



# **REFEREEING GUIDELINES and INSTRUCTIONS**

**2020 Edition**

## **INTRODUCTION**

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These Guidelines and Instructions are valid for Top international competitions. Because of the importance of these events, all the referees must be prepared to fulfil their duties in the best physical and psychological condition. It is very important that all the FIVB International Referees and International Referees understand the significance and importance of their performance for modern volleyball.

The FIVB Refereeing and Rules of the Game Commission (R&RGC) appeals to all referees officiating in Volleyball top events to study thoroughly the FIVB Official Volleyball Rules (2017-2020) as well as these Refereeing Guidelines and Instructions, the Casebook, and the materials on the FIVB E-learning platform including the materials for challenge and tablet system, to make our game livelier and to avoid interruptions. \* \* \*

The FIVB policy in 2020 is to encourage smooth refereeing – that is, to intervene as little as possible and to facilitate the progress of the match as an entertainment. The referee should not “hunt” for faults. Building on the concept of “smooth refereeing” is the need to understand the contribution the referees make to **preventing** artificial arguments and delays and interruptions in the match. Referees need to understand the philosophy which supports the application of rules to create an entertainment package watched and enjoyed by millions of people within the venues and also through the various media outlets.

The good referee helps in this context, by remaining in the background. The bad referee hampers this show by wanting to play a leading role in the match and this is against FIVB requirements.

However, conscious negative expressions or incorrect gestures to the opponent, or protests, against the referees’ decision or challenging words/actions made to the FIVB Technical Delegate of the match are strictly forbidden and will be sanctioned.

## **RULES ANALYSIS**

### **Rule 1 – Playing area**

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Two days before a competition, the Refereeing Subcommittee, as part of the Control Committee, together with the referees must check the dimensions of the court as well as the quality of the boundary lines. When there is in use the Hawk-Eye system, the exact dimensions of the court become even more important. This check must be done before Hawk-Eye calibrates their cameras.

### **Rule 2 – The net and posts**

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1. Due to the elasticity of the net, the 1st referee should check whether it is correctly tightened. By throwing a ball into the net, he/she can see whether it rebounds correctly. The ball must bounce off the correctly taut net. If the net bulges, it cannot be used and must be fixed before starting the match.

The antennae must be placed on the opposite sides of the net at position 4, above the outer edge of the side lines (diagram 3) to make each court as identical as possible.

2. The 2nd referee must measure the height of the net before the toss by means of a measuring rod (if possible metallic) designed for this purpose. On the rod should be marked the heights of 243/245 cm and 224/226 cm for men and women, respectively. The 1st referee remains near the 2nd referee during this verification to supervise and confirm the measurement.

3. Line judges must check whether the side bands are exactly perpendicular to the playing surface and over the side lines and whether the antennae are just at the outer edge of each side band. If this is not the case, they should be readjusted immediately.
4. Before the match (before the official warm-up) and during the game, the referees must check that the posts and the referee's stand present no danger to the players (e.g. protruding parts of the posts around the winches, microphones, cables fixing the posts, etc.). If such objects are discovered which risk injury, the referees should request that the organizers remove or to cover them. In case of ignorance by the organizer, this should be reported immediately to the FIVB Technical Delegate.
5. Additional equipment: benches for the teams, scorers' table, coaches and post tablets (in case the tablet system is not in use: two electric buzzers with red/yellow lamps - one electric buzzer near each team coach - to signal requests for regular game interruptions), a stand for the 1st referee, a rod to measure the height of the net, a pressure gauge, a pump, a thermometer, a hygrometer, a stand for 6 match balls, numbered paddles for substitutions (when tablets are not in use) – for FIVB, World and Officials Competitions for Seniors see Specific Competition Handbook for the accepted numbers – at least 8 absorbent towels for the quick moppers, and two Libero jackets/bibs. A buzzer should be installed on the scorers' table, or through the e-score system, to signal rotation faults, Challenge requests, Technical Time Outs (if applied) and requests for substitution.
6. The organizer must also provide two reserve antennae and a spare net under the scorers' table or near the court.
7. An electronic scoreboard is compulsory for FIVB, World and Official competitions, as well as a manual scoreboard on the scorers' table (or Litescore apparatus). Note: even if Litescore is used, a manual score board must still be available in case of technical failure.

### **Rule 3 – Ball**

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1. A (metallic) ball stand is needed for storing the 6 match balls near the scorers' table (5 balls in play+ 1 reserve ball).
2. The 2nd referee takes possession of the 5 balls to be used in the match before the start of play and checks that all of them have identical characteristics (color, circumference, weight and pressure). The 2nd referee is then responsible for them throughout the match.
3. Only FIVB homologated balls may be used (mark and type as decided for each competition in the Specific Competition Regulations in the Handbook).

4. Five-Ball System – during the match:

Six ball retrievers will be used and placed in the free zone as per diagram 10 in the Rules.

Before the start of the match, the ball retrievers on positions 1, 2, 4 and 5 will each receive a ball from the 2nd referee who will give the fifth ball to the server for the 1st and the deciding set.

During the match, when the ball is out of play:

- 4.1 If the ball is outside the court, it will be recovered by the closest retriever and immediately rolled towards the retriever who has just passed his/her ball to the player who was to serve.
- 4.2 The ball is transferred between the ball retrievers by being rolled on the ground (not thrown), whilst the ball is out of play, preferably not in the side where the scorer's table is situated.
- 4.3 If the ball is on the court, the player closest to the ball must immediately roll it out of the court, over the nearest boundary line.
- 4.4 At the moment the ball is out of play, the ball retriever number 1 or 2, or 4 or 5 must give the ball to the server as soon as possible, so that the service can take place without any delay.

## Rule 4 – Teams

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1. A team composition is determined in the Specific Competition Regulations for each competition and may consist of up to 17 persons comprising up to 12 players, among them up to 2 Libero players and up to 5 officials. The 5 officials allowed on the bench are actually chosen by the coach, provided they are listed on the O2-bis.

For FIVB World and Official Competitions for Seniors, up to 14 players may be recorded on the score sheet and play in the match.

For FIVB, World and Official Competitions for Seniors, if Medical doctor or team therapist are not included among team's officials on the bench, they may be seated on the place indicated by the FIVB Technical Delegate and only intervene if invited by the referees to deal with an emergency to the players. The team therapist (even if not on the bench) may assist with the warm up until the start of the official net warm up session. The referees must check before the match (during the official protocol) the number of persons authorised to sit on the bench, or to stay in each warm-up area.

The team members participating in the official common warm-up session should be primarily on their own side of the playing area. During the official warm up at the net, it is permitted to stay in the opponent's side of playing area close to the net, to prevent accidents with errant balls, but without disturbing the opponent players.

2. In cases where more than 12 players will play, two Liberos are mandatory in the team list of the score sheet.
3. The coach and the team captain (who each check and sign the score sheet, or team list for the electronic score sheet) are responsible for the identity of the players listed on the score sheet.
4. The 1st referee must check the uniforms. He/she must report to the Game Technical Delegate about all irregularities in players' and team officials' uniforms and follow the Game Technical Delegate instructions. The uniforms must also look the same. Where possible, the shirts must be inside the shorts and if they aren't, it is necessary, at an appropriate moment, to ask the players in a polite way, to put them inside - especially at the beginning of the match and each set. Form-fitting shirts which cannot fit inside the shorts, are always acceptable.

