



Pre-Match Conference with Partner

1. Ground Rules
2. What you want help with R1 and R2
3. Control of Benches - subs don't come toward court-must sit
4. Signal from R2 to R1 for Yellow and Red Cards if needed
5. Crowd Control Problems – know who the administrator is so you can go to them when needed.

Time Management Leading up to Game

1. 30 mins. – 20 mins. Check Net Height, Antennae (outside edge of line) & Padding (poles & ref stand to 5'. Poles, buckles and metal on cables), 2 Balls same brand name (4.3-4.6), Clock Set-Up, Obstructions, Uniforms, Jewelry. Home Team Bench is Established
2. 20 mins. Captains and Coaches (One who shows up is head coach for the entire match) Clock starts at 20 for varsity match that follows JV
3. 15 mins. - Start Warm-Ups with serving team on court 1st. Stop clock at 15 & 9, R2-Find Scorekeeper and Libero Tracker and give instructions.
4. 10 mins. - Rosters Due, R1 - Talk to Lines people and Ball Shaggers
5. 2 mins. - Lineups Are Due (Loss of Rally if not in)

Coaches and Captains Meeting Points of Emphasis (No Longer than 2 Mins.)

1. Introductions – Ref & Ump Stand Together Facing the Court
2. Ground Rules. (Obstructions, Playable, Non Playable –Vertical Backboards)
3. New Rules. (First 3 Weeks Only) Libero Serving, Lineups, Backrow Set
4. Sportsmanship (Coaches and Players)
5. Coin Toss (Visiting Team Calls) Winner Selects Serve or Receive. Home Team Calls Coin Toss Before Deciding Game
6. Serving Team On Court First 6 Mins.
7. Coaches Verify Players Wearing Legal Uniforms – “Remember coach, they cannot change jerseys in the gym.”

Discussions with Line judges/& or Shaggers

Line Judges

1. Encourage them to Stay Whole Match. (Especially Varsity)
2. Where to Stand
3. Signals with and with out Flag – (How to hold the Flag)
4. Antennae Call

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5. Movement.
6. During Time-Out-stand on R1's side at attack line, don't go through the court (linejudge hold ball if your side is serving, unless you have shaggers), go back with 15 secs. left or when both teams are out of huddle.

Shaggers.

1. Where to stand (2 shaggers, 3 shaggers) – on R1's side of the court, w/towel
2. How to rotate the balls – one ball at each end. Server has 3rd one.

Discussions with Scorekeepers

1. Blue or Black and Red Pens.
2. Quiz them on scoring with an impromptu game.
3. Ensure Lineups are Recorded Properly on Scoresheet
4. Let R2 know if they did not get point or substitution.
5. Time out recorded in the TO section & in the running score with T & Tx.

Introduction of Players and Bringing Players onto Court

1. After National Anthem & introductions, whistle and beckon both teams to shake hands at net. (Due to flu, teams may just do a verbal greeting at the net.)

Lineup Checks-Libero Switch

1. R2 Check Line-Up. Check one side, and then beckon Libero onto the court. Check other side, and then beckon Libero onto the court. Put lineups on the scores table and give the game ball to the server
2. R2 signals by pointing to R1 with whole hand that they are ready. R2 must be standing on receiving side of court with whistle in mouth.

Signals

1. Centerline or serving line fault – point to line once with single finger.
2. Ball completely crosses centerline of court – point to line once with single finger.

Timeouts

1. R2 should whistle time out – signal in front of chest
2. R2 does not HAVE to give T.O. taken at the beginning of the T.O.
3. R2 during T.O. check score sheet and Libero tracking sheet for accuracy.
4. R2 with 15 secs. left, blow whistle and bring teams back onto the floor. R2 must always end T.O. with a whistle if the horn does not end the T.O.
5. R2 at end of T.O. gives T.O. taken to R1. Then give the game back to R1 - point with whole hand to R1.



Substitutions

1. Substitutions are made one at a time inside the 10 - foot line.
2. R2 should stay squared to court.
3. Give both a beckon with hand and verbal go to get subs into the game
4. Get subs into the game first then give numbers to scorekeeper.
5. If team wants to sub during T.O. administer at the end of T.O.
6. When finished, step to the serve receive side & with whistle in mouth, give game back by pointing to R1 with whole hand.

When does R2 mimic R1?

1. Each loss of Rally/Point, violations or replay/reserve
2. Time out if R1 whistles. R1 should give the signal to R2 and allow 2 seconds for R2 to whistle
3. NEVER for ball served into the net signal

When does R1 mimic R2?

1. Violations whistled by R2
2. The number of the player in the net or across the center line
3. Time out & signal how many TO taken at END of Time Out
4. When giving a players number use right hand to give 5 and 10s. Left hand single digits

What can R2 Whistle?

1. Net infractions.
2. Center line infractions - Centerline or serving line fault – point to line once with single finger; Ball completely crosses center line of court – point to line once with single finger.
3. Time outs.
4. Substitutions.
5. Ball outside antennae on R2 side.
6. Ball out of bounds on R2 side.
7. Ball into antennae on R2 side.

What discrete signals does R2 give to R1?

1. Back row attack
2. Back row block
3. Ball down
4. 4 contacts



5. 2 contacts – that occur away from R1’s field of vision
6. Prolong contact – that occurs away from R1’s field of vision
7. Yellow and Red cards

Action between games

What should the R1, R2 and linejudges be doing at this time?

1. R1 Scanning the court to make sure everything is proceeding smoothly
2. R2 Make sure the score sheet, libero tracking sheet are right. Proactive getting the line up sheet in on time.
3. Line judges should go to the scoring table

Actions between deciding game of match

1. Teams will be released to their benches before the coin toss.
2. R2 conducts coin toss with captains on R2’s side of the court. Home team’s turn to call heads or tails.
3. Clock starts after the coin toss is decided and the R1 signals for the teams to switch sides. Teams switch sides in front of scorer’s table.

End of match

1. Signal end of match. Page 62 #23 in Rule Book.
2. Officials go to the scorer's table, gather their belongings & exit the gym.

Post Match Talk with Partner

1. What was done well?
2. Any controversy – ask questions
3. What could have been done better?
4. Signals (Were we on the same page?)