



REFEREEING GUIDELINES and INSTRUCTIONS

2014 Edition

Rule 8 – States of play

1. It is essential to realise the importance of the word "completely" in the sentence: 'the part of the ball which contacts the floor is *completely* outside the boundary lines' – this refers to the moment of the VERY 1ST CONTACT with the floor, regardless of what happens subsequently.
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 signalled by both referees as "ball out".

Rule 9 – Playing the ball

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 official or coach, it is "ball out" (Rule 8.4.2).
 - 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) and will not result in a "replay".
2. It is emphasised 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 judgement he/she should not be influenced by the position of the player's body before and/or after playing the ball. The FIVB Referee Commission insists that referees should permit overhand finger contact or any other contact that is legal, according to the rules.
3. To better understand the text of Rule 9.2.2 (The ball must not be caught or thrown. It can rebound in any direction):

A thrown ball involves two playing actions, 1st 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 in today's volleyball when a feint attack ("tip") is used, changing the direction in the placing of the ball. Attention must be paid to the fact that during an attack hit, "tipping" is permitted if the ball is not caught or thrown. "Tipping" means attack of the ball (completely over the net) 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 penalised.
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. Unfortunately, many referees do not understand and therefore do not put into practise correctly Rule 9.2.3.2. They do not understand in which specific cases we can speak of 'at the 1st hit of a team'. In four different cases the team has a 1st hit (which counts as the 1st 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.

2. The organisers must provide each line judge with uniform flags. The colour of the flags must be in contrast with the colour of the flooring. In FIVB and World Competitions, the colour of the flag should be red or yellow.
3. The line judges:
 - 3.1 Must be present on the playing area or at the alcohol test room, in uniform, 45 minutes before the match start time.
 - 3.2 Must know their work well even if only two line judges are used (see diagram 10 in the Official Volleyball Rules).
 - 3.3 Are required to signal every fault which occurs close to the line of which are in charge, as well as those occurring at the moment of the service hit.
 - 3.4 If the ball touches the antenna, crosses over it, or flies outside it, into the opponent's court, the line judge closest to the direction of the ball, must signal the fault,
 - 3.5 Faults should be signalled clearly, to ensure beyond any doubt that the 1st referee sees them.
4. The line judge should relax between rallies.
5. The line judges should leave their position during TO & TTO and stay at the respective corners of the playing area.

Rule 28 – Official hand signals

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.

It must be appreciated that Volleyball needs to move with the times. In this connection, it has been decided to modify the Referees' signal sequence. This happened before in the 90s, so this directive is simply an extension of the previous movement patterns.

In essence, the 2nd Referee no longer mimics or "mirrors" the signal of the 1st Referee. 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 signalling, 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" 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** (e.g. net fault, illegal back line block, illegal back line hit, ball hitting the antenna or goes to opponent court through external space, etc). The sequence by the 2nd Referee will remain as it is now: 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). This time

the 2nd Referee will whistle, make the "T" shape and indicate the requesting team (two action signal). 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, two opponents contact the top band of the net at the same time), 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. So in summary: When the fault is whistled by the 1st referee, the 2nd referee will not follow the 1st referee's hand signals but if the fault is whistled by the 2nd referee he will indicate the team to serve following the hand signal of the 1st referee.

When the 2nd referee does whistle for a fault (e.g. touch of the net by a player) he/she must be careful to show the hand signal on the side where the fault was committed (Rule 28.1). For example: if a player from the team that is on his/her right has touched the net, and he/she whistles this fault, the hand signals should not be shown through the net from the other team's side, but the referee should move so that the hand signal is indicated on the side of the fault.
10. Referees must whistle quickly, with certainty in signalling faults (Rules 22.2, 23.3 and 24.3), 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 misjudgement, the referee may or 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 and line judges should pay attention to the correct application and use of the 'out' hand/flag signal:
 - 11.1 For all balls that land "directly out" after an attack or a block by the opposing team, the hand/flag signal of "ball out" (number 15 and LJ 2) 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 hand/flag signal "ball touched" (number 24 and LJ 3).
 - 11.3 If a ball, after a team has played it with the 1st, 2nd or third hit, is out on its side, the hand signal is "ball touched" (number 24 and LJ 3).

- 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" (number 15), 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" (number 15) and the 1st referee should indicate the blocker(s).
12. Where an attack hit is completed from an overhead finger pass 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)

1. Before the match

- 1.1 The refereeing corps prepares the start of the match as stipulated in the current Protocol of the match.
- 1.2 The officials must be present in their referee uniforms at least 45 minutes before the scheduled starting time of each match.
- 1.3 The 1st, 2nd and reserve referees as well as the scorers and line judges should submit themselves to the alcohol test, carried out by the medical doctor of the organiser.
- 1.4 If the 1st referee has not arrived in due time, the 2nd referee should begin the procedures of the match, after requesting authorisation from the Control Committee.
- 1.5 If the 1st referee fails to arrive or has not successfully passed the alcohol test or he 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 that there is no reserve referee the organiser together with the acting 1st referee have to decide who is to act as 2nd referee.

2. During the match:

- 2.1 At the moment of the service hit, the 1st referee checks the position of the serving team and the 2nd referee checks the position of the receiving team. At the service, the 2nd referee must be on the receiving team's side. After the service he can move along the side line from the centre line, maximum to the attack line. At the attack, his/her position