The team captain's stripe (8x2cm) shall be fixed under the number on his/her chest in a way allowing it to be clearly seen during the whole game. The referees shall check it before the start of the game.

5. Before the match, in due time, the referees must apply a careful cross-checking in order to control whether the actual players' numbers are according to the team roster which has been recorded in the score sheet. In this way any discrepancies may be discovered which, if discovered later, may disturb the normal flow of the game.
6. Players in the warm-up area during sets cannot use balls but may use personal warm up devices (e.g. stretch bands).
7. The team coaching staff (as approved in the Preliminary Inquiry) must conform to one of the following dress code options along a match:
  - 7.1 All to wear the team training suit and polo shirt of the same color and style or,
  - 7.2 All to wear dress jacket, collared dress shirt, tie (for men) and formal slacks of the same color and style, except the team therapist who may wear the team training suit and polo shirt.

This means that if the coach takes off his/her dress jacket or training suit jacket, all the other officials must take off their dress jackets or training suit jackets at the same time in order to be consistently dressed.

## **Rule 5 – Team leaders**

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1. The 1st referee must identify the game captain and the coach and only they will be allowed to intervene during the game. The referees must know throughout the game who the game captains are.
2. Should the game captain ask for an explanation on the referee's application of the rules, the 1st referee must give it, if necessary not only with repetition of his/her hand signals, but in FIVB working language (English), speaking briefly, using official terminology of the Rules. The game captain has the right only to ask for an explanation on the application or interpretation of the rules made by the referees in the name of his/her team-mates.
3. The coach does not have the right to request anything from the members of the refereeing corps, except the regular game interruptions (time-outs and substitutions). But, if on the scoreboard, the number of used regular game interruptions and/or the score are not indicated, or are not correct, he/she may inquire with the scorer, when the ball is out of play.
4. The coach has no right to disturb the game or the work of the officials (referees, line judges). The coach does not have the right to enter the court for any reason, unless it is to assist an injured player. The coach has no right to speak nor protest to the referees, they only can answer questions from the second referee to clarify certain Challenge requests.

## **Rule 6 – To score a point, to win a set and the match**

If a rally has been interrupted due to an injury, or external interference, it is considered as an **Incomplete rally**. It is improper to request any regular game interruption, except a forced substitution for an injured or sanctioned player during the forced interruption.

## **Rule 7 – Structure of play**

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1. At the end of each set, the 2nd referee immediately asks the coaches for transmission of the electronic line up or line-up sheet for the next set, to avoid prolonging the three-minute interval between the sets.  
  
If a coach systematically delays the resumption of the game by not providing the line-up (sheet) on time, the 1st referee must give this team a delay sanction. This also applies if the team fails to provide the information electronically via the tablet.
2. If a positional fault is committed, after the hand signal for the positional fault, the involved referee must indicate the involved players. If the game captain requests more information on the fault, the 2nd referee should show the game captain via the line-up sheet or via the post tablet the players who committed the positional fault. Using the latter, the opponent team's line-up should be covered by the 2<sup>nd</sup>. Referee
3. If the service was not executed by the player according to the team's line-up, i.e. a rotational fault occurred and it was discovered only after the end of the rally which started with the rotational fault, only a single point should be awarded to the receiving team. (Rule 7.7.1.1)

## **Rule 8 – States of play**

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1. It is essential to realize the importance of the word "**completely**" in the Rule 8.4.1. It means that any compression which allows the ball to make contact with the line AT ANY TIME during the process of contacting the floor makes the ball "IN", but if the ball does not at any time contact the line, it is "OUT".
2. The cables binding the net beyond the 9.50/10.00 m in length do not belong to the net. This also applies to the posts and the cables. Thus, if a ball touches an external part of the net, beyond its side bands (9 m), it has touched a "foreign object" and should be whistled and signaled by both referees as "ball out", and by the line judges by the wave and point signal.

## **Rule 9 – Playing the ball**

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1. Interference with the play of the ball by the line judge, 2nd referee or coach in the free zone:
  - If the ball strikes the coach, it is "ball out" (Rule 8.4.2)
  - If the ball strikes the official, it is "ball out" (Rule 8.4.2) and will not result in a "replay", unless the 2<sup>nd</sup>. Referee or Line Judge clearly "interfere" with the action of the player for playing the ball.
  - If the player takes assistance from the official or coach for the contact, it is the fault of the player (assisted hit, Rule 9.1.3).
2. It is emphasized that only the faults that are seen are to be called. The 1st referee must only look at the part of the body that makes contact with the ball. In his/her judgment he/she should neither be influenced by the position of the player's body before and/or after playing the ball nor by the noise of the contact. The FIVB Refereeing and Rules of the Game Commission insists that referees should permit overhand finger contact or any other contact that is legal according to the rules, avoiding to be exaggerated when judging "double contact".
3. To better understand the text of Rule 9.2.2:

A thrown ball involves two playing actions, first catching and then throwing the ball, while playing the ball means that the ball rebounds from the contact point.
4. The referee must pay attention to the steadiness of the touch, particularly when a feint attack ("tip") is used, changing the direction in the placing of the ball. During an attack hit, "tipping" is permitted if the ball is not caught or thrown. "Tipping" means an attack of the ball (completely above the net height) executed, gently, with one hand/fingers.

The 1st referee must watch closely the "tips". If the ball after this tip does not instantly rebound, but is accompanied by the hand/ is thrown, it is a fault, and must be penalized.
5. Attention should be drawn to the fact that a player's blocking action will not be legal if he/she does not simply intercept the ball coming from the opponent, but holds it (or lifts, pushes, carries, throws, accompanies it). In such cases the referee must punish this block as a 'catch' (this should not be exaggerated).
6. In four different cases the team has a first hit (which counts as the first of the three touches of a team):
  - 6.1 The service reception hit
  - 6.2 The attack reception hit (not only spike, all attacks; see Rule 13.1.1)
  - 6.3 The hit of the ball coming from opponent's block
  - 6.4 The hit of the ball coming from the team's own block.
7. In accordance with the spirit of top international competitions and to encourage longer rallies and spectacular actions, only the most obvious violations will be whistled. Therefore, when a player is not in a very good position to play the ball, the 1st referee will be less severe in his/ her judgment of ball handling faults. For example:
  - 7.1 The setter is forced to make a very quick action to reach the ball in order to set.
  - 7.2 The player is forced to make very quick actions to play a ball after it has rebounded from the block or from another player.
  - 7.3 The 1st team contact may be freely made except if the player catches or throws the ball.

## **Rule 10 – Ball at the net and**

## **Rule 11 – Player at the net**

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1. The rule (10.1.2) gives the right to recover the ball from the opponent team's free zone. However, the ball can be recovered over the scorer's table as well on the opponent's side. In these cases, the players and coaches must recognize practically and make the appropriate movement in their own free zone to give space to the player who will replay the ball to his/her court!

If the ball crosses the vertical plane of the net, within the crossing space, to the opponent's free zone and is touched by the player attempting to return this ball back, the referees must whistle the fault at the moment of the contact and show "out".

2. The action of playing the ball at the net finishes when the player, after a secure landing, is ready to make another action.

