



Refereeing Guidelines and Instructions





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REFEREE GUIDELINES FOR 2025 – 2026

Adapted from the FIVB Refereeing Guidelines and Instructions

Approved by the Volleyball Canada Referee Committee

Refereeing Guidelines and Instructions for Canadian Referees are based on the current year Volleyball Canada Rulebook and the latest editions of the FIVB Official Volleyball Rules, FIVB Refereeing Guidelines and Instructions, and FIVB Case Book

INTRODUCTION

A major goal of the Volleyball Canada Referee Committee is to standardize the interpretation of the rules, the mechanics of the referees and the game procedures used in matches throughout Canada. To help achieve this goal, the Refereeing Guidelines and Instructions is updated annually, using the FIVB guidelines as a model. These Canadian guidelines are valid for all Volleyball Canada sanctioned competitions.

Considering the importance of Volleyball Canada championship events, all Canadian referees must be prepared to fulfil their duties in the best physical and psychological condition. This includes studying thoroughly and regularly up-to-date editions of the *Volleyball Canada Rulebook*, the *Referee Guidelines* and other documents posted on the Volleyball Canada web site, such as the *Frequently Asked Questions (FAQ)*, the Line Judge and Scorekeeping presentations. As a result, this will make our game livelier and avoid unnecessary interruptions. This will also unify as much as possible the criteria of refereeing and give interpretation to some rules and their application in practice. It is very important that all referees understand the significance and importance of their performance for modern volleyball.

It is untrue that refereeing consists only of conducting a volleyball match using the rules of the game as the basis for all decisions - refereeing cannot simply be the mechanical or automatic application of the rules. Great competence is required. Such competence is acquired through individual, personal experience by participation in volleyball events over a number of years, with the referee realizing that he/she is not an outsider but an integral part of the game. Therefore, the referee cannot carry out his/her tasks by just looking for faults in teams' and players' techniques and behaviour and apply the corresponding sanction. On the contrary, he/she must be an expert and a friend, working for the game and with the players. Only if it is absolutely necessary, will he/she make a negative decision.

The referee should never put himself/herself forward in the match but must remain in the background, intervening only when necessary. Such behaviour is particularly necessary in today's volleyball. Modern volleyball and the goals of the FIVB/VC require spectacular volleyball, producing an excellent show for the spectators. Modern volleyball is a fast and exciting non-contact sport, demanding high levels of physical fitness, coordination and, especially, teamwork. Today's high-level volleyball is not played just for the satisfaction of players in a small hall, with no spectators, but transmitted all over the world. The spectators will not hear the referee's whistle each time it is blown but they will see an excellent athletic show with individual and team contests in each rally for the victory.

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/VC requirements. He/she



must reward the players and teams for spectacular and exciting actions in the spirit of the rules.

Moreover, it is essential that referees maintain an excellent relationship with the players, coaches, etc. and that his/her behaviour, both on and off the court, be exemplary.

During the match, he/she must be able to distinguish between normal human expressions of feelings made under the stress of the match and real conscious unsportsmanlike behaviour. He/she should never punish such spontaneous expressions of feelings so that the matches are played in a good atmosphere; the teams' reasonable and proper expressions of emotion should be allowed, such as standing to cheer for excellent play actions or for encouragement, etc. However, conscious negative expressions or incorrect gestures to the opponent or protest against the referees' decision are strictly forbidden and will be sanctioned.

Volleyball Canada will follow the rest of the world in adopting the rules of the game as proposed by the FIVB. This overall policy will dictate how the game will be played in Canada.

APPLICATION, FUNCTION, INFLUENTIAL FACTORS, AND FUNDAMENTAL PRINCIPLES OF THE RULES

Application of the Rules

The referee is the one who puts the rules into practice. For the correct application of the rules, the referees have to know the rules faultlessly and apply them decisively and correctly within the context of the game. But the important thing is that they should acquire the basic principles of rule formulation; if not, they can never have a correct and comprehensive understanding of the rules that would naturally lead to great difficulty in properly applying the rules. Especially when a situation occurs which has not been clearly stated in the rules, the referees must make good decisions with authority. Rule 23.2.3 states "The first referee has the power to decide any matter involving the game including those not provided for in the Rules." Only on the basis of full acquisition of the fundamental principles of formulation and application of the rules can this be achieved.

For the purpose of correct application of the rules, the referees should have complete knowledge of the following principle functions and theoretical principles of formulation and application of rules.

The Function of the Rules

Naturally, if you want to apply the rules correctly you must know what the functions of the rules are. Generally speaking, the rules as a whole have the following functions:

Characterization of the Game

The rules give the characteristics of the game and differentiate volleyball from other sports.

- The rules stipulate the conditions, facilities and equipment of the game, the court surface and measurements, the regulations of the net and balls, etc.
- The rules regulate the number of participants, the number of players in play and their positions, rotational order, etc.
- The rules set up the methods of play, how to keep the ball in play, the crossing space,



and how to win a point, a set, and a match.

Legalization of Techniques

Many of the rules give the clear definition and distinct differentiation of the proper techniques from improper and illegal techniques. These rules, under the category of techniques, are the rules which need to be studied and clarified very definitely by the referee for their correct application.

Play Under Fair Conditions

All the rules concerning court, facilities and equipment, techniques or even conduct are equal for all the players of both teams. That is FAIRNESS, a very critical point in refereeing. If the application of the rules is different for the teams that are playing, even if it is not intentionally applied by the referee, it will be unfair. Accuracy in the understanding and application of rules is the basic element of fairness and justice.

Educational Function

To have conduct that is fair, respectful of one's opponent and gracious regardless of winning or losing is a basic behavioral objective for athletes in all sports. All referees must emphasize this function as it is the aim of the sport to not only compete, but also to create an atmosphere of fairness and to develop understanding and universal friendship.

Influential Factors in the Formulation of the Rules

The rules must be in accordance with the demands of the development of sport. In formulation and modification of the rules, the following factors should naturally be taken into consideration:

Technical and Tactical Development

The rules should not only fit the demands of technical and tactical development, but also take the initiative in leading the development of the sport as well.

Entertainment Requirements

The promotion of any sport event, to a considerable extent, depends on its attractiveness. The attractiveness is shown by the level of emotional motivation of the crowds.

The Social Publicizing Requirements

The development of modern sport depends greatly on the social element, the society. Publicity is the most important and effective way to build the interest and acceptance of the public to the sport. This is one of the core factors to be considered.

The Economical Requirements

Naturally, in promoting any kind of sport it is necessary to have financial support. Certain



concessions should be made for this.

Fundamental Principles of the Application of the Rules

The fundamental principles of the application of the rules are naturally based on the above two phases: the **function of the rules** and **influential factors**. On the basis of the requirements of the above two phases, the following points may be recognized as the prominent principles for the application of the rules:

Good and Fair Conditions of Play

The very basic principle is to give all the possible conditions and chances to allow the players to play at their highest level of performance. Athletes have been trained for years in order to participate in the competition; therefore, competition is an important circumstance for athletes to show and to evaluate their training effect and their real playing level. The fair evaluation of the level of athletes, or the real result of a match or competition, comes only from full performance of the players. For a referee, it is necessary to be conscious of the fact that every single technical judgment will have an obvious psychological influence on the players, and any psychological influence will cause a positive or negative effect. Therefore, one of the fundamental requirements for referees is to promote the highest level of performance for the players. From this point of view, the very critical point regarding the judgment of the referee is its evenness and stability. The physical basis of evenness and stability of judgment is accuracy, and the mental basis is fairness. For referees to facilitate a high level of performance, they must also properly control the tempo of play, it should neither be too fast or too slow.

Encourage Spectacularity

Spectacularity is a core element in the promotion of the sport. To arouse the enthusiasm of the spectators is also a factor which should be fully considered by the referee. For example, the referee should consider how to reduce and shorten the interruptions, and how to develop more highlights during the play. The referee may not take the initiative to motivate the spectators, but at least the referee must neither discourage the crowds nor dampen their enthusiasm. The referee also has a responsibility to promote the sport.

The Collaboration of the Officials

The administrative basis for the referee's work, the proper match direction, is the collaboration within the refereeing corps. Each member of the referee corps has particular authorities and responsibilities as stipulated in the rules. Each member of the refereeing corps has a special position on the court optimally designated to carry out the duty assigned. Although this position may cause a limitation to the overall vision of the game by that person, it is designated so that the refereeing team may have a better view of the total game. Thus, full collaboration between officials is the only way to ensure correct judgment and to carry out exactly the duties and responsibilities assigned.

The Referee is not only the person who carries out the duty of directing the match and correctly applying the rules, but also the person who should consider the influences of the psychological, social, and technical factors of the game. The referee is not only an organizer, a referee, but also an educator and a promoter.



WHAT'S NEW

The following are changes to the Rules in the Volleyball Canada Rulebook:

Rule 9.2.3 (2025)

The ball may touch various parts of the body, provided that the contacts take place simultaneously.

Exceptions:

9.2.3.1 At blocking, consecutive contacts may be made by one or more player(s) provided that the contacts occur during one action.

