

# Fundamentals of Volleyball Officiating

## Fundamental Mechanics Issues

- Begin Serve - No flying thumb at any time. Thumb should be in against the index finger. Service arm should be straight and should move all the way to the opposite shoulder. The whistle should sound prior to the arm moving.
- R1 position during the match. Stand straight on the stand with no leaning on or grasping parts of the stand during play. Center body with head on a swivel
- Net Violation v. Ball Lands Inbounds Mechanic - Arm angles should be different. **Net Violation** – R1 arm is straight, R2 arm is outstretched and angled slightly up towards the net on the violation side having eye contact with R1. **In Bounds Ball** – Extend arm open palm toward floor at a 45-degree angle to the area towards the attack line.
- Substitution Mechanic - Two turns of the fists over fists.
- End of Set Mechanic - Hands should be flat for end of set mechanic.
- Line Violation Mechanic - Point with the index finger keeping it still, pointed at the line where the violation occurred. No waving or moving the hand/finger with a back and forth motion.
- The R2 uses a double whistle when a timeout is called, when 15 seconds are left in timeout or both teams enter the court prior to 15 seconds, and when a substitution is called. **Note:** Only one double whistle is sounded to initiate the substitution process even if multiple substitutions are requested or substitutions are requested from both teams.

## R1 Points of Emphasis

- The whistle should sound as soon as the ball becomes dead. i.e. The ball hits the floor, passes under the net, hits an object in the non-playable area, hits the ceiling after the 3<sup>rd</sup> contact, etc.
- Separation of about 1 second between Whistle for dead ball, Result of Play, Fault/End of Play. (Must have separation; Review the various sequences of roles of R1 and R2 - do not blow whistle and give the result of play at the same time.)
- When the ball hits the floor out of bounds or on a close line play it is OK to delay the Result of Play signal to gather necessary information from LJ's and R2.
- When the R2 whistles (initiates) the call the R1 does not repeat the fault signal on a(n):
  - out of bounds signal for an antenna fault on R2's antenna
  - net violation
  - line violation
- Know the serving rotations and call illegal alignment on the serving team.
- Know where your setters are and/or find what works best to track numbers in the line-up
- Consistency on contact calls: Illegal Hit, Double Contact (Recognizing double contacts.)
- Recognize backrow violations: Giving the proper safe signals in borderline situations if the coach is questioning. (If the contact is close to above the height of the net/close to the attack line.)
- Interpreting and applying all the rules properly

## **R2 Points of Emphasis**

- Communicate expectations to the bench personnel prior to the match. (Sub process, illegal sub notification, illegal libero replacement, immediate notification during the first dead ball after an illegal server has served the ball, notification of 15<sup>th</sup>, 16<sup>th</sup>, 17<sup>th</sup>, & 18<sup>th</sup> substitute in the set, where/how to record warnings, penalties, disqualifications, and to confirm set/match point.)
- Collect rosters during the coach's/captains' meeting
- Follow R1's signals at the end of a play. Should not be ahead of the R1
- Get to the fault side of the net prior to signal sequence being initiated after a fault.
- During Substitution R2 should keep shoulders square centered to the court.
- Control substitution process. (When subs come from both sides, sub who wants to go in early.)
- Anticipate when time-outs might be called so as not to delay the TO process.
- Keep coaches out of the area between the attack lines and control the sidelines. Deal immediately with complaints/comments on judgment calls, keep assistant coaches seated on the bench except to do the following during a dead ball: Coach (one assistant at a time), ask to review the accuracy of the score, ask to verify the number of time-outs and/or the number of substitutions used by their team, request the serving order of their team, or verify proper server for the opponent.
- Keep bench players in the non-playable area beyond the bench extended when standing and make sure they are not wrapping around the end lines.
- Be aware of delay tactics and penalize appropriately.
- Know and call illegal alignment on the receiving team.
- Focus on net and center line play and do not focus on the flight of the ball.
- Quickly identify and signal number to the R1 of the player violating the net.
- Give an informal signal to the R1 for illegal contact out of R1's view, illegal back row attack or block, illegal attack, and four contacts
- Timeout protocol – Take care of communications with timer and scorekeeper. Check the timeouts used and the accuracy of the score, check with the libero tracker to know if the libero is in or out. When finished checking, move back to a centered position to court to see both teams. Have eye contact with R1 and continue to administer the timeout sequence. Do not hang out slouched at the scorer's bench. Keep in a centered position standing in an athletic stance.

## **Sequences**

### Net violation initiated by R2

R2 whistles, signals net violation, and immediately gives the offender's number to the R1, R1 and R2 signal Result of Play together, and R1 gives offender's number to the coach.

### Line violation initiated by R2

R2 whistles, signals line violation, R1 signals Result of Play with R2. (Neither official formally gives the number of the offending player to the coach. If the coach asks, R2 can give the number.)

### Net antenna violation initiated by R2

R2 whistles net antenna violation and gives the Out-of-Bounds signal. R1 & R2 signal Point together. R1 does not repeat Out-of-Bounds signal.

Note: In all of these scenarios the R1 does **not** give the fault signal.

### End of Time-Out

One net – R2 double whistles with 15 seconds left (R1 may double whistle if R2 is occupied with bench issues) or if both teams are back on the court prior to 15 seconds remaining. R2 ends the TO by having the scoreboard operator buzz the horn and giving the number of TO's used to the R1 and giving the court back. (R1 mirrors TOs used.)

Multiple nets - R2 whistles with 15 seconds left (R1 may double whistle if R2 is occupied with bench issues) or if both teams are back on the court prior to 15 seconds left. R2 ends the TO with a long whistle, gives the number of TO's used to the R1, and gives the court back. (R1 mirrors TOs used.)

### Substitution after a time-out

Completely finish TO procedure except for giving the court back. Double whistle and give the Substitute signal, send the sub(s) in, and give back the court to the R1.