

**Carolina Region Professional Referees
Duties and Checklist**



Managing a court

- Pre-match
 - Check net height, know the correct net height in the rule book for each age group
 - Check ball pressure, know the correct pressure in the rule book (4.26 – 4.61 psi)
 - Make sure antennae are straight and lined up properly. Use net chain to align. They should be just outside the sideline
 - Do you have score sheet, Libero tracking sheet, 2 line-ups, pens, pencils?
(Contact Tournament Director if anything is missing)
- Coin Toss – gather captains as soon as court is clear and playing teams have arrived (no more than 15 min. prior to match time for 1st match, all other matches are ASAP)
 - Assign Head/Tails to each team and flip coin, do not turn over after flip
 - Winner options are Serve/Receive/Side
 - Loser options are the remaining two
 - If at least 1 team hasn't played yet, then warm-ups are 2-4-4 (2 min to pepper/stretch, 4 min to serving team, 4 min to receiving team), If both teams have played, skip the 2 min to pepper/stretch and go straight into the 4-4. Serving Team gets the first 4 min. If using 2 min, it starts when teams get on the court prior to coin toss.
 - Start warm-ups
 - Find out who the head coaches are and hand line ups out. (Head coaches are the only ones that can talk to R1/R2, and only one to request TO)
 - Know who the work team is, they may have just played and are taking equipment off, they should come to score table as soon as they can. Do not wait for work team to arrive before conducting coin toss and warm-ups
- Talk to Line Judges
 - Are there 2 LJ's or are they going to switch, need all LJ's present to talk to pre-match
 - Need a call on every play no matter how obvious (In, Out, Touch)
 - Antenna – Hits the antenna, anything outside the antenna, goes over the antenna, all Antenna fault, (Wave flag to get R1 attention and point at antenna), R1 cannot see this fault as good, so rely on LJ
 - Foot Fault – (Wave flag to get R1 attention and point at foot)
 - Server come near LJ to serve, move to the side a few feet, then get ready to get back in position
 - Timeout – LJ's to center of back line with ball

- Talk to R2
 - Move side to side, staying on side that doesn't have the ball
 - Net Fault – contact with the NET between and including the antennae while making a play on the ball is a FAULT, blow whistle, step to fault side, show net fault and point at player at fault with an open hand
 - Centerline Fault – it's OK to step across into opponents playing space, provided some part of body is on your side and they are not interfering with player or presenting a safety hazard. Foot landing on other side under blocker/attacker is a safety hazard and should be called, blow whistle, step to fault side and point at centerline with open hand
 - Repeat all R1 signals except beckon for serve and net serve fault.
 - Responsible for Substitutions – only when sub enters sub zone. Coach can't request subs, they must enter the sub zone – notify Head Coach on subs 9-12 and R1 for 12th sub
 - Responsible for Time-outs – notify Head Coach and R1 when 2 TO's taken
 - Show 'Ready' signal to begin each set, after subs and after TO
- Talk to Scorer
 - Verify they know how to completely fill out the scoresheet.
 - Everything should be in CAPITAL letters
 - Everything before the first point and after the last point scored should be in PEN
 - 3 changes
 - Captain designation
 - T-bar for unused points
 - Coaches are no longer required to sign scoresheet after match
- Line ups
 - Verify the line-ups are filled out completely.
 - Team Name
 - 6 different players
 - 0, 1 or 2 Liberos (if only 1, should have an X in the second block), if no Libero and no X's, ask coach to verify
 - Ensure Libero number is different than 6 on the court
 - Coach's signature
- Start the match
 - Teams line up on end line
 - R1 takes position in the stand, R2 on right side of pole
 - R1 motion and whistle for everyone shake hands at the net
 - R2 checks line-ups and tosses out ball to serving team

- Deciding Set (3rd)
 - Get off the stand and go across to the score table and do the coin toss same as the beginning match, options are serve or receive.
- After the match
 - Ensure that the scorer picks up a PEN and records everything after the last point in PEN
 - Ensure everything is properly recorded
 - Last point must be 25 or more, team can't end with 24 points.
 - End times recorded
 - Winner of each set recorded and winner of match recorded
 - If 3rd set was played, ensure correct information recorded on both sides
- Time Management (very important)
 - 3 min. between sets
 - 30 sec. Time-Outs
 - Time between matches should be as close to 10 min as possible.
 - Finish the score sheet
 - At the end of the previous match, if you have 2 teams ready to warm-up, do the coin toss and start their warm-ups
 - Do not let the scorer go until they are COMPLETELY finished.

If the Professional Official is facilitating the junior work team, you need to assist the R1 and R2 in making the right call, especially ball handling. VETERAN officials can work their way around the court encouraging the members of the work team and offering helpful feedback if needed. Officials should pay attention to the action on the court at all times and make sure the correct calls are being made.

DO NOT PUT YOUR HANDS ON THE PLAYERS, NO MATTER HOW INNOCENT YOUR INTENTIONS MAY BE.

KNOW HOW TO KEEP SCORE! Keep score on your off matches until you know how to do it completely and effectively. Look at the example in the USAV rule book. Do the play-by-play and then compare it to the final score sheet when finished. Understand your mistakes and fix them and do it again.

Have a great Season and thanks for your Service!

Carolina Region/USAV OFFICIALS PROGRAM CONTACTS

Callie Davis
Officials Program Director
officials@carolinaregionvb.org

Stephen Shepherd
Indoor Referee Chair
refchair@carolinaregionvb.org

Amber Fulk
Indoor Referee Chair
scorechair@carolinaregionvb.org

Tony Hill
Officials Rep to the CR Board of Directors
officialsrep@carolinaregionvb.org