9.2.3.2 At the first hit of the team, the ball may contact various parts of the body consecutively, provided that the contacts occur during one action.

~~Volleyball Canada, 14U and younger competitions, receiving serve with an overhand motion using the fingers (volleying / setting the serve) is not permitted, regardless of the quality of the contact. The first referee will use the "double-contact" signal to indicate this infraction.~~

Type of Modification: Alignment with the FIVB Rules of the Game

Rule 12.5 Screening (2025)

12.5.1 The players of the serving team must not prevent their opponent, through individual or collective screening, from seeing the service hit and the flight path of the ball.

~~12.5.2 A player or group of players of the serving team make(s) a screen by waving arms, jumping, or moving sideways during the execution of the service, or by standing grouped, in order that both the service hit and the flight path of the ball are hidden until the ball reaches the vertical plane of the net. Should either be visible to the receiving team this is not a screen.~~

12.5.3 Any player of the serving team is forbidden to raise hands above the head during service, until the ball has passed beyond the net.

The 1st referee is encouraged to educate (advise) a team through the game captain.

Type of Modification: ENHANCEMENT of FAIR PLAY and as a safety precaution to update the wording of the Screening Rule.



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THE GAME

RULE 1: PLAYING AREA

1. The referee must check the dimensions and boundary lines prior to the start of a match. The first referee must check the dimensions of the court. Should an irregularity be noticed, the referee must immediately point it out and ensure that it is corrected. The first referee must check:
 - 1.1. Whether the lines are 5 cm wide, (no more and no less)
 - 1.2. The length of the lines and diagonals (12.73 m each) on both courts
 - 1.3. That the colour of the lines is distinct from the colours of the court and the free zone
 - 1.4. In the case of competition other than World, FIVB or Official events, if there are lines of other courts on the playing area, the boundary lines of the actual playing court must be of a different colour from all others.
 - 1.5. Official warm-up areas are to be designated before the match begins. Warm-up areas are to be 3m x 3m and are to be located in the bench side corners of the playing area, outside the free zone (Diagram 1a in the VC Rulebook)

RULE 2: NET AND POSTS

1. Due to the elasticity of the net, the first 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 vertical plane of the net must be perpendicular to the playing surface and along the axis of the center line.

The antennae must be placed on the opposite sides of the net in position 4 of each side, above the outer edge of the side lines according to Diagram 3 in the VC Rulebook to make each court as identical as possible.

2. A match shall not be started if the mesh and/or either band of the net is torn. (See also Rule 10.3.2)
3. The second 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 the marked heights of 243/245 cm and 224/226 cm for men and women, respectively. The first referee remains near the second referee during this verification to supervise and confirm the measurement.

Note: Net heights for Volleyball Canada Youth competitions should also be marked. (See Rule 2.1.1 for net heights)



4. During the match (and especially at the beginning of each set), the corresponding line judges must check whether the side bands are exactly perpendicular to the playing surface and over the sidelines 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.
5. Before the official warm-up of the match 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, cables fixing the posts, etc.). If such objects are discovered which risk injury, the referees should request that the organizers remove or cover them.
6. Additional Equipment:

Benches for the teams	Spare Net	Rod to measure the net
Ball pressure gauge	Ball Pump	Stand for 6 match balls
Scoreboard (at scorer's table)	Electronic buzzer (at scorer's table)	2 reserve antennae
Referee's stand		

In case of FIVB competition:

2 libero bibs/jackets	A thermometer	A hygrometer
A buzzer with light for each area	Electronic & manual scoreboard	
Coach/post tablets (if used)	8 towels (40x40cm / 40x80cm)	

The electric buzzers with red/yellow lamps are used to signal requests for regular game interruptions (timeouts and exceptional substitutions or a substitution caused by discrepancy between the line-up sheet and the line up on the court). The scorer's table buzzer is used to signal rotation faults, Libero faults, substitutions, and technical time outs. The organizer must also provide two reserve antennae and a net under the scorer's table.

RULE 3: BALL

1. A metallic ball stand is needed for storing the six match balls near the scorer's table (three balls in play and three reserve balls). *For FIVB, six match balls are used (five balls in play and one reserve ball).*
2. The second referee takes possession of all balls to be used in the match and checks each of them for identical characteristics (colour, circumference, weight, and pressure). The second referee is then responsible for them throughout the match
3. For Volleyball Canada Championships, the second referee will ensure that the ball used is the one specified in the VC Rulebook. *For FIVB competition: only FIVB homologated balls may be used; the referee must check this, and if the FIVB stamp is not printed on the balls, he/she may not start the match.*
4. Three-Ball System (VC) / Five-Ball System (FIVB)

Six ball retrievers will be used and placed in the free zone as per Diagram 10 in the VC Rulebook.

Before the start of the match, the ball retrievers on positions 1, 2, 4, and 5 (FIVB) or 2 and 5 (VC) will each receive a ball from the second referee. The second referee will give the third ball to the server for the first 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), while the ball is out of play, preferably not on the side where the scorers' 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 2 or 5 must give the ball to the server as soon as possible so that the service can take place without any delay. *(For FIVB play, ball retrievers 1 or 2, or 4 or 5 must give the ball to the server as soon as possible.)*
- 4.5 Should special measures be required, it may be necessary to adapt a new system without six (6) ball retrievers; in this case only four (4) ball retrievers will be used.

Two (2) ball trolleys containing five (5) official match balls per trolley must be ready behind the advertisement boards, in the middle position, behind both end lines.

After each rally, two (2) ball retrievers are available to collect the balls and transfer to their respective ball trolleys.

To avoid delay and maintain the 15 seconds between rallies, the ball retriever at the end of the court must take a ball from its trolley and pass the ball to the server.

IF THE THREE-BALL SYSTEM IS NOT USED, THEN THE SECOND REFEREE HANDLES THE BALL AT SET INTERVALS, TIME-OUTS, AND DELAYS.

RULE 4: TEAMS

- I. **For Volleyball Canada:** a team consists of a maximum of 15 players. All 15 players may be in uniform, they may participate in the warm-up, and they may sit on the bench or be in the warm-up area. Only 12 players will be registered on the score sheet and only these 12 players may participate in the match. The 12 players registered on the score sheet may vary from match to match as long as no more than 12 take part in any given match. During the pre-game warm-up, the first and second referee should verify collaboratively the player numbers (if the players are warming up with their game jerseys) and the team staff on the bench against those written on the score sheet. They should also verify the player uniforms at this time.

Because only team members are permitted to sit on the bench during the match and to participate in the warm-up session, no other person(s) can participate in the official warm-up session (Rule 4.2.2).

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. 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.
3. The first referee must check the uniforms. If they are not in accordance with rule 4.3, they must be changed. The uniforms must also look the same.

For Volleyball Canada competitions: the referee is to record all uniform infractions on the score sheet and inform the jury. The jury is responsible for enforcing the uniform rule.

For FIVB: 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 (8 x 2 cm) 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.

4. Before the match in due time, the referees must apply a careful cross-checking in order to control if the actual players' numbers are according to the team roster recorded in the score sheet. In this way, any discrepancies may be discovered that may disturb later the normal flow of the game. This requires (according to the rule text) that the players wear playing uniforms for the entire protocol and net warm-up (Rule 7.2.3).
5. If the two teams appear with uniforms of the same colour, the team listed first on the official program shall change the uniforms. In the case it is not possible, the first referee should write on the remarks of the scoresheet this situation, but the match cannot be suspended for this reason.

6. Each team official on the bench may choose, based on individual preference, between:

- a. Wearing a warm-up jacket or polo shirt or,
- b. Wearing a dress jacket or collared dress shirt.

As long as the items are part of the team's uniform apparel.

RULE 5: TEAM LEADERS

1. The first referee must identify the game captain and 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. During the match, the second referee must check that the reserve players are seated on the bench or are in the warm-up area. Players in the warm-up area during sets cannot use balls but may use personal warm up devices (e.g. stretch bands). The team members, either sitting on the bench or staying in the warm-up area, have no right to protest or contest the referees' decisions. Such behaviour must be sanctioned by the first referee.
3. Should the game captain ask for an explanation of the referee's application of the rules, the first



referee must give it by speaking briefly using official terminology of the Rulebook and if necessary, repeat his/her hand signals. 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.

4. 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.
5. The second referee must check that during the match, the coach is sitting on the bench or standing or walking within the free zone in front of his/her team's bench from the attack line to the warm-up area, without disturbing or delaying the match (Rule 5.2.3.2 and Rule 5.2.3.4).
 - 5.1. The coach's movement rule applies to the Head Coach only; it does not apply to assistant coaches, managers/trainers, or medical doctors. They are to sit on the bench.
 - 5.2. 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 referee. *For FIVB, the coach only can answer questions from the second referee to clarify certain Challenge requests.*
 - 5.3. All time-outs and substitutions are to be requested by the Coach from the end of the bench closest to the scorer when he/she is sitting or from the extension of the attack line in the free zone when he/she is standing or walking.

