly in front of the setter up high and can also be set behind the setter as a back-2.

X Series/Combo sets: There are many different combinations of this play. The traditional X is when the middle hitter comes in for a quick 1 and the outside hitter comes in for a 2. The setter can set either hitter in the hope that the block forms slowly or blockers are coming down from their jumps.