The action of playing the ball is any action of players who are close to the ball and are trying to play it, even if no contact is made with the ball. This includes fake attacks. Attention should be paid to the following situations:

If a player is in his/her playing position on his/her court and a ball is driven from the opposing side into the net and causes the net to touch the player, no fault is committed by the latter. The player may apply a movement defending his/her body but has no right to do an active action towards the ball in order to change deliberately the path of the rebounding ball. The latter situation should be considered as a faulty net touch.

Contact with the net by a player's hair: This must only be considered a fault if it is clear that it affected the opponent's ability to play the ball or interrupted the rally (e.g. a pony-tail gets tangled in the net).

3. If a player touches an external part of the net (top band outside the antennas, cables, poles, etc.), this can never be considered as a fault, unless it affects the structural integrity of the net itself or the net touch is deliberate.
4. When the penetration into the opponent court beyond the centre line is with the foot, i.e. the foot hits the floor on the opponent's court, to be legal a part of it should remain in contact with the center line or above it.
5. On account of the top quality of the teams participating, the game near the net is of fundamental importance and therefore, referees and line judges must be particularly attentive, especially in cases where the ball rubs against the blockers' hands and afterwards is sent outside the court.

Additionally, the referees must be attentive to cases of interference. When the net between the antennae is contacted by the player during the action of playing, attempting to play the ball, or faking a play on the ball, then that is a NET FAULT. Where the natural rebound is affected by the deliberate action of an opponent moving towards the net, or where the net is caught and the ball is thrown out of the net (sling shot), then that is interference. A player preventing an opponent from moving to reach the ball legitimately is also guilty of interference. Breaking the ropes through contact/ catching them is also interfering with play.

6. In order to facilitate the collaborative work of the two referees, the division of work shall be as follows: the 1st referee will concentrate primarily on the path of the ball and the 2nd referee will focus on the net faults during the entire length of play at the net.

## **Rule 12 – Service**

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1. In order to authorize the service, it is not necessary to check that the server is ready – only that the player to serve is in possession of the ball. The 1st referee must whistle immediately. In normal flow of the game (no substitution, no sanction, etc.) for FIVB, World and Officials Competitions a duration of 15 seconds is available for service after the end of

the previous rally.

2. Before the 1st referee whistles for service, he/she should check whether a re-play is requested by TV and should delay whistling; its frequency and duration may vary on different competitions accordingly.
3. The 1st referee and the corresponding line judges must pay attention to the position of the server at the moment of the service hit or take off for a jump service. The server may start his/her service motion outside the service zone but must be fully inside at the time of contact (or the foot making the *final* contact with the floor must be fully inside the service zone at the moment of the take-off).
4. If the server is not coming normally to the service zone or does not accept the ball from the ball retriever, making an intentional delay, the team can receive a delay sanction. In order to avoid misinterpretation, the 8 seconds counts immediately after the 1st referee whistled for service
5. The 1st referee should pay attention to screening during the execution of the service when a player or group of players of the serving team, waving arms, jumping or moving sideways or by standing grouped, prevent their opponent from seeing the server and flight path of the ball until the ball crosses the vertical plane of the net. (i.e. both criteria need to be satisfied for player actions/positions to be judged as a screen). So if the served ball can be seen clearly throughout its path, until it crosses the net to the opponent, it cannot be considered as a screen.
6. The service cannot be authorized with whistle by the 1<sup>st</sup> referee if the team has not the correct number of players (e.g. there are 5 or 7 players) on court. In such case he/she should wait and remind the team and, if necessary, should issue a delay sanction. A similar procedure should be applied if a libero rotated into the position 4 and clearly is not replaced by the respective player.

### **Rule 13 – Attack hit**

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1. When controlling the back row player and the attack hit of the Libero, it is important to understand that such a fault is committed only if the attack hit has been completed (either the ball completely crossed the vertical plane of the net, or was touched by one of the opponents).

### **Rule 14 – Block**

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1. The blocker has the right to block any ball within the opponent's space; with his/her hands beyond the net provided that:
  - This ball, after the 1st or 2nd contact by the opposing team, is directed towards the blocker's court and
  - No player of the opponent team is close enough to the net in that part of the playing space to play the ball with a 2<sup>nd</sup> or 3<sup>rd</sup> contact.

However, if a player of the opposing team is near the ball, which is completely on his side of the net, and about to play it, the block touch beyond the net is a fault if the blocker contacts the ball before or during the player's action, thus having prevented the opponent's action.

After the third touch by the opponent, each ball may be blocked within the opponent's space.

2. Sets and allowable passes (*not* attacks) which do not cross the net towards the opponent's court may not be blocked beyond the net except after the third contact.



3. When a ball comes from the opponents (a “gift” or “free” ball), the referee must be able to distinguish between an attack action or a blocking action of the player who plays the ball. Because the type of action (gesture) with which the player plays such ball, will determine whether it is an attack or a block.

During an attack action (spike), the player uses a backswing of one or two arms then hits the ball directing it towards the opponent.

Meanwhile during a blocking action (block), the player stretches reaching over the net to intercept the ball with one or two hands **without backswing**.

4. If after the spike on the ball coming from the opponent (a “gift” or “free” ball), the ball rebounds from the net and hits the same player, this is a fault (double contact). But, if this “gift” or “free” ball is blocked against the top band of the net, the blocker may play it again as the first team hit.

### **Rule 15 – Regular game interruptions**

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#### 1. TO & TTO (in case of use)

1.1 When the coach requests a Time - Out, he/she must always use the official hand signal. If he/she only stands up, asks orally or presses the buzzer, or requests via the tablet, the referee must be sure that he/she is willing to request a time-out, being proactive, before granting/rejecting anything. If for any reason the request of the Time-Out is rejected, the 1st referee should decide if this is an intention to delay the game and sanction it according to the rules.

1.2 The assistant scorer must use the buzzer (or other similar device); to signal each Technical Time Out (TTO), in case these are exceptionally used by request of the organizers based in marketing agreement, after the leading team reaches the 8<sup>th</sup> and the 16<sup>th</sup> points in the set (this is not the responsibility of the 2<sup>nd</sup> referee). The assistant scorer must signal with the buzzer the end of the TTO.

#### 2. Substitution Procedure

2.1 The 2<sup>nd</sup> referee will stand between the net post and the scorers' table and – unless the substitution is shown by the scorer to be illegal – make a signal (crossing of the arms) for the players, to exchange across the sideline. If tablet substitution is used, there is no need to make the crossing signal unless the players are slow in exchanging at the side line.

In case of multiple substitutions, the 2<sup>nd</sup> referee will wait for the scorer's hand signal (or “scorer ready” if using wireless communication), that the previous substitution is registered and then he/she will proceed with the subsequent substitution.

In the case of tablet-driven substitution, the software prevents illegal substitutions and is registered on the score sheet automatically, so the 2<sup>nd</sup> referee only intervenes in extreme cases where delay is caused. The scorer's function, in this case, changes from inputting data to checking data, and then accepting (or rejecting) that data on the electronic device in use. Additionally, if the scorer has to record the substitution manually - via the e-score computer - the 2<sup>nd</sup> referee should make allowance for that and if necessary take a little longer over the process.

