



Get Back in
Become an official.
the Game!



FHSAA

Volleyball Officials Training

Materials / Notes

2019-2020

A word from our Assistant Director of Officials.....

Thank you for signing up to be a FHSAA Volleyball Official. We appreciate your hard work and dedication to high school athletics.

Moving forward field clinics will not be required but associations should take them into consideration when making their playoff recommendations. Meaning, if you have two officials that are equal on the field and one attended the field clinic last year and the other did not, then the one who attended has more training under his/her belt. As we continue to move forward with the new training session model, our vision is that these will be taken into consideration when making playoff recommendations as well. With this being said, we are always looking for the best high school officials. We want associations to put the best high school officials on the field and the ones that attend more trainings should be better due to the number of trainings they are receiving.

Testing for the 2019-2020 will be required for all officials. Starting this year we will not give the option for officials to file for a test exemption. The 2019 Rules Examination for the fall season will open on **August 2nd and close September 6th. There will not be a make-up period, the exam will be 50 questions long and there is no time limit. The test will be taken through the FHSAA Central Hub in Arbiter.**

Once again, thank you for all that you do as an FHSAA Volleyball official and I wish you all a successful 2019-2020 season.

Jeremy Hernandez, FHSAA

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Officiating equipment and approved vendors

Officials have to look professional at all times. You can go to a school dressed in uniform. If you choose to change at the school, make sure you are dressed professionally.

The official uniform is as follows:

- **White Polo Shirt (with FHSAA patch and lettering for FHSAA sanctioned events). Pressed and tucked in.**
- **Black Pants and Black Belt (unless you have pants without loops)**
- **Black socks and black athletic shoes**
- **Black whistle and lanyard (make sure to have at least 2 with you)**
- **Timekeeping device (or watch)**
- **Coin**
- **Ball pressure gauge and pump**
- **Net height measuring chain or measuring tape**
- **Yellow/Red penalty cards**
- **Pencils and lineup cards**
- **Red flags (for line judges)**

You can find the uniforms at the following approved vendors:

<http://www.fhsaa.org/sports/officials>

Many of them will have some sort of new official's package that includes much of the things you will need.

Qualities of a good volleyball official

1. **Know the rules** - Make sure to study the rulebook and the case book.

Always be reading the rule book. You'd be surprised how much you miss on the first or second reading. You'll also be surprised how many things make more sense once you have officiated a couple of matches and seen some things. At the end of the day, rules knowledge will help you spot violations, sound confident when you have to address and sell them to coaches.

2. **Master the mechanics** - The mechanics are the language of officials. We do not say much during a match but we do communicate a lot - with players, coaches, spectators, and our fellow officials. Signals need to be crisp and clean. Movement needs to be purposeful. All of this helps sell the calls you make because if you look like you know what you are doing, people will believe you know what you are doing.

3. **Make calls positively and with good timing** - Be confident and sure of your call. If you look timid or hesitate, you do not look confident and people may question you more. When you speak, be authoritative and strong. Wait for the play to develop. Do not blow your whistle too early. Anticipate the play but never anticipate a call. Just because you think that ball will hit the ground does not mean the ball would not have been pancaked and saved. By blowing the whistle too early, we may take away an exciting and athletic play. Yes, we can replay it if we made a mistake, but that doesn't help the player feel any better about the mistake.

4. **Focus on the court, not on the stands** - Another way to say this is "do not get rabbit ears." When you blow the play dead, half of

that gym has the potential of disagreeing with you. People will heckle and criticize. You must ignore them. Reacting to fans will only get you in trouble and take your focus away.

5. **Be professional** - Do your best. Look your best.
6. **Expand your knowledge** - As much as possible, read about the sport and about officiating. If you can, subscribe to NASO and get Referee Magazine. It is a great resource and it has plenty of sport-specific articles, as well as general articles about officiating. Talk to veteran officials. Before matches, tell your partner what you want to work on. Pick one thing you need to improve on every night and focus on that. At the end of matches, talk to your partner and ask questions. Get feedback. Never “yeah, but.” None of us are perfect, not even our partners. You may get feedback that is valuable and you may disagree completely with a call. Always be appreciative of what you get, do not defend yourself, and decide what advice to take and what to disregard. If you can go to clinics, go. And try to work as many matches as your schedule allows. The more you see, the better you will get.
7. **Be passionate about officiating** - Do this because YOU LOVE IT, not for the money. It really does not pay THAT well. But if you love it, and you are passionate about it, you will bring a level of confidence and energy with you that cannot be matched.