RULE 6: SCORING SYSTEM

1. If a team is declared in default or incomplete, the scorer should complete the score sheet as stated in the rules (6.4).
2. If a rally has been interrupted due to an injury, external interference, or any other reason, it is considered as an incomplete rally. It is **not allowed to request** any regular game interruption, except a forced substitution for an injured or sanctioned player during the forced interruption.
3. Learning to use the official score sheet:
 - 3.1. A slide show, located on the Volleyball Canada website, gives clear instructions on scorekeeping.
 - 3.2. In the Results box, the scorer will leave no blank boxes. If the set was lost, then the scorer will write "0". If a set was won, then the scorer will write "1" in that box.
 - 3.3. The first improper request for a game interruption made by each team is identified by the second referee and he/she will instruct the scorer to record the improper request in the improper request box on the score sheet. If the score sheet does not have the improper request box, then the scorer should write "Improper request, Team (A or B)" in the Remarks section of the score sheet.
 - 3.4. Volleyball Canada: At the end of the match, the RI will initial the Remarks section if information has been recorded in this section. RI's initials are not required in the Sanctions



section; it is recommended, however, that if an RI expels or disqualifies a player or a coach, that he/she submit a separate report to his/her ROC regarding this expulsion/disqualification.

RULE 7: STRUCTURE OF PLAY

1. TO REDUCE THE INCIDENCE OF INJURIES AND CONCUSSIONS DURING WARM-UP, VOLLEYBALL CANADA HAS DEVELOPED A WARM-UP PROTOCOL. THIS PROTOCOL IS TO BE FOLLOWED BY ALL TEAMS DURING THE OFFICIAL WARM-UP. FOR TEAMS THAT DO NOT FOLLOW THE WARM-UP PROTOCOL, THE REFEREES WILL NOTE INCIDENTS OF NON-COMPLIANCE ON THE SCORESHEET. THE LEAGUE, PTA, OR VOLLEYBALL CANADA (DEPENDING ON THE EVENT) WILL DETERMINE THE APPROPRIATE SANCTION.
2. The line-up sheet must be checked by the second referee and scorer before the scorer writes the line-up data on the score sheet. He/she must check if the players' numbers listed on the line-up sheet correspond to the players' numbers listed on the score sheet. If not, the line-up sheet must be corrected and another one requested by the second referee. In the new line-up sheet, any modification may be done solely in the position, where the number(s) was / were not correct. The line-up sheet must be kept by the second referee in his/her pocket in order to be able to verify the actual line-up of teams if it is necessary or required unless the e-score sheet and second referee post tablet is in use.
3. At the end of each set, the second referee immediately asks the coaches for the line-up sheet for the next set, to avoid prolonging the three-minute interval between sets.

If a coach systematically delays the resumption of the game by not providing the line-up sheet on time, the first referee must give this team a delay sanction.
4. If a positional fault is committed, after the hand signal for the positional fault, the referee must indicate the two players. If the players at fault do not rectify their positions themselves, the referees must rectify the position of the players and then the next rally should be started. If the game captain requests more information on the fault, the second referee should take out from his/her pocket the line-up sheet and show the game captain the players who committed the positional fault.
5. To try to reduce the number of positional calls by referees, and to reflect the current reality of player switching positions, second referees in particular need only whistle if a back row player is completely in front of the corresponding front row player at the service hit. Feet on the ground determine the position.
6. For simplicity in judging side-to-side overlap, referees need only ensure that the middle player is not **completely nearer the side-line** than the neighboring players in the same row at the service hit.

RULE 8: STATES OF PLAY



1. It is essential to realize the importance of the word 'completely' in the text of 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'. If the ball does not at any time contact the line, it is 'OUT'.
2. The cables binding the net beyond the 9.50/10.0 m in length do not belong to the net. This also applies to the posts. Thus, if a ball touches an external part of the net, beyond its side bands (or the referee's chair), it has touched a "foreign object" and should be whistled and signaled by the referees as "ball out", and by the line judges using signal 4.

RULE 9: PLAYING THE BALL

1. Interference with the play of the ball by the line judge, second referee or coach in the free zone:
 - 1.1. if the ball strikes the official or coach, it is "ball out" (Rule 8.4.2). Exception: the coach penetrates into the space above the court and interferes with the referee's judgment of ball in/out.
 - 1.2. 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 emphasized that only the faults that are seen are to be called. The first 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. 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

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 attack of the ball (completely over the net) executed, gently, with one hand/fingers.

The first referee must watch closely the "tips". If the ball after this tip does not instantly rebound, but is accompanied by the hand/is thrown, or its direction is changed more than once (driven ball), 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 Service reception hit.
- 6.2 Attack reception hit; not only spike but also all attacks (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. To encourage longer rallies and spectacular actions, only the obvious violations are to be whistled. Therefore, when a player is not in a very good position to play the ball, the first referee will be less severe in his/her judgment of ball handling faults. For example:
 - 7.1. The setter running to play the ball or forced to make a very quick action or jumping near the net to reach the ball in order to set.
 - 7.2. The players are forced to run or make very quick actions to play a ball after it has rebounded from the block or from another player.
 - 7.3. The first team contact may be freely made except if the player catches or throws the ball.
 - 7.4. The player recovers the ball over the entire length of the score table, including any part of the table which is on the opponent's side of the net (Rule 9).

RULE 10: BALL AT THE NET / RULE 11: PLAYER AT THE NET

- I. The rule (10.1.2) gives the right to recover the ball from the opponent team's free zone. During the match, the players and coaches must recognize practically and make the appropriate movement if in the free zone to give space to the opponent player who will recover the ball to his / her court.

If the ball rebounds from the player and goes towards the opponent or his / her free zone, close to the second referee, in this case the second referee should move in a way to refrain from collision and ensure the player can play with the ball. While giving way to the player the second referee shouldn't jump, run, and turn his / her back to the playing action. In addition, the second referee will not move to the direction either of the ball or of the player chasing the ball. As the player plays the ball the second referee must adjust his / her view, so as to see the ball, the player and the direction of the retrieved ball.

Similarly, if the ball is coming behind the first referee and towards the opponent's free zone, advertisement panels, spectator stands, the first referee should arrange his / her movements in such a way that he / she spreads one of his / her feet to the side and rotates his / her whole body (not just his/. Her head and/or upper torso). The main reason for the first referee's recommended movement pattern is to enable him / her to observe, among others:

- a) Faults in playing the ball of the player
- b) Possible injuries of the player
- c) The direction of flight of the ball in case of a retrieving action



d) External interference in the playing area

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. Attention should be paid to the following situations:

If a player at the net completes his/her action of playing the ball by making a secure landing, and then brushes the net while getting ready to make another action, no fault is committed. Touching the net after having made a secure landing is not a fault unless it interferes with the play.

If a player is in his/her playing position on his/her court and the 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**.

Where a player makes an incidental contact with an opponent, this should not automatically be considered as a fault, where both players had a legitimate cause to be competing for the ball. Should such accidental contact force an opponent to make a net touch fault, this should not be regarded as a fault by either player. However, should this contact be seen as a consequence of a deliberate attempt to make an opponent fault and / or confuse or distract the referees, the rally should be stopped, and a point awarded to the non-offending team. Then a misconduct sanction should be applied to the player for his / her action in accordance with the sanction scale.

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 ponytail gets tangled in the net).

3. If the player touches an external part of the net (top band outside the antennae, cables, poles, etc.), this is 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 touches 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 the referees must be attentive to cases of net fault or interference.

It is a Net Fault when:

- a) The net between the antennae is contacted by the player during the action of playing the ball, or attempting to play the ball, or faking a play on the ball



It is Interference when:

- b) The natural rebound is affected by the deliberate action of an opponent moving towards the net, or
 - c) Where the net is caught and the ball is thrown out of the net (sling shot), or
 - d) A player is preventing an opponent from moving to reach the ball legitimately, or
 - e) Breaking the ropes through contact / catching them
6. Many contacts occur in a match, but the referee should whistle (e.g., first referee in the case of reaching beyond the net; second referee in the case of penetration of the centre line) a player if he / she interfered with or stopped the opponent's ability to play. Interference means a player stops an opponent from moving, or playing the ball, or disturbing the opponent while attempting to play the ball. Interference may occur even if there is no physical contact between the players. The first referee has the right to stop the game due to the fault of the penetrating player and if necessary to warn / sanction him / her if he / she acted deliberately.
7. In order to facilitate the collaborative work of the two referees, the division of work shall be as follows:
- a) The first referee will concentrate primarily on the path of the ball
 - b) The second referee will focus on the net faults during the entire length of play at the net.
8. An attack hit initiated at the attacker's side is often finalized just beyond the net due to the inertia of the action. Referees are advised that provided the ball is not caught or thrown and the contact is initiated on the attacker's side, this should not be regarded as a fault.

RULE 12: SERVICE

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 first 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. However, eight (8) seconds for the service is key, rather than 15 seconds – the first referee has discretion in the case of an exceptionally long rally to wait a little before whistling. This extends the time a little to allow players to recover.
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 first 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 the foot making the **final** contact with the floor must be fully inside the service zone at the moment of the take-off.