It should be noted that the request for substitution is always **the moment of entry of the player into the substitution zone**, regardless of the method employed or which scoring method is in use.

2.2 Multiple substitutions may only be done in succession: first, one pair of players, then another, etc., in order to allow the scorer to take due note and check them one by one. In case of multiple substitution, the substitute players should approach the substitution zone as one unit. If they are not a real couple, but there is a little time after the entrance of first player to the substitution zone when the second player arrives, and

it is obvious he/she is part of the substitution, the referees may be less severe, allowing the substitution. The slight delay by the second (third) player cannot cause any real delay on the game, i.e. the next player must be in the substitution zone, when the previous substitution's recording is done.

Again, with the use of the Tablet software, when used, multiple substitutions can be allowed at the same time, so speeding up the game. 2nd Referees are therefore to permit substitutions freely using this method.

2.3 It is very important to ensure that the players move quickly and calmly.

According to the actual method, the case of delay sanctions when substitutes are not ready to enter the match, should be minimized.

2.4 It is the 2<sup>nd</sup> referee's and the scorer's responsibility, not to use the whistle or the buzzer if the substitute player is not ready as requested.

If no delay was caused, the request for substitution should be rejected by the 2<sup>nd</sup>. referee without any sanction.

3. In case of an injury the referees should stop the game and allow the medical staff to enter the court.

4. The referees must study carefully and understand exactly the rule concerning "improper request" (Rule 15.11): Improper requests may follow delay warnings and/or sanction as there are specific definitions of improper request.

The 2nd referee must ensure that any improper request is recorded in the special section in the score sheet.

5. Where the electronic score sheet is in use, the scorer and assistant scorer must cooperate verbally with the recognition and recording of the Libero replacements.

6. Before the end of the next completed rally it is not allowed to request any type of additional regular game interruption after having already had a request rejected and sanctioned by a delay warning within the same time between one completed rally and the start of the next rally. For example, a team requested a Time-out after the whistle for service, but the game has been stopped and a delay warning was issued. The team now has no right to request either another Time-out, or a normal player substitution (except an exceptional substitution due to an injury or a forced substitution for an injured or sanctioned player) before the match is restarted.

7. In the case of an interrupted rally, it is improper to request any regular game interruption, except a forced substitution for an injured or sanctioned player, before the end of the next completed rally.

## **Rule 16 – Game delays**

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The referee must be perfectly familiar with the difference between an improper request and a delay.

If the game has been delayed due to an improper request, it should be considered and recorded as a delay and the team still has the right to commit another improper request.

Some examples among others, which should be considered as delay:

- to repeat any kind of improper request, regardless of the type of the first one
  - to request an illegal substitution and this error is discovered before the next service
  - to delay the game by asking the referee's permission to fasten footwear, which is considered by the referees as an intentional delay.
  - to repeat a late (after the whistle for service, but before the service hit) Libero replacement
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- to fail to replace the Libero who rotates to position 4 and referees are forced to remind the team about this obligation, and this situation creates a delay to the game.
2. The referees should prevent all unintentional or intentional delays by the teams. Most cases of “delay” for floor mopping requests are caused by lack of activity by the quick moppers. Local organizers should therefore prepare the quick moppers well in advance of the match, so that if they work quickly and enter the court **at the end of every rally**, there will be no need for players to request mopping – and hence delay warnings and sanctions will be minimised. During the match, the 1st Referee in particular must be pro-active to direct the work of the moppers. While it is acceptable for players to identify to the mopper on court exactly where there is a wet patch. It is the 1st referee’s responsibility to decide upon the mopping requests by the players, if they are obviously delaying the game, and, if necessary, to issue delay sanctions for these actions.
  3. Floor mopping
    - 3.1 Only the four (4) quick moppers equipped with 2 absorbent towels each, located 2 per playing court are responsible to keep the court clean and to mop the eventual wet spots.
 

Two (2) quick moppers, sitting at each side of the scoring table, will take care of the front zone of the court.

The other two (2) quick moppers are sitting at a place defined in the court layout and will take care of the back court mainly.

Immediately after the quick wiping, the mopper(s) must return to their respective position.
    - 3.2 The referees are not involved in the moppers’ operations. However, they have the authority to regulate the moppers’ operation, only in cases where the game is disturbed by the mopper(s), or if they do not do their work properly.
    - 3.3. In case of a dangerous wet spot on the court, the players have the right to request the moppers to wipe. However, to call the moppers without a reason should be considered as an intentional delay and be sanctioned
 

Should a team impede the resumption of the game following a time- out under the pretext of excessive wetness on the floor in front of their team bench, the 1st referee may issue a delay sanction.

Quick mopper towels should not be used to remove such wet patches as the liquid may contain isotonic salts or sugars which would be transferred to the court surface. They should use paper towels instead.
    - 3.4 If players, at their own risk, mop the floor with their own small towel, the 1st referee will not wait until mopping is over and players are in their playing positions. Should they not be in their correct place at the moment of the service hit, the corresponding referee will whistle the positional fault. Once again, using smooth refereeing and proactive interpretation is always the primary concept to judge these cases.

### **Rule 18 – Intervals and changes of courts**

1. During intervals, balls *other than the game balls*, may be used by players for warming-up in the free zone.
2. During the intervals all five balls remain with the ball retrievers. They do not have the right to give them to the players for warming-up. Before the deciding set, it is the 2nd referee who gives the ball to the first server of the set. During the time-outs and substitutions and

during the change of court in the deciding set at the 8th point, the 2nd referee does not take the ball. It remains with the ball retrievers.

## **Rule 19 – The Libero player**

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1. In the case where a team has two Liberos, the acting Libero should be recorded in the 1st of the two special lines reserved for Liberos, the latest before the coach signs the score sheet.
2. The consequences of an illegal Libero replacement should be the same as an illegal substitution.
3. In case of injury to the acting Libero, and if there is no 2nd Libero player on the team list, or the other Libero is not available (injured, ill, expelled), the coach can re-designate as a new Libero, one of the players (replacement player excepted) not on the court *at the moment of the re-designation*.

The process will be similar to the process of replacement, if the re-designation is done immediately after the injury, or, similar to the procedure of substitution, if the re-designation is done later on. This should be done with little formality as the coach/game captain is effectively confirming the decision he/she made by communicating it to the refereeing corps.

4. Pay attention to the difference between the exceptional substitution of an injured player and the re-designation of an injured Libero.

When a regular player is injured, and there is no possibility of a legal substitution, any player who is not on the court **at the moment of the injury** (except the Libero and his/her replacement player) *can substitute* for the injured player.

Compare this treatment to the re-designation of a new Libero when *any player who is not on the court at the moment of the re-designation* (except the acting Libero's replacement player or an original acting Libero who had earlier been declared unable to play) *can become the new Libero!* Be aware of the fact, that the re-designation of a new Libero is an option, which the coach can use or not.

