



KNOXVILLE VOLLEYBALL OFFICIALS ASSOCIATION

Pre-Match and Match Day Responsibilities

Officiating equipment:

Officials have to look professional at all times. You can go to a school dressed in uniform. If you choose to change at the school, make sure you are dressed professionally. However, most schools do not provide a changing area.

The official uniform is as follows:

- TSSAA Blue Polo
- Black Pants and Black Belt (Dress Black Shorts through September)
- Black athletic shoes with black socks
- Whistle and lanyard (make sure to have at least 2 with you)
- Timekeeping device (or watch) – NOT your phone!
- Coin

Officials equipment include:

- Ball pressure gauge and pump
- Net height measuring chain
- Yellow/Red penalty cards
- Pencils and lineup cards
- Red flags (for line judges)
- Rulebook

Pre-Match Responsibilities

Partner: Contact partner 24 - 48 hours before contest.

- Location (Specific)
- Critical Information

It is not necessarily the responsibility of the R2 to contact the R1 or vice-versa. It is the responsibility of both partners to get in contact with each other! Make contact far enough ahead of time that your partner has time to return the contact. (Contact information can be found through Arbiter.)

Upon Arrival:

- Identify Host Administration
- Establish Ground Rules/Nonplayable Areas
- Court/Net/Equipment Check

Even as you enter the doors to the playing area, keep your eyes open for items to address regarding playable area. Look for overhead obstructions, items on the floor that cannot be moved, basketball goals, a working scoreboard, and locate the American flag. Check if a R1 stand is courtside, if not already in place.

Things to ensure about the court:

- All lines are present on the floor (if not, get host administration to rectify this)
- The referee stand is present AND SECURE
- Pads, antennas, moveable curtain, etc.
- The benches are pushed beyond the attack line (if not, rectify this yourself or ask the teams to do so if they are seated at the benches)
- An operational visual score/timing device is present at the scorer's table

Things to watch out for in a facility:

- Basketball goals (vertical/immovable)
- Non-continuous center line (shadow lines okay)
- Bleachers
- Moveable curtain
- Gym mats or immovable weight systems
- Other impediments within 6' of the court (6' is all that is required, but 10' is recommended)

Captain's Meeting:

R1 presides – R2, Captains, **Head** Coaches (LJ may attend, but not required).

(R2 collects team rosters at the prematch conference while allowing changes to be made until 10 minutes remaining on pregame clock.)

Set gym clock if available to countdown to game start time as soon as possible. 16 minutes before game time, hold your coin up in the air (if you are the R1) and blow your whistle. This will alert coaches and captains to come to the table area. If you have the table behind you, the R1 will be on the left and the R2 will be on the right.

Meeting includes:

- ✓ Introductions
- ✓ Ground Rules
- ✓ Verify “Are your players legally, properly, and safely equipped?”

The pre-match conference should be brief (1 minute) and cover only what needs to be covered. Match format can be mentioned, but it’s not necessary. No need to point out lines on the court unless there are extraneous lines which can be confused for court lines. Make sure the pre-match conference goes over the basics. Do not make it a rules clinic, but do address questions.

Coin Toss:

(Conduct last)

- ✓ Visitor calls
- ✓ Winner’s choice – serve or receive (Home team has already picked their bench.)
- ✓ Notify Scorer as to 1st Serve
- ✓ Instruct timer to begin clock (Use main scoreboard when possible -18 minutes)
- ✓ Deciding Set – Winner chooses serve, receive, or bench. Losers get the remaining option.

Line Judge Meeting:

When briefing LJs address-

- be sure they know all their signals: in, out, touch, antenna violation, foot fault, blocked out.
- how to adjust if players are serving near LJs and how you will let them know if you want them to change positions (endline vs. sideline extended).
- what to do if the ball comes hard off block (out vs. touch) and whether they should give additional information about who contacted the ball last.
- balls being chased down near the R1 or R2 area (R1 or R2 will determine if the ball crosses the plane of the net).
- discuss situations where you must “wave off” a LJ call or overrule a LJ call and how the LJ should respond.

Partner Briefing:

When briefing your R2, be specific about what things you want help on. The R2 should know his/her regular duties, so address what additional things you need (assistance with back row situations, pancakes, touches/4th contacts, etc.) and discuss how you expect the R2 to communicate with you (discreet signals or whistles) and how will you communicate back. What signal means “I need to talk to you”? How will you know if the R2 needs a sanction for a coach or player? What do you expect the R2 to do with bench control? What if there is a scoring issue? During warm-ups, monitor the courts for safety and legal equipment. Watch the setters on both teams to gauge ball handling level. Assist the R2 in checking the teams’ rosters.

In- Match Responsibilities

Whistle & Mechanics Sequence:

R1 Normal Whistle sequence is 3 steps:

1. Blow whistle
2. Signal result of play (Point/LOR, Replay/Reserve)
3. Signal Fault

If R2 whistles 1st, then:

1. R2 signals fault, then player number
2. R1 signals result, then player number if necessary

The whistle is your voice. It should be easily heard and well-timed. When you want a team to do something, a whistle is needed to get their attention before hand signals and words tell them what to do. Use different tones for different commands. One sharp blast may be used to start and stop regular play, whereas multiple tweets might be used to indicate an interruption in the game (substitution, time-out, safety concern). During play, the whistle should be blown immediately when a fault has occurred or the ball has become dead.

Coverage During Play:

- Pre-serve scan of benches, teams, tables, and R2
- Alignment of serving/receiving team
- Libero Awareness – Enter/Exit
- Anticipate flight/interference with obstacles
- Anticipate next player to contact

A pre-service scan is crucial for the R1. This is done to make sure there are no last second subs coming to the line or that a coach isn't requesting a time-out that the R2 does not see. Make sure your LJs are in place and that all players are on the court. Check for players tying shoes, wiping wet spots from the floor, etc., but do not allow non-safety related things (e.g. huddles, fixing hair, walking slowly) to change the tempo of your match. Use this opportunity to determine the alignment of both teams – are the setters front row or back row? Is the libero about to come off the floor? Do you see any alignment violations that you can signal discreetly to your R2? Is there a potential screen on the serving side?

- Ball Handling
- Illegal Contacts
- Multiple Contacts
- Four Contacts
- Simultaneous Contacts
- Back Row Attacks
- Back Row Blocks

➤ In/Out/Touch

Post-Match Responsibilities:

TOOT AND SCOOT!

The R1 typically leads the debrief for a match (unless the R1 is being evaluated). Review and discuss important plays with your partner. If there were hiccups in the match, review what happened and what should have been done to streamline the match. Be honest with your partner and expect honesty in return. Use the opportunity to better yourself and our body of officials but not as a license to berate or tear down your partner/crew. Write notes in your volleyball notebook. Your notebook should be a sum of your experiences from all matches, not just notes from evaluations. Make an effort to learn something from every match. If a penalty or disqualification was assessed in the match, notify the assigner/TSSAA after the match.

Captain's Meeting Procedures

Here's the nine- step procedure we recommend referees use when conducting the pre- match captain's meeting.

1. Introduce yourself and the second referee (if present)
2. Check for appropriate jewelry and mention pertinent rules
3. Cover ground rules (e.g., non- playable areas, court area, bench area, etc.)
4. Review warm- up protocol
5. Review match format (i.e., number of games, scoring system, point cap)
6. Outline substitution procedures (R2)
7. Ask the second referee, if present, for any input
8. Ask if captains have any questions and answer
9. Conduct coin toss