4. When the ball is being served, the first referee must watch the serving team, while the second referee watches the receiving team.
5. If the server is not coming normally to the service zone or does not accept the ball from the ball retriever, making intentional delay, the team can receive a delay sanction. In order to avoid misinterpretation, the 8 seconds counts immediately after the first referee whistled for service.
6. 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 moving sideways or by standing grouped) prevent the opponent from seeing the service hit and flight path of the ball until the ball crosses the vertical plane of the net.
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.**
Referees must be more zealous in taking care of the teams' intentions to create a screen and prevent from the beginning of the game that the teams abuse the screening rule with the excuse of 'tactical strategy.' Therefore, when a team is CLEARLY GROUPED with the intention of screening, or players are with hands **above head height** (they may, however, protect their heads for safety reasons but must not raise their hands above the head), the referee can indicate this to the serving team by:
 - 6.1. Blowing his / her whistle to separate the players.
 - 6.2. By verbally advising the team captain.

If the players do not adjust at the direction provided, the first referee **MUST CALL THE SCREEN** after the service. It is necessary that ALL referees apply these instructions from the beginning of the matches, to reverse this trend that affects fair play.

7. The service cannot be authorized with whistle by the first referee if the team does not have the correct number of players (e.g., 5 or 7 players) on court. In such cases, 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.
8. If the service was not executed by the player according to the team's line-up, i.e. rotational fault occurred and it was discovered only after the end of the rally started with rotational fault, only a single point should be awarded to the receiving team. (Rule 7.7.1.1).
Next rally should be started after the 2nd referee checks that the rotational order is correct.

RULE 13: ATTACK HITS

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

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 first or second contact by the opposing team, is directed towards the blocker's court and
- No player of the opposing team is close enough to the net in that part of the playing space to continue his/her action.

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 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. Here it is important to emphasize that a block is permitted but NOT AN ATTACK.

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. If one of the blockers puts his/her hands over the net and hits the ball (spike) instead of making a blocking action, it is a fault (the expression "beyond the net" means reaching the hands over the net into the opponent's space). The spike action is characterized by a back swing, whereas the block does not.
4. Since the ball may touch any part of the body, if during the block the ball touches the feet during the same action it is not a fault and it is still a block!

RULE 15: REGULAR GAME INTERRUPTIONS

It is not permitted to request any other regular game interruption if one has already been rejected and sanctioned with a warning for delay before the end of the next completed rally (Bullets 7 and 8, and Rule 15.2)

1. Time Out

- 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 referees may not authorize the request. If the request of the Time-Out is rejected, the first referee should decide if this is an intention to delay the game and sanction it according to the rules. During all time-outs, the players in play must go to the free zone near their bench. The second referee must ask the players to move close to the bench if they are still on the court.
- 1.2. The e-score software and tablet will automatically sound the horn if the team uses the Electronic Team Tablet (ETT) to make the Time-out Request (unless START RALLY has been correctly pressed by the scorer).
- 1.3. Should the team(s) wish to re-enter the court before the end of the official time, the referees should permit this, but play should not re-start until the time officially runs out.

2. Substitution Procedure



- 2.1. The second 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 sideline.

In the case of multiple substitutions, the second referee will wait for the scorer's hand signal that the previous substitution is registered and then he/she will proceed with the subsequent substitution.

The request for substitution is always the moment of entry of the player(s) into the substitution zone, regardless of scoring method employed.

- 2.2. Multiple substitutions may only be done in succession: first, one pair of players – one player coming off the court and the substitute going in, 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 the part of the substitution**, the referees must allow 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.

- 2.3. It is very important to ensure that the players move quickly and calmly. This substitution method is intended to maintain the flow of the match and to avoid delay during the process of substitution.

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

If a player breaks the plane of the substitution zone momentarily as the first referee whistles for service, the second referee will simply wave away and there should be no buzzer to interrupt the rally.

3. In case of a **serious** injury the referees should stop the game and allow the medical team staff to enter the court. When a player is injured and must leave the court, primarily a normal substitution should be made.

If this is not possible, an exceptional substitution can be made, freely, by the team, leaving out of consideration the "limitations of substitutions", by any player not on court at the moment of the injury (Rule 15.7). **Serious injuries** involve head trauma or blood injuries or joint injuries (mainly in the play at the net). Small injuries (hits that do not include head or blood) should not necessarily be a cause to interrupt the rally and so avoiding cases that 'fake injuries' are being used as a 'trick' to gain some advantage for the team.

If an injured player cannot be substituted legally or exceptionally the player is given a three-minute recovery time, but only once for the same player in the match.

The referees must distinguish clearly between illegal substitutions (when a team made an illegal substitution, the play is resumed, and the scorer/second referee did not notice it, Rule 15.9), and a request for an illegal substitution which, at the time of the request, the scorer or the second referee



realizes is illegal (Rule 16.1.3) and which is to be rejected and punished with a delay sanction.

4. A request for substitution before the start of a set is permitted and should be recorded. The coach should make the substitution request, in this case, with the official hand signal.
5. The referees must study carefully and understand exactly the rule concerning "improper request" (Rule 15.11):
 - what "improper request" means.
 - what are the typical cases.
 - what is the procedure to be followed in such cases.
 - what must be done if a team repeats this in the same match.

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

6. The assistant scorer registers the Libero replacements – and also re-designation – on a separate sheet specially prepared for this purpose (R-6) so that the number of the player replaced by the Libero, at any time, is known. Where the electronic score sheet is in use, the scorer and assistant scorer must cooperate with the recognition and recording of the Libero replacements.
7. 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 and that rally completed.
8. 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 15.2).
9. Injured, ill, expelled, or disqualified players must in the first instance be replaced by a legal substitution. Should that not be possible, the team has the right to make an **EXCEPTIONAL** substitution, using any player on the bench except the Libero(s) and their replacement player. Note that it is **NOT** an obligation of the team to use this exceptional substitution, but a **RIGHT** to choose whether to use this exceptional substitution.

RULE 16: GAME DELAYS AND IMPROPER REQUESTS

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

Some examples among others, which should be considered as improper request in case of first occurrence by a team in a match:



- to request (verbally and/or by hand signal) a time-out by an assistant coach.
- to request a time-out after the first referee already whistled for the next service or during the rally.
- to request the seventh substitution for the first time or the third time-out.
- to request a second substitution before the end of the next completed rally (except for an ill/injured player).
- **Volleyball Canada:** to request a time-out not near the end of the bench nearest the scorer or from the extension of the attack line.

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 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 as an intentional delay by the referees.
- to repeat a late (after the whistle for service, but before the service hit) Libero replacement.
- to request floor mopping, which is considered as an intentional delay by the referees.
- 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 referee 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. Referees 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 minimized. During the match, the First Referee in particular must be pro-active to direct the work of the moppers, without accepting requests from players. While it is acceptable for players to identify to the mopper on court exactly where there is a wet patch, it is the first referee's responsibility to decide upon the mopping requests by the players. If they are obviously delaying the game, the team is liable for a delay sanction. Subsequent requests for the floor mopping from the same team must be subject to a "delay penalty".

3. Sanctions for delays are against the team, not against the misconduct of a team member, even in the case where only one team member has caused the delay.
4. "Delay warning" is indicated by a hand signal (number 25) with a yellow card. It must be recorded on the score sheet in sanctions box under column W. The "delay penalty" is indicated with a red card and also recorded on the score sheet in the sanctions box under column P with the team sign (A or B), number of the set and score. The resulting point won by the opponent must be circled in the running score column.
5. For Volleyball Canada competition, tying of shoelaces or a request to tie shoelaces is not to be considered a delay of game; however, if the tying of shoelaces is used as a deliberate delaying tactic, a delay of game sanction may be imposed.



RULE 18: INTERVALS AND CHANGE 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 game balls remain with the ball retrievers. These balls must not be used by the players for warming-up.
Before the deciding set, it is the second referee who gives the ball to the first server of the set.
During time-outs and substitutions and during the change of court in the deciding set at the 8th point, the second referee does not take the ball. It remains with the ball retrievers.
3. At the end of each set, the teams should change court in one unit following the first referee's whistle and signal.
Note: After the end of each set, the first referee must not direct the players to line up at the end line before changing courts. To avoid artificial delays and to ensure fluency in the continuation of the game, he/she must indicate the change of the courts official hand signal immediately after the end of the set official hand signal.

RULE 19: THE LIBERO PLAYER

Remark: It is not obligatory for the teams to have a Libero player.

For Volleyball Canada 14U/15U boys' and girls' competitions, there is no Libero player.

1. Volleyball Canada youth competitions: the lines for the Libero players on the score sheet are to remain blank (therefore please disregard instruction B 1.12 on the back of the Volleyball Canada score sheet). All twelve players are recorded under the roster of the team. The Volleyball Canada score sheet has a section for each set (under the TO box) to indicate the Libero player number.
2. The Equipment (Rule 19.2): please note the wording of this rule: "The Libero player must wear a uniform (or jacket/bib for the re-designated Libero) which has a different dominant colour from any colour of the rest of the team."