5. In order to understand properly the meaning of Rule 19.3.2., the referees have to pay attention to the difference between the wording of Rule 25.2.2.2, which specifies that the scorer has to indicate any error of serving order immediately after the service hit, and Rule 26.2.2.2 which says that the assistant scorer has to notify the referees of any fault of the Libero replacement, without mentioning "after the service hit". That means, that the assistant scorer should notify the referees about a faulty Libero replacement immediately when that happens and Rule 7.7.2 should be implemented only in the case that the Assistant Scorer has missed the notification and a rally (or more) was played.
6. The referees should be able to tell the difference if a team has only one available Libero and he/she **becomes** unable to play (injured, ill, expelled or disqualified) and if he/she is **declared** unable to play. In the first case it is independent from the team, that the Libero cannot continue the game, meanwhile in the second case this is the team's (coach's or in his/her absence the game captain's) decision that the Libero will not continue the game. If the Libero **becomes** unable to play and in the game interruption a new Libero will be re-designated without any delay, he/she may replace the original Libero immediately and directly on the court. However, if the Libero on court is declared unable to play, first the player replaced by the Libero must re-enter the court, then after 1 completed rally the new re-designated Libero has the right to replace any back row player.
7. In some competitions, the team has the right to use a different Libero or Liberos in each game – in this case, refer to the Specific Competition Regulations.

**Rule 20 – Requirements of conduct**  
**Rule 21 – Misconduct and its sanctions**

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1. It is important to remember, that according to rule 21.2.1, the behavior of the participants should be respectful and courteous, also toward the Control Committee members, the organizers, their team mates and spectators. If the coach's (or any other team official's) attitude exceeds the disciplinary limitations laid down in Rule 21, the 1st referee has to apply the appropriate sanctions without any hesitation. A volleyball match is a sportive show of players, but not the team officials. Referees should not ignore this distinction.

It is the very strong instruction from the FIVB Rules of the Game and Refereeing Commission that where the coach indulges in excessive play acting or demonstration, or where the coach (or any other team member) addresses the FIVB Technical delegate of the match or other FIVB official in any appeal loudly or in an aggressive or derogatory manner, or insult (by doing so even just to attract attention of the crowd), then the 1st Referee must make a strict application of the sanctions scale. **The show must be for the play on the court and not for peripheral issues which detract from the main purpose of entertaining the crowd with spectacular play. The coach is not the show!**

2. Rule 21.1 deals with "minor misconducts" which are not subject to sanctions. It is the 1st referee's duty to prevent the teams from approaching the sanctioning level. It is crucial that the referees apply their personality to keep under control the "minor misconducts" in order to avoid sanctions later in the game.
3. Practical implementation on team members for misconduct leading to sanctions, as decided by the 1st referee:

3.1 Team member on the court:

The 1st referee must blow the whistle (usually when the ball is out of play, but as soon as possible when misconduct is serious). He/she then instructs the sanctioned player to approach the referee's stand. When the player is close to the referee's stand, the 1st referee shows the appropriate card(s) saying the reason why he/she is sanctioned.

The 2nd referee acknowledges this action and immediately instructs the scorer to record the appropriate sanction on the score sheet.

If the scorer, based on information on the score sheet, states that the 1st referee's decision is against the scale of sanctions, he/she must immediately inform the 1<sup>st</sup>. referee via wireless communication or the 2nd referee in case no wireless communication is in use.

3.2 Team member not on the court:

The 1<sup>st</sup>. referee must blow the whistle, direct the game captain to his/her chair and inform him/her the sanction applied to the concerned team member. It is the responsibility of the 1<sup>st</sup>. referee displaying the appropriate card/s to make clear for everybody, who is the sanctioned team member, and the team member must raise his/her hand acknowledging the sanction.

3.3 Implementation of sanctions between sets:

In case of a penalty, the 1st referee should show the red card at the start of the next set.

In case of an expulsion or disqualification, the 1st referee should call the game captain immediately to inform the coach concerned about the type of sanction (to prevent double penalization of the team) which should be followed formally by showing the cards at the beginning of the next set.

4. During the game, the referees must pay attention to the disciplinary aspect, acting with firmness when applying the sanctions for misconduct of players or other team-members. Referees should be reminded that their function consists of evaluating playing actions, and not of chasing after small individual faults.

### **Rule 22 – Refereeing corps and procedures**

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1. To inform the teams exactly of the nature of the fault whistled by the referees (for the public, TV viewers, etc.), the referees *must* use the official hand signals. Only these hand signals and no others (national or private hand signals or manner of execution) can be used unless it is extremely necessary to add some clarifying gesture for a better understanding of everybody!
2. Due to the speeding up of the game, problems may arise showing refereeing errors. To prevent this, the refereeing corps must collaborate very closely; after each playing action they should glance at one another to confirm their decision.

### **Rule 23 – 1st referee**

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1. The 1st referee must always cooperate with his/her fellow officials (2nd referee, challenge referee, scorer, line judges,). He/she must let them work within their competence and their authority.

For example: after whistling for the end of a rally, he/she should immediately look at the other officials (and only then give his/her final decision with the official handsignals):

- When deciding whether a ball was in or out, he/she should take direct action to decide. He/she should confirm by looking at the line judge in charge of the line close to the place where the ball landed; Although the 1st referee is not the line judge, naturally he/she has the right to supervise and even **the obligation**, if necessary, to overrule his/her colleagues;
  - During the match, the 1st referee must often look at the 2nd referee who is facing him/her (if possible after each rally and also before each whistle for service execution), in order to find out whether he/she is signaling a fault or not (e.g. four contacts, double, etc.).
2. The question whether the ball "out" was touched previously by the receiving team, is checked by the 1st referee and the line judges. It is however, the 1st referee who makes the final decision with his/her hand signal, after seeing the signals of the other members of his/her refereeing corps.
  3. He/she should always make sure that the 2nd referee and the scorer have sufficient time to do their administrative and registration work. If the 1st referee fails to give the necessary time for the control and administration of the facts, the 2nd referee must stop the continuation of the match by whistling.
  4. The 1st referee may change any decision of his/her fellow officials or of his/her own. If he/she has made a decision (whistled) and then sees that his/her colleagues (2nd referee, line judges or scorer) have, for instance, made a different decision, the 1<sup>st</sup>. referee can also order the rally to be replayed.
  5. If the 1st referee finds that one of the other officials does not know his/her job, or is not acting objectively, he/she must have him/her substituted.
  6. Only the 1st referee may apply misconduct and "delay" sanctions. If officials, other than the 1st referee, notice any irregularity, they should signal and go to the 1st referee to inform him/her of the facts. It is the 1st referee and only him/her who applies sanctions.

## **Rule 24 – 2nd referee**

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1. The 2nd referee must be of the same competence as the 1st referee. He/she will replace the 1st referee in case of absence or in case the 1st referee is unable to continue his/her task.
2. During the exchange of play near the net, the 2nd referee must concentrate on controlling the illegal touch of the whole net by standing on the blockers side, on all illegal penetrations beyond the center line, and on the illegal playing actions on the antenna at his/her side.
3. The 2nd referee must also carefully check, before and during the match, if the players are in correct position, on the basis of the pole tablet or the "line-up sheet". In this work, if the pole tablet is not in use, the 2nd referee is assisted by the scorer, who can tell him/her which player must be in position 1.
4. He should not, orally or physically, direct any of the players to their indicated position. If there is some discrepancy between the players' position and that indicated in the line-up sheet, the 2nd Referee should call the game captain or the coach in order to confirm the proper position of the players.
5. The 2nd referee must pay attention to the fact, that the free zone must always be free from any obstacle which can cause an injury to a team member (drinking bottles, 1st aid kit, etc.).
6. During TO and TTO (in case of use), the 2nd referee should not stay in a static position. The 2nd referee can adjust the movement pattern to turn:
  - Toward the scorer, to control his/her work.
  - To the assistant scorer, to obtain information about the position of the Liberos.
  - To the 1st referee, to receive and/or to give information, if necessary.
  - To the teams, to determine if the Libero is about to attempt a "hidden replacement"
7. If during the match, the 2<sup>nd</sup>. Referee observes unsportsmanlike gestures or words between the opponents, on the first occasion when the ball is out of play, he/she can order the players to change his/her behavior asking them to calm down. If the situation remains the same, he/she must inform the 1<sup>st</sup>. referee.