Use the following tools to help you learn and grow as an official:

- *The current NFHS Volleyball Rules Book.*
- *The current NFHS Case Book and Officials Manual. This provides play situations and rulings along with a review of officiating mechanics.*
- *Firsthand experience. Use every officiating experience to improve your ability to officiate and expand your knowledge of the game.*
- *Secondhand experience. Learn from watching good officials, either in person or on tape. Check out their mechanics, how they comport themselves, how they exercise authority; how they deal with coaches and players and how they make their calls. Learn from their experience and style and adapt what you observe to your own style.*
- *Clinics and workshops. Attend as many rules seminars as possible. If none are offered in your area, contact veteran officials and recommend that they design one of their own. Call your local schools or recreational organizations about developing workshops.*
- *Journal. Keep a journal as a self-assessment tool, charting areas for improvement, successes, progress and things you learned from each match.*
- *Self-review. Hire someone or have a friend record your games so that you can track your progress over the season. Recordings of games can be excellent learning tools.*
- *Feedback from others. Invite feedback by asking fellow officials to watch you and comment on your work.*
 - *Pre- and post-match meetings. Meetings before and after matches are key learning times for officials, especially beginners. Don't be afraid to admit you don't know something or you need help*

Pre-Match Protocol & Captain/Coaches Conference

A couple of definitions...

First Referee (R1) is the referee who stands in the platform. Makes final decisions during the match.

Second Referee (R2) is the referee who stands on the floor opposite the R1. **Line Judges (LJ)** are the officials located at the corner of the court to the right of each referee.

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Be sure to be at the school site no later than 30 minutes before your match.

When you get there, greet the coaches and meet your table officials (scorer, libero tracker, timer). Be sure to:

1. Measure the net. The measurement at the center of the net needs to match what is specified in Rule 3. The measurement at the ends can be off by no more than $\frac{3}{4}$ of an inch.
2. Check the alignment of the antennas to the sidelines and that they are secured properly.
3. Check the standards to make sure they are properly padded. **No match can be played if the standards are not padded.**
4. Obtain the game balls and inspect them to make sure they have the NFHS authenticating mark and that they are inflated to the right pressure, according to Rule 3. Ask your home coach if it's ok for you to check the pressure with your needle. If they do not want you to do it, let them do it and you can inspect while they do.
5. Check the playable areas for non-playable spots and check the ceiling as well. Determine what is playable and what is not.
6. Check the referee stand to make sure it is secure and safe.

While you can help with equipment (net, stands, etc...), it is the school's responsibility (not yours) to ensure proper equipment.

At 18 minutes before game time, hold your coin up in the air (if you are the R1) and blow your whistle. This will alert coaches and captains to come to the table area. If you have the table behind you, the R1 will be on the left and the R2 will be on the right.

The R1 will conduct the captain/coaches conference. The required elements are as follows:

- 1. Welcome players and perform introductions**
- 2. Discuss playable areas – usually it is to walls, bleachers, and around benches. Players can go through the space between the scorer’s table and the bench, provided that the ball is hit/played with at least one foot inside the paint (the basketball sideline). Playing past that point will kill the play. Discuss the ceiling and any ceiling obstructions.**
- 3. Inquire of coaches as to whether his or her players are legally and properly equipped to play the match. Make sure that each coach VERBALLY says “yes” to this question. If not, continue to ask until you hear it. This relieves your legal responsibility regarding issues with equipment and puts the responsibility squarely on the coach.**
- 4. Identify your speaking captains – make sure to stress the importance of fair play and good sportsmanship at all times. The required statement by FHSAA can be found in your rule book when you receive it. Make sure you tell them that wearing jewelry is not permitted and that they should make sure all team members know to remove all jewelry.**
- 5. Show the coin you will toss to the captains. Then, instruct the visiting captain to call the toss in the air and the home captain to repeat it. Toss the coin and let it land on your hand without flipping the coin. Determine the team who won the toss and what their decision is (serve/receive). The home team picks their bench first. (Note:**

Before the final and deciding set, R2 will conduct the toss with the captains, where the home team calls the toss and the winner decides (serve/receive) and the losing team decides the side to be played.)

- 6. Allow your R2 to add anything he or she wishes - usually the R2 will address timeouts and substitutions.**

While it is not required, some officials like to add a statement to the captains that while officials will discuss the rule in any particular play and answer questions, they will not discuss judgment with anyone. The judgment is the official's and every official's judgment may be different. This will curb the instinctive need for coaches and players to "officiate" and if you need to warn them about it during the match, you have already stated it before the match began.

The warm-up consists of 15 minutes, as follows:

- **7 minutes first to the visiting team**
- **7 minutes to the home team**
- **1 minutes to clear the court**

Starting lineups must be at the table 2 minutes before start and before 1 minute on the breaks between sets. When completed, players will go to the end line and wait for the R1 to beckon them to meet at the net.

R2 will ensure his lineup card is properly matched to the scorer's sheet and lineup cards provided by the coaches. Then, the R2 does the following:

- 1. Go to the receiving side and ensure that the lineup is correct. Always start with the RF position and move counterclockwise. When done, if there is a libero, instruct him or her to enter the court.**
- 2. Go to the serving side and ensure that the lineup is correct. Always start with the RB position and move counterclockwise. When done, if there is a libero, instruct him or her to enter the court.**
- 3. Confirm that your table is ready and grab the game ball. Provide it to serving team.**
- 4. Give the court to the R1.**

R1 will ensure that everyone is ready to play, by looking at both line judges, looking at the benches, and finally looking at the R2. At this point, the R1 can beckon for first serve. Use the warmup to gauge player ability, ball handling, and who your setters are. This will be helpful during your match.