For Volleyball Canada competitions, the Libero must wear a uniform which has a different dominant colour from any dominant colour of the team jersey. The uniform must clearly contrast with the rest of the team. The Libero uniforms must be numbered like the rest of the team."

3. Replacement of players

3.1. Late Libero replacement:

- 3.1.1 A replacement made after the whistle for service should not be rejected but must be the object of a verbal warning. Subsequent late replacements must be subject to a delay sanction.
- 3.1.2. After the whistle, but before the service hit: The referee is to allow the rally to continue uninterrupted. After the rally, the first referee should issue a verbal warning. Subsequent late replacements should be sanctioned using the delay sanctions.
- 3.1.3. Replacement after the service hit: this constitutes an illegal Libero replacement. An illegal



Libero replacement should be considered in the same way as an illegal substitution.

4. Re-designation of a new Libero

In case of injury of the acting Libero (and with the previous approval of the first referee), the coach or game captain (in the absence of the coach) can re-designate as new Libero one of the players not on the court at the moment of the re-designation. The injured Libero may not re-enter to play for the remainder of the match. The re-designation of the Libero may occur at the time of the injury and does not require a rally to take place. The player thus re-designated as Libero must remain as a Libero for the remainder of the match.

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 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 one (1) completed rally the new re-designated Libero has the right to replace any back-row player.

For Volleyball Canada competitions: The Libero may be re-designated after each set. The number of the Libero must be on the line-up sheet for each set. If the coach decides to re-designate the Libero between sets, the new Libero may be any player registered on the score sheet. Any re-designated Libero must comply with the uniform rule. The number of the uniform for the re-designated Libero must be the same as that player's number recorded on the score sheet. The replaced Libero can now act as a regular player, providing he/she has the correct uniform.

5. The Libero may act as team or game captain (Rule 19.4.2.5)

The FIVB Guidelines state:

1. *In the case that a team has two Liberos, the acting Libero should be recorded in the first of the two special lines reserved for Liberos, before the coach / captain signs the score sheet.*
2. *The two Liberos can wear a uniform of different colour and design from each other and from the rest of the team.*
3. *The Libero may act as team or game captain.*
4. *An illegal Libero replacement should be considered in the same way as an illegal substitution.*
5. *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.

6. The referees must pay attention to the difference between the wording of Rule 25.2.2.2, which specifies that the scorer must 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.
7. 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 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 one (1) completed rally the new re-designated Libero has the right to replace any back-row player.

RULE 20: REQUIREMENTS OF CONDUCT / RULE 21: MISCONDUCT AND ITS SANCTIONS

It is necessary to study Rule 21 to understand which fair play requirements FIVB and Volleyball Canada have set as targets for the teams.

1. It is important to remember, that according to rule 21.2.1, the behaviour of the participants should be respectful and courteous, also toward the Control Committee members (organizers and jury members), their team members and spectators. If the coach's (or any other team official's) attitude exceeds the disciplinary limitations laid down in Rule 21, the first 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 and Volleyball Canada National Referee Committee that where the coach indulges in excessive play acting or demonstration, or where the coach (or any other team member) addresses the Jury Table or other FIVB or Volleyball Canada official in any appeal loudly or in an aggressive or derogatory manner, or insult, then the First 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!**

Any direct unsportsmanlike communication or behaviour from team members on the bench towards the referees will automatically result in a Stage 2 misconduct warning, penalty, expulsion, or disqualification. (Rule 21.3)

2. Rule 21.1 deals with "minor misconducts" which are not subject to sanctions. It is the first 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. This can be done in two stages:

- 2.1. Stage 1: issuing a verbal warning through the game captain (no cards, no registration on the score sheet).
- 2.2. Stage 2: issuing a yellow card to a team member. This warning is not a sanction but a symbol that the team member (and by extension the team) has reached the sanctioning level for the match. It has no immediate consequences (but is recorded on the score sheet).

The first referee has flexibility here. Depending on the minor misconduct, a Stage 2 warning can be issued without having gone to Stage 1.

Note: during this stage the first referee might take the opportunity to remind the captain that once the yellow card is issued to one member of this team, then any further misconduct by any other team member will be sanctioned with at least a red card.

3. Rule 21.2 deals with “misconduct leading to sanctions.” According to this rule, offensive or aggressive behaviour is seriously sanctioned. They are recorded on the score sheet according to a scale. The principle is that the repetition of such behaviour in the same match leads to a more severe sanction for each successive offence.

Note: The first referee may issue a player a penalty for rude conduct without a previous warning (red card shown). The first referee may issue a warning to other team members after the penalty – but once the yellow card is shown, it may not be shown again to any member of the team.

4. Practical implementation on team members for misconduct leading to sanction, as decided by the first referee:

4.1. Team member on the court:

The first referee must blow his/her 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 first referee shows the appropriate card(s) saying: “I give you a penalty because...” or “I expel/disqualify you because...”.

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

If the scorer, based on the information on the score sheet, states that the first referee’s decision is against the scale of sanctions, he/she must immediately inform the second referee of this. The second referee, in turn, after first verifying the scorer’s advice, informs the first referee of this. The first referee must then correct his/her previous decision.

5.2. Team member not on the court:

The first referee must blow his/her whistle, direct the game captain to his/her chair and say, “I give player number ... (or the coach, etc.) a penalty (or “I expel/disqualify player number...or the coach, etc.)”. The game captain must inform the concerned team member, who must stand up and acknowledge the sanction by raising his/her hand. It is the responsibility of the first referee to display the appropriate card(s) to make clear who is the sanctioned team member.



While the team member's hand is raised, the first referee clearly displays the card(s) so that the sanction is understood by the teams, second referee, scorer and public.

5.3. Implementation of sanctions between sets:

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

In case of an expulsion or disqualification, the first 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 (red and yellow cards jointly for expulsion and separately for disqualification) at the beginning of the next set.

5.4. Implementation of sanctions two (2) opponents at the same time:

Should penalties need to be applied to both teams at the same time, both team members should be called to the referee's chair and the implementations should be conducted as follows;

In the case both sanctions are at the same level, the required card(s) must first be shown to the team member of the serving team. After the first sanction has been registered, the same level of sanction must be applied to the team member of the receiving team. In any case, this double penalization of same level for two opponents at the same time are considered **simultaneous sanctions**.

Thus, a double penalty at the score 24 – 25 would not end the set at 24 – 26, but the score would be 25 – 26. So, the score is counted only when each team has been penalized (red card).

In the case one of the opponents must be penalized with a heavier sanction, the heavier sanction must be firstly issued by indicating the required card(s) to the relevant team member. After the first implementation, which is more severe is registered, sanction implementation of opponent team member must be conducted and registered.

6. 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.
7. **Volleyball Canada:** it is recommended that if an RI expels or disqualifies a player or a coach, that he/she submit a separate report to his/her ROC (and to the tournament's referee supervisor) regarding this expulsion/disqualification.
8. **Volleyball Canada:** A team member who is sanctioned by expulsion or disqualification must leave the Competition Control Area for the rest of the set / match with no other consequences.

Leaving the Competition Control Area includes any viewing spaces (spectator seating, viewing boxes, or any area overseeing the playing area). The disqualified participant is not allowed to return to the Competition Area following the conclusion of the match.



RULE 31: BLOOD POLICY FOR COMPETITION

BLEEDING

If an athlete is bleeding and other participants are at risk of exposure to his/her blood, the athlete's participation in the match must be interrupted until the bleeding has stopped and the wound has been cleaned with an antiseptic solution and securely covered.

- a. A one-minute technical time-out would be applied by the referee to rectify the situation and stop the bleeding before a legal substitution, exceptional substitution or recovery time would become necessary.
 - b. The players are to remain on the court while the situation is being rectified.
 - c. The technical time-out is not charged to either team.
 - d. The technical time-out may occur only once for the same player in the match and is recorded on the scoresheet under remarks.
- a) Legal Substitution
If possible, a legal substitution would be used. The bleeding player may return to the set once the bleeding has stopped and the wound has been cleaned and covered, providing the return is legal. (Rule 15.6)
- b) Exceptional Substitution
If a legal substitution is not possible, then the referee would authorize an exceptional substitution. The blood-injury player could not return for the remainder of that set. The blood-injury player may play in a subsequent set providing the bleeding has stopped and that the wound has been cleaned and covered (Rule 15.7).
- c) Recovery Time
If a bleeding player cannot be substituted, legally or exceptionally, the player is given a three-minute recovery time to stop the bleeding and to cover the affected area. This may occur only once for the same player in the match. If the bleeding cannot be stopped, his/her team is declared incomplete.

TEAM UNIFORMS

All team uniforms soiled with blood must be either replaced or cleaned prior to the athlete resuming the competition. Uniforms are to be cleaned until the stain is completely removed.