## **Reserve Referee**

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The following activities are under the responsibility of the Reserve Referee:

1. To replace the 2nd referee in case of absence or in case that he/she is unable to continue his/her work or in case the 2nd referee became the 1st referee.
2. To control the substitution paddles (if they are in use), before the match and between the sets.
3. To check the operation of the bench tablets before and between the sets, if there is a problem.
4. To assist the 2nd referee in keeping the free zone and the penalty area free.
5. To control the substitute players in the warm-up area and on the bench, and any team member sent to the Penalty area (if used).
6. To bring to the 2nd referee four match balls, immediately after the presentation of the starting players.
7. To give the 2nd referee a match ball after he/she has finished checking the players' standing position.
8. To assist the 2nd referee with guiding the work of the moppers.

## **Challenge Referee and New Technology**

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**Technological innovations are appearing very quickly in relation to our modern game. In most of the FIVB competitions now, the use of Tablets is mandatory, as are e-score**

sheets, and headsets for wireless communication. The FIVB International Referee must be familiar with these. The details of how these are to be used, and in particular how this relates to the Challenge process/ substitution process can be seen in the specific competition handbooks.

Following the recent decision by FIVB the Challenge referees acting on top FIVB events are nominated from the special Challenge referee staff. They work in a competition solely as Challenge referee. Consequently, the referees are involved only as 1<sup>st</sup> and 2<sup>nd</sup> referee.

The following recommendations are to be applied by the Challenge Referee and during Challenge procedure:

1. All FIVB International referees nominated for FIVB competitions must carefully study the Challenge regulations approved for any competition and strictly abide by them.
2. The Challenge referee shall wear an official IR uniform while performing his/her functions.
3. During **WIRELESS** communication between referees it is mandatory to use simple volleyball terminology sentences in English to indicate the nature of a requested challenge, e.g. "ball in or out", "touch the net", "touch the antenna", "service foot-fault", "attack-line foot-fault", "touch the block", "center line penetration" etc. The recommended order of information directed to the Challenge referee to initiate the Challenge procedure: **Who – What – When**. For example: "**Challenge by team Italy – touch of the net – in the middle of a rally**".
4. Ball "in" or "out" challenge shall be evaluated by a challenge referee on a Challenge team monitor with automated tracking system. The decision is fully based on technology.
5. If a referee interrupted the rally by whistling a fault (except "in or out") which subsequently was challenged and proved to be a wrong **CALL**, then a replay shall be carried out due to this referee error. For example: a first referee called "four hits" or "double hit" when a ball was smashed into the upper part of the net and rebounded back, being contacted by the same team, and the first referee didn't notice any block contact, but later, after a "block" challenge it was clear that a block contact took place, then a replay shall be called by the 1st referee.
6. The Challenge referee can accept the advice of the Challenge operator /especially, if Hawk-eye system is in use/ about the cameras with the best view for evaluation, because they are an important part of the challenge process and their expertise can avoid wasting time during the revision process. Under no circumstances must the conclusion of the Challenge referee be made by a "guess" or "prediction", or "anticipation" basis. Only if a Challenge referee is absolutely visually sure about the situation can he/she announce the decision. Any doubts shall be interpreted in favour of the previous referee decision.
7. According to the Challenge regulations in force, challenges of playing actions from the menu of allowable challenges may be requested at any point of the rally; the Challenge referee shall clearly instruct the Challenge operator about how to find the requested moment. If during the reviewing process another fault (previous to the challenged one) has been found, then this earlier fault, has to be announced by the challenge referee as deciding the rally.
8. The Challenge Referee advises the 1st referee of the nature of the fault. However, the 1st referee must take the final decision based on the evidence provided. It is **not** advised, however, that a 1st referee should over-rule the Challenge Referee's evaluation and mainly in cases of the foot-faults during a service or back-row player attack hit.
9. Where a fault occurs clearly after the ball is out of play, yet was nevertheless challenged by the coach, this advice must be given to both referees and an appropriate caption shown on the screen.



## **Rule 25 – Scorer**

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1. The scorer's work is very important, particularly during international matches, where the members of the refereeing corps and of the teams, are from different countries. All FIVB international referees must know how to fill in a score sheet; and, if necessary, they must be capable of doing the work of a scorer.
2. The scorer:
  - 2.1 If tablets are not in use, the scorer must check - after receiving the line-up sheets and before the start of each set - that the numbers on the line-up sheets can also be found on the score sheet team member list (if not, he/she must report to the 2nd referee).
  - 2.2 Reports to the 2nd referee the 2nd time-out and the 5th and 6th substitutions of each team (who reports, then, to the 1st referee and to the coach). This applies even when bench and post tablets are in use.
  - 2.3 Must cooperate, very attentively, during the substitution process:
    - 2.3.1 Unless the scorer indicates the substitution is illegal, the 2nd referee can enforce the substitution of players with a crossing of the arms signal, but only if necessary, to speed up the exchange.
    - 2.3.2 At the moment, when the 2nd referee took his/her position after finishing the substitution the scorer must concentrate to check if the player making the service hit follows the rotation order or not. If not, he/she must be ready to stop the play by pressing the buzzer, immediately after the service hit was executed.
    - 2.3.3 The scorer has to look at the substitute player in the substitution zone and to compare the number with data from the score sheet. If he/she discovers that the request is illegal, he/she immediately pushes the buzzer and raises one hand, moving it from side to side, and says: "the request for substitution is illegal". In this case, the 2nd referee must immediately go to the scorers' table and check, on the basis of the score sheet data, the illegality of the request. If confirmed, the request must be rejected by the 2nd referee and the 1st referee must sanction the team with a "delay".
    - 2.3.4 In the event that the team requests more than one substitution, the process of substitution must be done consecutively, so that the scorer has time to register each substitution by pressing the "ACCEPT" button.

The scorer must, however, use the same process for each substitution.
    - 2.3.5 In the event that Tablet driven substitution is used, along with additional technological hardware, the scorer must monitor the score sheet computer screen to ensure that the data going into the record is what is actually occurring on the side line. In case there is a discrepancy between the player entering the substitution zone and the number transmitted via tablet, the real player should be considered, and the scorer has to correct and accept the substitution manually. Verbal communication between scorer and referee is encouraged at this point, and the 2<sup>nd</sup>. Referee must allow a little extra time for the process. As the substitution may also coincide with a Libero replacement, extra care must be taken here.

