



Refereeing Guidelines and Specific Rule Guidance

Key Points for 2016

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Focus for 2016: Control Match Tempo



- **Target: 2 hours max.** by
 - **reducing game delays,**
 - **saving time** where possible.
- **Actions:**
 - Strictly implement the **15 second “rule between rallies”**.
 - Strictly enforce **“Set Interval”, “TO” and “TTO” timings.**
 - Strictly apply the **“Rule for Service”** as written in the text (player does not need to be in the service zone at 1st referee’s whistle).
 - Eliminate **prolonged discussions** with team captains.
 - Apply the **“delay warning” / “sanctions scale”**.

Focus for 2016: Control of Discipline



- **Visible incorrect behavior is not the image we seek!**
- **Actions:**
 - Refrain from **any discussions** (not requested explanations) with the captain.
 - Apply strictly the **misconduct rules**, 19 and 20.
 - Apply the **misconduct scale**.
 - In particular, the **coach is not to be the show!**
 - In particular, referees **MUST protect the Jury member(s)**.

Focus for 2016: Criteria for assessing **Ball Handling**



- Referees must **NOT** decide the match through whistling disputable faults; the **PLAYERS** actions should decide the result of the match!

Give opportunities for the players to play and entertain.

- **Actions:**

- Referees must be **100%** certain that a fault has been made and is **understood** by everyone.



Focus for 2016:

Criteria for assessing Overhand Finger Action



- There may be **consecutive contacts**, provided it is one attempt to play the ball when it is the **first hit of a team**.
- The exception to this is the **2nd / 3rd hit overhand finger (setting) action**, which **must be clean**.
- Overhand with fingers refers SPECIFICALLY to a setting type of action, where the ball is accommodated through the **elasticity of the fingers** (both hands !) before being released and projected upwards.
- Referees must **evaluate if there really was a fault**.

Focus for 2016: Criteria for the **CATCH**



- A **CATCH** is when the ball does not **rebound** from the contact point – i.e. the accommodation phase lasts too long.
- “Gator hits” and other defence actions which are not “overhand with fingers” should be permitted freely provided there is no CATCH involved.
- This has also implications for the **Libero in the front zone**: if not a setting type of action, then it is not “overhand with fingers”, so there is no fault if as a result there is a completed attack hit from another player from a ball coming from the Libero in the front zone..

Focus for 2016: Uniforms / Equipment



- Ensure consistent implementation of **Rule 4**; however, referees should **only** insist on “tucked in shirts” for the men **after intervals / regular game interruptions**.
- **Forearms sleeves** must at least match the **predominant colour** of the team uniform shirt.
(brand symbols are not classed as colours).
- They **should not be padded** to give additional control.
- **Neutral colours / black** may be permitted in specific competition regulations.
- **Actions**
 - Eventual doubts must be addressed to the FIVB Referee Delegate/ Jury member before the start of the game.

Focus for 2016:

Delay / Improper Request Sequence



- **Rule 15.11.2** states “The first improper request by a team in the match that does not affect or delay the game shall be rejected without any other consequences”.

- **Actions**

- There is nothing in the rule statement about the previous events before the “Improper Request”.

If a request is improper for the first time by a team, it should be considered as an “Improper Request”; **it doesn't matter, if previously the team received a delay sanction.**

So, after “Delay Warning” or “Delay Penalty”, an “Improper Request” may still be committed – and recorded in the score sheet.