Domestic Competition:

If a replacement uniform is not available, a player with a jersey soiled with blood would be allowed to wear a different numbered jersey or to change jersey with a player on the bench. The referee would change the number(s) of the player(s) involved on the score sheet. The procedure to be used would be Rule 15.6, Rule 15.7, Rule 17.1, or a time-out.

- The one-minute technical time-out applies.
- Record on the score sheet under "remarks."



Note: The rule for team uniforms also applies to the Libero player if the team has an additional Libero uniform that can be used.

RULE 32: CONCUSSION POLICY FOR COMPETITION

CONCUSSION

In the situation where an athlete is struck in the head and the coach requests a preliminary symptom check for concussion.

- a. A one-minute technical time-out would be applied by the referee to rectify the situation before a legal substitution, exceptional substitution or recovery time would become necessary.
- b. The players are to remain on the court while the situation is being rectified.
- c. The technical time-out is not charged to either team.
- d. The technical time-out may occur only once for the same player in the match as is recorded on the scoresheet under remarks.

If it is determined that the athlete should be removed for a complete concussion assessment, the athlete may not return to the competition until the results of the assessment are known.

a) Legal Substitution

If possible, a legal substitution would be used. The athlete undergoing concussion assessment may return to the set if deemed clear to continue, providing the return is legal (Rule 15.6)

b) Exceptional Substitution

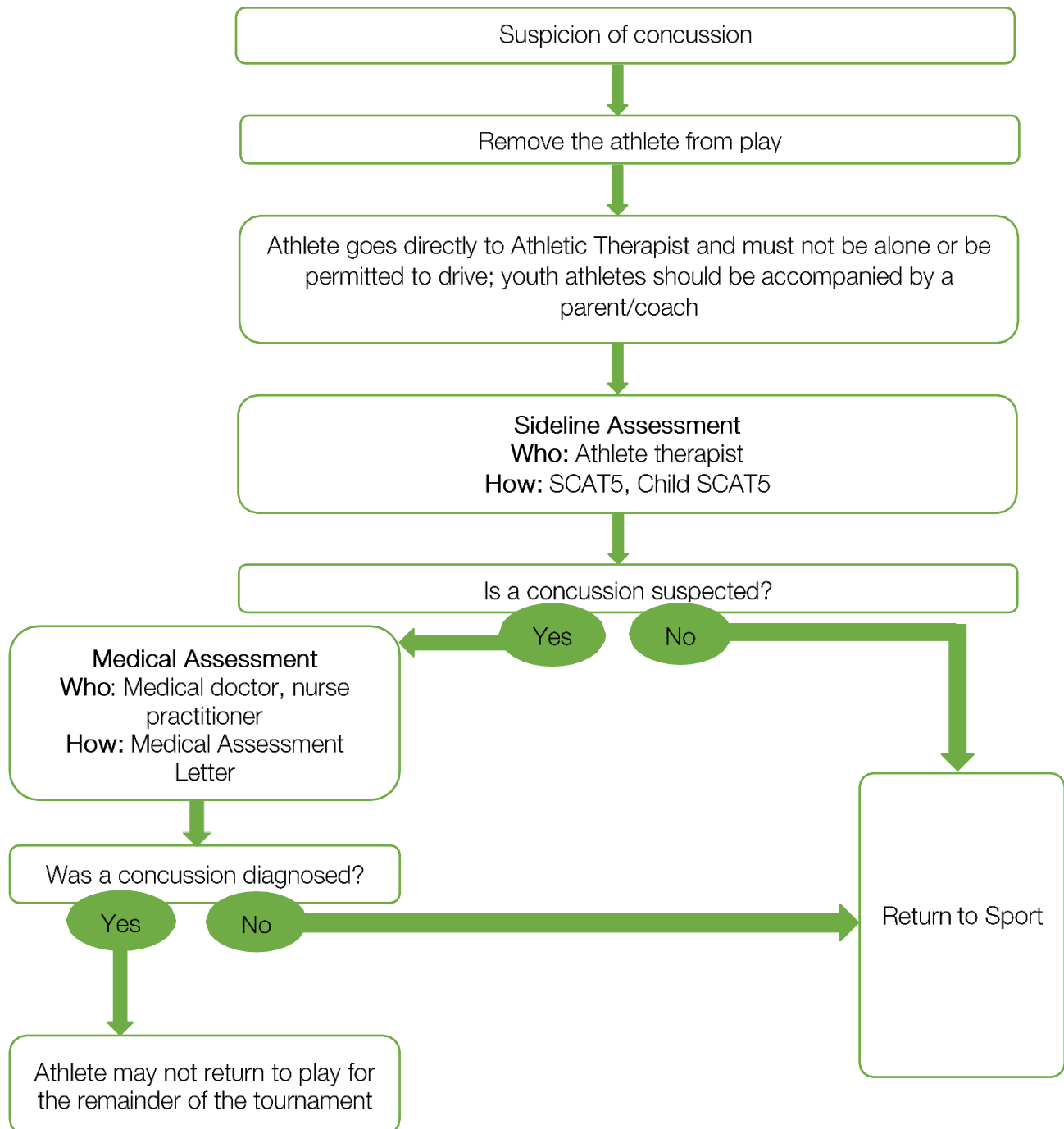
If a legal substitution is not possible, then the referee would authorize an exceptional substitution. The athlete undergoing concussion assessment cannot return to play for the remainder of that set. The athlete undergoing concussion assessment may play in subsequent sets providing the results of the test deem them clear to continue (Rule 15.7).

c) Recovery Time

If an athlete requiring concussion assessment cannot be substituted legally or exceptionally, this player is given a three-minute recovery time. This may occur only once for the same player in the match. If the player is not able to return at the end of the recovery time, the team is declared incomplete (Rule 17.1).



CONCUSSION MANAGEMENT PATHWAY





THE REFEREES, THEIR RESPONSIBILITIES, AND OFFICIAL SIGNALS

RULE 22: REFEREEING TEAM AND PROCEDURES

1. It is very important that the referees signal the end of a rally only if the following two conditions are fulfilled:
 - That they are sure that a fault has been committed or there is an external interference
 - That they have identified its nature.
2. 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!
3. Due to the increased speed of the game, problems may arise showing refereeing errors. To prevent this, the referee team must collaborate very closely; after each playing action, they should glance at one another to confirm their decision.

RULE 23: FIRST REFEREE

1. The first referee must always cooperate with his/her fellow officials (second referee, scorer, lines 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 after this, give his/her final decision with the official hand signals):

 - 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 first referee must often look at the second referee (if possible, after each rally and also before each whistle for service execution) who is facing him/her, to find out whether he/she is signalling a fault or not (i.e., four contacts, double, etc.).
2. The question as to whether the ball "out" has been touched previously by the receiving team (i.e., by the blocker of the receiving team, etc.), is checked by the first referee and line judges. It is, however, the first referee who makes the final decision with his/her hand signal, after seeing the signals of the other members of his/her referee team.
3. He/she should always make sure that the second referee and the scorer have sufficient time to do their administrative and registration work (e.g., if the scorer has had enough time to check the legality of a request for substitution and its registration). If the first referee fails to give his/her fellow officials sufficient time to do their work, the scorer and second referee will never be able to



follow the next phase of the match, resulting in many mistakes made by the members of the refereeing corps. If the first referee fails to give the necessary time for the control and administration of the facts, the second referee must stop the continuation of the match by whistling.

4. The first 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 the second referee, lines judge, or scorer have, for instance, made a different decision:
 - if he/she is sure that he/she is right, stick to his/her decision.
 - if he/she sees that he/she was wrong, change his/her decision.
 - if he/she states that faults were committed simultaneously by both teams (players), he/she should signal for the rally to be replayed.
 - if he/she considers that the second referee's decision, for example, was wrong, he/she can reverse it.
5. If the first 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 first referee may apply misconduct and "delay" sanctions; the second referee, the scorer and the lines judge do not have this right. If officials other than the first referee notice any irregularity, they should signal and go to the first referee to inform him/her of the facts. It is the first referee and only him/ her who applies sanctions.
7. The first referee keeps in sight the volley of the ball and its contact with player(s) or equipment and objects. Consequently, he/she first checks the regularity of the ball touch. At the moment of the attack hit, he/she looks directly at the attacker and the ball and can just see out of the corners of his/her eyes the probable direction of the ball.

RULE 24: SECOND REFEREE

1. The second referee must be of the same competence as the first referee. He/she will replace the first referee in case of absence or in case that the first referee is unable to continue his/her task.
2. During the exchange of play near the net, the second referee must concentrate on controlling the illegal touch of the whole net by standing on the blockers side, on all illegal penetrations beyond the centre line and on the illegal playing actions on the antenna at his/her side.
The second referee should also control back row players completed faulty attacks and blocks in addition to libero players' block attempt. For whistling of these faults there is no priority. Both referees may decide on them.
Additionally, in a similar case to when the second referee needs to support the first referee by whistling an unseen floor touch, the second referee may also whistle a completed attack hit coming from a Libero setting overhand with fingers in the front zone, but only when it is a clear fault and the first referee is clearly not in position to recognise the fault.
3. The second referee must also carefully check, before and during the match, if the players are in correct position, on the basis of the teams' "line-up sheet". In this work, the second referee is



assisted by the scorer, who can tell him/her which player must be in position 1 (server). On the basis of this information, by turning the line-up sheet clockwise in his/her hand, the second referee can state exactly the regular rotation order (position) of each team.