Now the scorer simply informs the referees via wireless system telling them: "**Scorer ready**" and the 2<sup>nd</sup> referee's "OK" can also be verbal only. If the system does not work properly or due to a big noise it cannot be heard clearly, he/she is still obliged to show the two handed OK signal.
  - 2.4 Should register sanctions on the score sheet only on the instruction of the 2nd Referee; or in case of a protest indicated according to the rules, and with the

authorization of the 1st referee; writes or permits the team captain to write the remark on the score sheet.

- 2.5 Must write a remark if a player is injured and removed from the match by regular or exceptional substitution. The remark should indicate the number of the player injured, the set during which the injury occurred, and the score at the time of the injury.

## **Rule 26 – The assistant scorer**

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1. The assistant scorer sits close to the scorer. In case the scorer is unable to continue his/her task he/she acts as the substitute for the scorer.
2. His/her responsibilities are:
  - 2.1 To support the scorer to identify Libero replacements.
  - 2.2 To direct and control the timing of TTO (if where applicable), to press the buzzer when it starts to measure its duration and to signal its end, with the buzzer.
  - 2.3 To handle the manual scoreboard on the scorers' table.
  - 2.4 To check if the scoreboard shows the right results and if not, to correct it.
  - 2.5 During TO's and TTO's (if where applicable), to inform the 2nd referee about the position of the Liberors, by using the hand signal of "in" and "out", but only with one hand for each team.
  - 2.6 To forward to the Game Technical Delegate, immediately after the end of each set, the information about the duration of each set and the starting time and end time of the match, in written form.
  - 2.7 Where necessary, to assist the scorer by pressing the buzzer to acknowledge and announce substitution requests.
  - 2.8 To verbally assist the scorer with information during the substitution process.

## **Rule 27 – Line judges**

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1. The line judges' work is very important, especially during high level international matches.
2. In FIVB, World and Official Competitions, the color of the flag should be red or yellow.
3. The line judges:
  - 3.1. Must be present at the alcohol test. In time and place determined by the Specific Competition Regulations, wearing the LJ uniform
  - 3.2. Besides ball "in" or "out" and service line faults, they are required to:
    - 3.2.1. Signal when the ball touches the antenna, crosses over it, or flies outside it, into the opponent's court; the line judge **facing to the direction of the ball**, must signal the fault,
    - 3.2.2. Signal clearly, to ensure beyond any doubt that the 1st referee sees them.
  - 3.3. In case of using a Challenge system with the cameras positioned along the lines it is **OBLIGED** for line-judges to occupy such a position which will not cover the cameras' sight, i.e. about 0,2 - 0,3 m aside the line, to permit the best view of the ball as it approaches. In this way the challenge camera is not obscured. (Note: not all Line judge positions are affected by camera positions).
4. The line judge should relax between rallies.

5. The line judges should leave their position during TO & TTO (if where applicable) and stay at the respective corners of the playing area, behind the advertising barriers. If this is not possible during set intervals, they should stand two-by-two in the gap between the advertising panels at the team bench side of the court.

## **Rule 28 – Official hand signals**

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1. The referees must use only the official hand signals. The use of any other signals should be avoided, but in any case, they should be used only when it is absolutely necessary to be understood by the team members.

The following, however, gives more detail to the sequences which should and should not be employed during a match.

2. **Decision by the 1st Referee.** The 1st Referee will signal the end of the rally (or fault) by the whistle, indicate side to serve next, indicate the nature of the fault, then the player at fault (if necessary). The 2nd Referee will not take part in any of this signaling, but will, however, simply walk to the side of the team to receive next. Eye contact with the 1st Referee will still be required. Assistance during or at the end of the rally for “touches” (if the “touch” is not clear) or “four hits” is still expected. These actions can be done before the 2nd Referee moves, so that the 1st Referee is in full possession of the facts.
3. **Decision by the 2nd Referee** The sequence by the 2nd Referee: whistle, indicate the nature of the fault, indicate (if necessary) the player at fault, pause, then follow the 1st Referee’s signal for side to serve next.
4. **Time out Request:** this is normally done by the 2nd Referee (but is still within the remit of the 1st Referee if the 2nd Referee does not hear/ see the request by the coach). The 1st Referee does not need to repeat this.
5. **Replayed rally/ double fault.** While both Referees may whistle this incident and indicate by signal the replay (e.g. ball rolling on to court, player injured during a rally, etc.), it normally remains the 1st Referee’s task to indicate the side to serve. The 2nd Referee will only copy the 1st Referee’s signal for the team to serve next if he/ she actually whistled the stoppage in play.
6. **Both Referees whistle at the same moment to stop play but for different things.** Here each referee will indicate the nature of the fault – but this time because the 1st Referee must decide which course of action to follow after this, ONLY THE 1st REFEREE will indicate the “double fault” signal and indicate team to serve next.
7. **Player serves too early** (before the whistle). This is entirely the job of the 1st Referee to indicate replay and team to serve next.
8. **End of set.** This is done by the 1st Referee. The 2nd Referee may, if the 1st Referee has not noticed the score, politely remind the 1st Referee with this signal, but this should remain exclusively the responsibility of the 1st Referee.
9. When the 2<sup>nd</sup>. Referee does whistle for a fault, he/she must be careful to show the hand signal on the side where the fault was committed.
10. Referees must whistle quickly, with certainty in signaling faults, having taken into consideration the two following points:
  - 10.1. The referee should not signal a fault, when urged to by the public or players.
  - 10.2 When fully aware of having made a misjudgment, the referee ought to rectify his/her error (or that of other members of the refereeing corps), on condition that this is done immediately.

11. The referees/ line judges should pay attention to the correct application and use of the 'out' flag signal:
  - 11.1. For all balls that land "directly out" after an attack or a block by the opposing team, the flag signal of "ball out" must be used.
  - 11.2. If a ball from an attack hit crosses the net and touches the floor outside the playing court, but a blocker or other player of the defending team touches it, the officials must show only the flag signal "ball touched".
  - 11.3. If a ball, after a team has played it with the 1st, 2nd or third hit, is out (e.g. touches the floor outside the playing court, touches an object outside the court, the ceiling or a person out of play, advertising panel, etc.) on its own side, the flag signal is "ball touched".
  - 11.4. If after an attack hit the ball is smashed into the top of the net and after that it lands "out" on the attacker's side without touching the opponent's block, the hand signal is "out", but immediately after it the attacking player must be indicated (so that everybody understands that the ball was not touched by the blockers). If, in the same case, the ball touches the block and afterwards flies out on the attacker's side, the hand signal is "ball out" and the 1st referee should indicate the blocker(s).
  - 11.5. If the ball is spiked and becomes out on the opponent side, because it hits or is contacted by the coach within the free zone or another person not in play, the hand/flag signal is "out".
12. Where an attack hit is completed from an overhand finger pass (setting action) by the Libero in his/her front zone, the 1st referee must use the hand signal no. 21 (attack hit fault) and point at the Libero.
13. The line judge's flag signals are also very important from the point of view of the participants and public. The 1st referee must check the line judge's flag signals if they are not properly done, he/she may correct them.

During high level international matches, where the speed of the attacks could be 100 - 120 km/hour, it is very important that the line judges concentrate on the movement of the ball, especially attack balls touching the block before going out.
14. If the ball doesn't pass the vertical plane of the net after the third hit of the team, then:
  - 14.1. If the same player who plays the last ball touches the ball again, the hand signal is "double hit".
  - 14.2. If another player touches the ball, the hand signal is "four hits".

