

Duties – First Referee

- Has ultimate authority over the match
- May overrule any other official
- Inspects playing area and equipment
- Conducts coin toss and captains' meeting (may request R2 to conduct deciding-set coin toss)
- Supervises team warm-ups (may request R2 to time each segment)

Duties – First Referee

- Determines serving faults and screening
- Whistles positional faults of the serving team
- Whistles ball handling violations
- Communicates with R2 during match
- Assesses sanctions
- Indicates which team scores points and serves next
- Verifies and signs the scoresheet at the end of the match

Duties – Second Referee

- Assists R1
- Verifies lineups for each team before each set
- Mimics all signals of first referee
- Discreetly signals violations blocked from R1's view
- Works with scorekeeper and assistant scorekeeper

Duties – Second Referee

- Mechanics:
- Focus on receiving team at service
- Transition to blockers' side during rally – move immediately on contact of service, and quickly throughout the rally
- After play, step away from post to side of net of the team at fault, then mimic first referee

•If R2 whistles the fault, the step must be to the side at fault be on the correct side of the pole don't reach around

Duties – Second Referee

- Mechanics
- Scan both benches during dead balls to be attentive to timeouts, substitutions or other needed communication
- Serve and protect the first referee, especially as first response to coaches' concerns; do not delay the match to entertain questions or comments regarding judgment decisions
- Authorizes and controls timeouts and substitutions
- Supervises injury situations
- Verbally and visually notifies coach when 10th, 11th, and 12th substitutions are used
- Whistles player contact with the net and antennas (on both the R1 and R2 side of the court)
- Whistles player contact with any portion of the net in accordance with Rule 11.3.1
- Whistles antennas on R2's side of court; may also assist first referee with a ball crossing behind the first referee
- Whistles center line violations
- Whistles positional faults of the receiving team
- Whistles back row player faults (signal to R1 first)

Duties – Second Referee

- Whistles a ball contacting the floor (signal to R1 first)
- When the R2 is certain that a ball had contacted the floor (i.e., "pancake" play), indicate this to the first referee
- If the R1 has not seen the ball hit the floor and has not seen the R2's help, the R2 may blow the whistle
- Stops play for balls crossing the net outside the R2's antenna (Pursuit Rule implications)
- Stops play when a ball contacts an object/equipment outside the antenna
- Communicates with first referee during match

Captains' meeting

- Introductions
- Ground rules, gym specific
- Warm-up protocol
- Match format per tournament protocol
- Jewelry, single flat band ring allowable for adult competition only
- Libero replacements & substitution procedure
- Sanction procedure
- R2 input
- Answer questions
- Coin toss, serve/receive or choice of court

Scorekeeper

- Review scorekeeper duties
- Recording subs, time-outs and sanctions;
- Informing referees of subs, time-outs taken and illegal substitutions;
- Verify server before each serve;
- Ensure lineups are recorded correctly;
- End of set/match procedures

Assistant Scorekeeper

- Review assistant scorekeeper duties
- Use of tracking sheet for Libero replacements and substitutions
- Handling illegal Libero replacements; "The number before and after the 'L' must be the same"
- Communication with scorekeeper
- Discuss the procedure for notifying the referees of an illegal Libero replacement (after the contact of the serve)

Line Judges

- Positioning on court
- Prior to match
- The line judge responsible for the line nearest to where the ball lands should be making the “in” or “out” signal
- Either line judge may give “touch” or antenna signals
- During time-outs (mid-point of endline)
- Between sets (neutral area)
- When server is within 4’-5’ of line judge (step behind server in line with sideline extended)
- Review calls and signals
- Balls landing “in” on any part of the line is in, flag/hands point to the ground
- Balls landing “out”, outside of the court or touching an object outside the court, flag/hands held high
- Foot faults by the server point to line and wave flag
- Foot faults by players outside the court lines
- Touches; hand on top of flag hold the signal
- A ball contacting a player’s long hair is not considered a touch of the ball
- Help with “pancake” digs near the floor

Line Judges

- Review of calls and signals
- Balls crossing over or outside an antenna
- Ball touching an antenna, point & wave
- Implications of “Pursuit Rule,” if being used
- If ball is pursuable: no signal
- If ball is retrieved and the return path is completely inside the antenna, signal antenna fault
- If player pursues a ball which is not pursuable, on contact, line judge signals “out”

- Screened from viewing a play
- Reporting rude remarks or inappropriate behavior
- Review signals (with or without flags)
- Signals should be held long enough to be seen by a referee

NOTE: If the "Pursuit Rule" is in effect:

-if ball is pursuable: no signal

-if ball is retrieved and the return path is completely inside the antenna, signal antenna fault