If there is some discrepancy between the player's position and that indicated in the line-up sheet, the second referee should call the game captain or the coach to confirm the proper position of the players.

4. When the second referee whistles a positional fault on the receiving team, immediately afterwards, he/she must indicate the positional fault with the official hand signal and point out exactly the players at fault. If the faulty team's players cannot rectify their positions themselves, the second referee must rectify the positions of the players before the next rally should be started.
5. The second 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, first aid kit, substitution paddles, etc.).
6. During TO, the second referee should not stay in a static position. The second referee can adjust the movement pattern to turn:
 - To the teams, to make sure they move close to the benches.
 - Toward the scorer, to control his/her work.
 - To the assistant scorer to obtain information about the position of the Liberos.
 - To the first 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".
 - To check the teams' line-up by counting the amount of players attentively, whether the six players of each team have returned to the playing court after the time out.
7. If during the match, the second 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 first referee, who must immediately warn or sanction the player(s), depending on the gravity of the behaviour.

RULE 26: RESERVE REFEREE

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

1. To replace the second referee in case of absence or in case that he is unable to continue his work or in case that the second referee became first referee.
2. To control the substitution paddles (if they are in use), before the match and between the sets.
3. To check the correct operation of the team tablets if they are in use.
4. To check the operation of the buzzers before and between the sets, if there is a problem.



5. To assist the second referee in keeping the free zone free.
6. To control the substitute players in the warm-up area and on the bench.
7. To bring to the second referee the match balls, immediately after the presentation of the starting players.
8. To give the second referee a match ball after he/she has finished checking the players' starting position.
9. To assist the second referee with guiding the work of the moppers and the scorer.

In case the field of play is oriented with the team benches located behind the first referee, the specific indications of the work of the Third Referee will be detailed in the Playbook of the event (replacing specific Competition Regulations or Handbook)

RULE 27: SCORER

1. The scorer's work is very important, particularly during international matches, where the members of the refereeing team and of the teams, are from different countries. All referees and the line judges must know how to fill in a score sheet (manual and electronic) and, if necessary, they must be capable of doing the work of a scorer.
2. The scorer:
 - 2.1 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 second referee).
 - 2.2 Reports to the second referee the second time-out and the 5th (11th) and 6th (12th) substitutions of each team (who reports, then, to the first 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:
 - Unless the scorer indicates the substitution is illegal, the second referee authorizes the substitution of players with a crossing of the arms signal.
 - After the second referee sees the scorer's hand signal of "OK", he/she goes to his/her position to begin the next rally and after checking that his/ her area is clear and controlled, repeats this signal to the first referee who now has the right to whistle for the next service. At this moment, when the second referee takes 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 stop immediately the play by **PRESSING THE BUZZER** or blowing the whistle, immediately after the service hit is executed. The second referee must go



to the scorer's table to check the scorer's decision and inform the teams and the first referee of the situation.

- The scorer must look at the substitute player in the substitution zone and compare the number on his/her jersey and the number of the paddle in his/her hand to that on the score sheet line of "starting players" and "substitutes". If he/she discovers that the request is illegal, he/she immediately pushes the buzzer and **RAISES ONE HAND AND WAVING IT** and says: "the request of substitution is illegal". In this case, the second 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 second referee. The first referee must sanction the team with a "delay". The scorer must register on the score sheet, in the 'sanctions' section, the appropriate sanction. The second referee must check the scorer's work following the sanction.
- In the event that the team requests more than one substitution, the process of substitution must be done one at a time, so that the scorer has time to register each substitution consecutively. The scorer must use the same process for each substitution.
- If the substitution is legal, the scorer proceeds to register the substitution on the score sheet and then shows the registration is complete by raising both hands. This procedure applies to all substitutions.
- The scorer should register sanctions on the score sheet only on the instruction of the second referee or in case of protest indicated according to the rules, with the authorization of the first referee, writes or permits the team captain to write the remark on the score sheet.
- The scorer 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 28: ASSISTANT SCORER

1. The assistant scorer sits close to the scorer. In case that 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 complete the Libero control sheet (R-6) and to check whether the Libero's replacements during the match are legal or not.
 - 2.2. To handle the manual scoreboard on the scorers' table.
 - 2.3. To check if the scoreboard shows the right results and if not, to correct it.
 - 2.4. During TOs, to inform the second referee about the position of the Liberos, by using the hand signal of "in" and "out", but only with one hand for each team.



- 2.5. To forward to the Game 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.
- 2.6. Where necessary, to assist the scorer by pressing the buzzer to acknowledge and announce substitution requests.
- 2.7. To verbally assist the scorer with information during the substitution process.
- 2.8. To operate the service clock, where applicable.

RULE 29: LINE JUDGES

1. The line judges' work is very important, especially during high level matches.
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 (the flags should be red or yellow).
3. The line judges:
 - a. Must be present on the playing area, in uniform, 30 – 45 minutes before the match start time (60 minutes for international matches).
 - b. Are required to signal balls “in” or “out” close to the line of which they are in charge, service faults as per Rule 12.4.3.
 - c. If 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.
 - d. Faults should be signalled clearly, to ensure beyond any doubt that the first referee sees them.
 - e. Volleyball Canada Line Judge Presentation:
<https://volleyball.ca/en/development/referee/rules-amp-guidelines#line-judge-training>
4. The line judge should relax between rallies.
5. The line judges should leave their position during TO and stay at the respective corners of the playing area, behind the advertising barriers.

RULE 30: OFFICIAL HAND SIGNALS

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



2. **Decision by the First Referee:** The first 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 second referee will walk to the side of the team to receive next and follow the signals of the first referee.

FIVB / U Sports / CCAA: The second 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 first 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 second referee moves, so that the first referee is in full possession of the facts.

3. **Decision by the Second Referee** (e.g., net fault, illegal back row block, etc.): the sequence by the second referee is: whistle, indicate the nature of the fault, indicate (if necessary) the player at fault, pause, then follow the first referee’s signal for side to serve next.
4. **Time-Out Requests:** this is normally done, by the second referee (but is still within the remit of the first referee if the second referee does not hear/see the request by the coach). The first 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 first referee’s task to indicate the side to serve. The second referee will only copy the first 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 first referee must decide which course of action to follow after this, **ONLY THE FIRST 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 first referee to indicate replay and team to serve next.
8. **End of set.** This is done by the first referee. The second referee may if the first referee has not noticed the score, politely remind the first referee with this signal, but this should remain exclusively the responsibility of the first referee.
9. When the second referee whistles 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. 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. The signal should not be shown while walking – the second referee should stop and signal when facing the court.
10. Referees must whistle quickly, with certainty in signalling faults and 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, or



- 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" 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".
 - 11.3 If a ball, after a team has played it with the first, second 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 hand 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, 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 first referee must show the hand signal "ball out" and 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 overhead finger pass (setting action) by the Libero in his/her front zone, the referee must use the hand signal number 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 first referee must check the line judge's flag signals. If they are not properly done, he/she may correct them.
14. If the ball does not 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

The following information may be subject to modification, depending on the competition, and any mitigations necessary for participant safety.



I. BEFORE THE MATCH:

- 1.1. The officials must be present in their referee uniform at least 45 - 60 minutes before the scheduled starting time of each match.
- 1.2. If the first referee has not arrived in due time, the second referee should begin the procedure of the match.
- 1.3. If the first referee fails to arrive or he/she is not able to conduct the match for any medical reason, the second referee should conduct the match as first referee and the reserve referee (if present) takes the place of the second referee. In the case that there is no reserve referee, the organizer together with the acting first referee must decide who is to act as second referee.

2. DURING THE MATCH:

- 2.1. At the service, the second referee must be on the receiving team's side. After the service he/she can move along the sideline from the center line, maximum to the attack line. At the attack, his/her position should be on the side of the defending – blocking team. So, during the match, he/she must continuously change position
- 2.2. The first referee keeps in sight the volley of the ball and its contact with player(s) or equipment and objects. Consequently, he/she first checks the regularity of the ball touch. At the moment of attack hit, he/she looks directly to the attacker and the ball and can just see out of the corner of his/her eyes the probable direction of the ball. If the ball is hit at the net, he/she must look in the direction of the vertical plane of the net
- 2.3. When the second referee calls (whistles) a positional fault on the receiving team, he/she must indicate the positional fault with the official hand signal and point out exactly the player or players at fault. The second referee can assist the match flow by showing the game captain, if necessary, the actual player positions of his / her team in the line-up sheet or the tablet
- 2.4. According to the rules of the game, the first fault to occur must be penalized. The fact that the first and the second 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 first referee, the second referee has no further right to blow his/her whistle because the rally ends with the first whistle of the referees. If the referees blow their whistles one after the other for different faults, they cause confusion for the players, public, etc.