## GAME MANAGEMENT

### **REFEREES' PROCEDURES – BEFORE, DURING AND AFTER THE MATCH (see also the INTERNATIONAL PLAYING PROTOCOL)**

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#### **1. Before the match**

- 1.1 The officials must be present in the venue in their referee uniforms at least 1 hour and 15 minutes before the scheduled starting time of each match.
- 1.2 The 1st, 2nd, Challenge and reserve referees as well as the scorers and line judges should submit themselves to the alcohol test (if it will be applied), carried out by the medical doctor of the organizer.
- 1.3 If the 1st referee has not arrived in due time, the 2nd referee should begin the procedures of the match, after requesting authorization from the Referee Coach and/or Game Technical Delegate.
- 1.4 If the 1st referee fails to arrive or has not successfully passed the alcohol test or he/she is not able to conduct the match for any medical reason, the 2nd referee should conduct the match as 1st referee and the reserve referee takes the place of the 2nd referee. In the case where there is no reserve referee the organizer together with the FIVB Technical Delegate need to decide who is to act as 2nd referee.

#### **2. During the match:**

- 2.1 The 1st fault to occur must be penalized. The fact that the 1st and the 2nd referees have different areas of responsibility makes it very important that each referee whistles the fault immediately. On the whistle of one of the referees, the rally ends. After a whistle by the 1st referee, the 2nd referee has no further right to blow his/her whistle, because the rally ends with the 1st whistle of the referees. If the two referees blow their whistles one after the other – for different faults – they cause confusion for the players, public, etc.

#### **2.2 REPLAY**

During World, FIVB and official competitions, the host broadcaster can ask for a 'replay delay', if the necessary installations are made and agreed by the Organizing Committee and the FIVB Control Committee. The necessary installation is an electrical lamp, fixed on the post in front of the 1st referee, linked to the host broadcaster representative, who gives a signal by illuminating the lamp for a slight delay of time, for an instant replay of a previous action. However, there are some extremely spectacular plays which the TV may wish to replay several times, so that it is recommended that 1st referees are not too quick in restarting the match, in these cases. The referees have a duty to allow the sport presentation to celebrate the excellence of the play. To avoid the case, when the whistle for the next service is already done, but the replay is still going on, it is recommended for the 1<sup>st</sup>. referee to check the situation on the giant screen (if used) installed in the hall.

#### **2.3 INTERVALS**

##### **For normal (3 minute) intervals between sets 1 to 4:**

**TEAMS:** At the direction of the 1st referee the teams change courts each team as one unit; as the players pass the net poles they go directly to their team bench.

**SCORER:** At the moment the referee blows the whistle ending the last rally of the set, the scorer must start the timer for timing of the set interval.

**2'30**– The 2nd referee blows the whistle or the scorer sounds the buzzer.

TEAMS: At the direction of the 2nd referee, the six players registered on the line-up sheet go directly onto the playing court.

REFEREES: The 2nd referee will check the players' standing positions, then authorizes the acting Libero to enter the court.

The ball retriever will then give the ball to the server.

**3'00**– The 1st referee whistles for service.

#### **Interval before the deciding set:**

TEAMS: At the end of the set before the deciding set, at the direction of the 1st referee, the teams go directly to their team bench.

CAPTAINS: Report to the scorer's table for the *toss*.

REFEREES: Report to the scorer's table to conduct the *toss*.

**2'30**– The 2nd referee blows the whistle or the scorer sounds the buzzer.

TEAMS: At the direction of the 2nd referee, the six players registered on the line-up sheet, go directly into the playing court.

REFEREES: The 2nd referee will check the players' standing positions. then authorizes the acting Libero to enter the court and gives the ball to the server.

**3'00**- The 1st referee authorizes the 1st service of the set.

#### **When the leading team reaches the 8<sup>th</sup> point:**

TEAMS: At the end of the rally, at the 1st referee's signal the six players of each team as a unit change courts without delay, as the players pass the net poles they go straight to the playing court.

REFEREES: The 2nd referee checks that the teams are in their correct rotation order and that the scorer is ready and then signals to the 1st referee, that everything is ready for the continuation of the game.

#### **During Time-Outs, Technical Time-Outs (if where applicable) and intervals**

The 2nd referee calls the players to move close to the bench.

If the teams are ready to enter the court **before** the TO or TTO (if where applicable) finishes, the 2<sup>nd</sup> referee **must allow** the players to take their position and wait there until the 30 secs or the 60 secs ends. Then, the 1<sup>st</sup> referee will blow his/her whistle for service.

If there is an extended interval between the second and third sets, the teams and the referees must leave the control area and go to their dressing rooms. They must be back in the playing area three minutes before the third set starts.

### **3. After the match**

As indicated in the FIVB protocol published in the respective Handbook, the two referees stand in front of the referee's chair. The 1st referee blows his/her whistle, the two teams come along the side lines to the referees, shake the hands of the referees, then walking along the net, shake hands with the opponents and return to their benches. The 1st and 2nd referees go along the net to the scorers' table, check the score sheet, sign it and thank the scorers' and line judges for their work.

With this fact, the referees' work is not finished! They must check well the sportsmanlike behavior of the teams, even after the whistle for the end of the match! As long as the teams stay in the control area, all unsportsmanlike behavior after the match must be checked and reported to the Game Technical Delegate and written in the score sheet under "Remarks" or in a separate report.

## International Playing Protocols

For the FIVB's Volleyball Nations League and any other top-level event, the playing protocol will be organized by a special **Sports Presentation** team.

The Playing Protocol may vary for different competitions. Therefore, it is strongly recommended for the referees to study them carefully before the respective event and follow them on the matches.

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### **WORKING PROGRAMME**

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#### Arrival before tournament

The referees must reach the host city of the competition as indicated in their assignment. They must take their official uniforms with them.

#### Clinics

Theoretical and practical Refereeing Clinics will take place before the start of the competition with the attendance of referees, scorers, line judges, moppers, ball retrievers and court announcers.

#### Comments on refereeing

A short briefing is held after the match in the referees' room, where the Referee Coach will provide feedback on the referees' performance and the referees should self-evaluate what they did well and what they could improve. If a general important topic has been raised, on the next day, a morning meeting with the Refereeing Sub-Committee members and all the referees of the competition might take place.

During this meeting, if required or possible, videos taken during the games should be used to help with explanations of both errors and successful performances. In order to unify the technical quality of the refereeing at the top level.

#### Information on assignments

Assignments to the matches will be notified to the 1st, 2nd, challenge and reserve referees normally:

- 1) 12 hours in advance or
- 2) the night before the match
- 3) communications is made by copy of the R3 send through WhatsApp Group.

#### Behavior

The FIVB has confidence in each referee assigned for the different competitions.

The referees responsible for the management of the matches during the competition must show exemplary conduct throughout the competition, from their arrival until their departure from the city/cities in which the competition is hosted.

They are to respect strictly the timetable of all the activities, which had been fixed by the Refereeing Sub-Committee, and maintain the image of the referees inside and outside the sports halls.

The Refereeing Sub-Committee is duly empowered to suspend from function and even disqualify, depending upon the fault, any member of the refereeing corps whose conduct is not of the standard expected from them.