2.5. INTERVALS

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

TEAMS: At the direction of the first referee the teams change courts; 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 second referee blows the whistle, or the scorer sounds the buzzer.

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

REFEREES: The second referee will check the players' standing positions, comparing them to those on their respective line-up sheet and then authorizes the acting Libero to enter the court.

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

3'00 – The first 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 first 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 second referee blows the whistle, or the scorer sounds the buzzer.

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

REFEREES: The second referee will check the players' standing positions, comparing them to those on their respective line-up sheet. Then he/she authorizes the acting Libero to enter the court and gives the ball to the server.

3'00 - The first referee whistles for service.

When the leading team reaches the 8th point:

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

REFEREES: The second referee checks that the teams are in their correct rotation and that the scorer is and then signals to the first referee, that everything is ready for the continuation of the game.

During Time-Outs, and intervals, the second referee calls the players to move close to the bench.

c) AFTER THE MATCH:

The two referees stand in front of the referee's stand. The first referee blows his / her whistle and



two teams either wave to each other from the base lines or come along the side lines to the referees, shake the hands of the referees, and walking along the net, shake hands with the opponents and return to their benches. The first and second referees go along the net to the scorer's table, check the score sheet, sign it, and thank the scorer and lines judges for their work.

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

THE PROCEDURES

MATCH PROTOCOL

Protocol for Volleyball Canada Sanctioned Events, when there are no team introductions (i.e. Round Robin matches at National Championships).

NOTE: To satisfy local conditions, the National Championship Committee (NCC) may approve variations to the match protocol for National Championships.

a) 20 minutes before the start:

The referees check the height and tension of the net as well as the position of the antennae and side markers.

b) 18 minutes before the start:

The referees will conduct the toss with the captains.

The teams will begin a five-minute common warm-up on the court (prior to the start of the competition, this may be altered by the Tournament Organizer).

c) 13 minutes before the start:

The first referee blows his/her whistle to signal the start of the official warm-up (5 minutes for each team or 10 minutes together).

Referees check the game balls and all other equipment necessary for the game. Referees give necessary instructions to lines judge, ball retrievers, quick moppers, etc.

The second referee obtains the line-up cards from the coaches for the first set.

d) End of the warm-up:



The first referee blows his/her whistle to indicate the end of the team warm-up. Players must stop warming up and return to their bench.

e) Start of the match:

The first referee blows his/her whistle and directs the six starting players to immediately enter the court. The second referee checks the position of the starting players, gives the ball to the server, checks to see that the scorer is ready and signals the first referee that everything is in order.

The first referee authorizes the first serve of the match.

FLOOR MOPPING

The main purpose of the current guidelines is to secure the players' safety, the normal flow of the game, and to avoid players having to wipe the floor themselves.

1. FLOOR MOPPERS AND MOPPERS' EQUIPMENT

2. FLOOR MOPPERS

- 2 quick moppers per court x 2 courts = 4 moppers in total
- Quick moppers must be experienced Volleyball players. They must be well trained for this task.

3. MOPPERS' EQUIPMENT

- 8 absorbent towels (minimum size 40 cm x 40 cm, maximum size 40 cm x 80 cm)
- 4 (2-2) must be available and located near the scorer's table, and 4 (2-2) by the moppers sitting on small chairs

4. LOCATION OF MOPPERS

- a) Two quick moppers per playing court (4 in total) behind the second referee, sitting on small chairs (ready to run to the wet spot).
- b) Moppers must pay attention to the fact that they should not obstruct any advertising panel surrounding the playing court regardless of their location, especially behind the first referee's chair.

5. HOW TO MOP THE PLAYER COURT

To ensure the game continuity and stop delaying tactics, Volleyball Canada has made the following decisions:

A. DURING "BALL OUT OF PLAY" (BETWEEN RALLIES) IN THE GAME, IF NECESSARY

- a) Whenever a quick mopper perceives a wet spot on the court, he/she waits for the end of the rally. Immediately after the referee blows his/her whistle to end the rally, the



mopper(s) must rush out to the wet spot.

- b)** Immediately after the quick wiping, the mopper(s) must return to their respective position by taking the shortest way to run off the playing court.
- c)** The amount of time for wiping a wet spot must be 7 seconds (i.e., between the rally ends with the referee's whistle and the first referee's whistle for the next service). No delay to the game must be caused by the moppers.
- d)** The referees are not involved in the mopper's operations; however, the first referee has the authority to regulate the moppers' operation only in case the game is disturbed by the mopper(s), or if they did not do their work properly.
- e)** In case of a dangerous wet spot especially on the court, the players and coaches have the right to request the moppers to wipe it. However, to call the moppers onto the court or to the free zone without a reason should be considered as an intentional delay and be sanctioned.

Any player who delays the game, under the pretext of drying the floor, is liable to a delay sanction. 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 the team bench, the first referee may issue a delay warning.

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.

B. Players' Responsibilities

If players, at their own risk, mop the floor with their own small towel, the 1st first 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.

PROTEST PROCEDURES

Most tournaments are organized to allow the settling of a protest immediately, and the procedure is usually outlined in the tournament rules.

If the protest occurs during league play, or any other time a protest committee is not on the site, the referee must know how to handle the situation.

THE REFEREE'S DECISIONS REGARDING BALLHANDLING FAULTS ARE NOT OPEN TO PROTEST.

A captain may legally protest only AN ERROR IN APPLYING A RULE OR RULE INTERPRETATION. The captain must lodge the protest immediately to the first referee who will then indicate to the scorekeeper that a protest has been lodged. Once the match has ended, the captain must describe the incident on the score sheet or on a paper to be attached to the score sheet before he signs off the



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score sheet. This record includes game number, score, ball possession and player position on floor at time of protested decision, and reason for protest. The protest is then referred to the appropriate higher authority (i.e. league executive, jury) for acceptance or refusal. Refusal means that the game or match result stands as played. Acceptance involves replaying of the event in whole or in part depending on the judgment and in the next available gym space as allocated by the DCC Jury member.

The following supports rules 5.1.2.1, 5.1.3.2, 23.2.4 and the “Protest Procedures” section in the Volleyball Canada Rule Book. Acknowledgement: Some of the phrases used below were borrowed from the document, FIVB Beach Volleyball Protest Protocol.

As a First Referee, please remember that:

- Being proactive is always good policy: the first referee must ensure that all practicable steps have been taken to ensure that the protest procedure is not enacted. This includes:
 1. Communicating clearly to players the nature of the fault / basis of decision
 2. Repetition of hand signals where appropriate
 3. Consultation with all relevant officials applicable to the application / interpretation of the rule(s)
 4. If appropriate, confirm the criteria for a valid protest
 5. Confirm that, after all the above steps have been undertaken, that the team captain wishes to formally protest.
- The criteria for acceptance of a legitimate protest shall involve any one or more of the following circumstances:
 1. The referee misinterprets a rule of the game
 2. There is a scoring error (rotation or match score)
 3. A technical aspect of the match conditions (temperature, light, etc.)
 4. The referee did not correctly apply the rules / regulations or did not assume the correct consequences of his/ her decisions.

The first referee must only consider these four criteria in evaluating whether to accept a protest as being valid or not and therefore capable of potential consideration. It is improper for the referee to accept a protest that involves playing actions or misconduct unless there is a misinterpretation of the rules. The first referee should clearly identify on the score sheet which of the four criteria apply to the protest. It is possible that a protest may satisfy more than 1 criterion.

- A protest procedure is commenced by a team captain formally indicating his / her wish to protest following the explanation he / she has received on the application or interpretation of the rules from the first referee. Once a team captain has formally protested, the first referee should not:
 1. Choose not to proceed with the protest procedure
 2. State to the player the likely outcome of the protest
 3. Comment on the validity or legitimacy of the team captain's protest.



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- At the moment of the protest, the scorer, under the direction of the first referee, should record on the score sheet sufficient match details to be able to recommence the match from this point.
- At the completion of the match, the first referee should ensure that the Remarks section of the score sheet has been completed with all the required information. The protest written by the team captain (he may be assisted by a team official) may be completed on the back of the score sheet or on a separate page, attached to the score sheet. It must be signed by the relevant team's captain. The match officials must not prevent or dictate the content of the protest.

If there is a jury or a protest committee assigned to the match, the match is interrupted until the protest is resolved. Players will go to their benches while the jury deliberates.

JUDGES' CONFERENCE

At Canadian Championships, the procedure for a judges' conference can be used to rule on protests.

The judges' conference holds official authority to solve problems occurring during the game in order to correct an improper situation in accordance with Volleyball Canada rules and regulations.

Only the following circumstances may be protested:

- a) an improper decision by the referee who did not apply the rules or regulations.
- b) an improper decision of the scorer who made a mistake on the rotational order or on the score.

A referee's decision regarding a playing action (i.e. ball handling or a misconduct) cannot be protested.

The protest will be accepted or rejected prior to the resumption of play by the tournament jury.