Signals and Mechanics / During Play

To make this section easier to follow, we will follow the typical rally from start to finish.

Once all the lineups are checked and the R2 checks with the table to make sure the table officials are ready, the R2 will “give the court back” to the R1.

Before beckoning for serve, the R1 should:

- **Scan the court to ensure everyone is ready to play and there are no obstructions.**
- **Ensure that the line judges are ready.**
- **Make sure to know who the back row players are (make a mental note or ensure you know where your setters are).**
- **Make sure you know who your floor captains are.**
- **Scan from left to right – line judge, left bench, table/R2, then right bench, finally line judge to make sure no substitutions or timeouts are being requested.**

Point with extended hand and tight fingers toward the serving team’s side and do a 3 step process:

- 1. Blow your whistle once**
- 2. Wait a step**
- 3. Move your arm across your chest in a sweeping motion (Signal 15)**

The logic of pausing between blowing the whistle and sweeping is to

ensure that you are giving the server 2 cues (sound and visual) that he or she can serve.

At this time, start keeping a 5-second count, observe the serving team to ensure they remain in proper alignment/positioning upon impact and make sure to look at the line judge in case of foot-fault, before you continue to follow the path of the ball.

The R2 is to look at the receiving side noticing whether players are properly aligned, no one is touching the net, and players are not contacting the floor outside the lines upon the sound of the serve.

Because YOU ARE NOT LOOKING at the serving side, you will not know visually that the server has served. You need to listen for the contact.

All restrictions on positioning end with server contact.

The line judges should be positioned at the corner where their left sideline meets their end line. One will be positioned in the corner to the right of the R1 and the other on the corner to the right of the R2. They each must have a red flag.

Line judges are also officials, but should not talk to coaches, players, or spectators. They are silent and they do not use or have a whistle.

Line judges should be ready to move at all times. They are to look at the ball to ensure they know where that ball hits and also to ensure they see touches. Play is fast, so they should be able to move to improve their angles and make sure their view is not blocked by a player (straight-lined).

If a server does not initiate a serving motion and cause the ball to be hit or retrieved within a 5 second period, it is a violation on the serving team and service goes to the opposing team. The R1 calls this violation by blowing the whistle, awarding the point (Signal 18) to the opposing

team, and giving the delay of service signal (Signal 4). Be a little loose with this call. Sometimes they get close. The idea is to prevent delay, not necessarily to take a point away.

If the server touches the court inbounds (the end line is inbound), it is a line violation. R1 blows the whistle, signals the point, and signals the line violation (Signal 2).

All points in volleyball begin with a whistle and end with a whistle.

During Play

While the rally is underway, stay loose and relaxed. Try to keep your line of sight as wide as you can possibly handle it. Do not worry - when you are new you tend to get blinders. Work to fight that instinct. It takes some time but it will go away.

Also, when you are new, play appears to be faster than it really is. A lot of action is happening and you are gathering information at all times. If you find it helpful, talk to yourself during the rally. Did the ball contact the player legally? Did the ball hit the ceiling? Count in your head the three hits as they happen. This helps you keep focused and blocks out distractions. It seems fast. It will slow down with experience.

R1

Your main job is ball handling. You call all violations, except the ones for which the R2 is responsible (see R2 below). Follow the ball and quickly look ahead to the hands of the player who you expect will hit the ball next. Make sure that you do this so you can see the contact. Looking at the ball constantly will not help you because when the ball is in the air, nothing is happening with it. Do not ball-watch. Spectators do that. Officials do not.

Again, watch the ball when needed: to determine if it hit the floor, an unplayable surface, the ceiling, the net, the antenna. But, when the ball is suspended in the air and/or traveling, do not necessarily look at it. Look at it long enough to know where it is going and then move your eyes to that spot.

When you expect an attack (especially after the third hit) move your eyes to the net and watch the action. You are looking at hands and action with those hands, as well as the ball to determine if the ball was touched or whether the ball hit the tape and stayed back (4 hits). This happens fast so be alert.

Once the play is over at the net, quickly look at your line judges and your R2 to see if they caught something you missed and go back to the ball and the hits.

When there is any contact that effectively makes the ball dead, blow the whistle! At that point, everything stops and now you have time to gather information and make a decision. Do not wait to blow your whistle until you have made a decision.

R2

Your main job is to serve and protect the R1, the net, the center line, and the antenna closest to you. You serve the R1 by helping him/her with situations on the court and assisting with unofficial calls during play.

You protect him/her by ensuring all communications from coaches are done directly at you and not the R1. You are to always be on the fault side when the point begins and ends. During play, you transition from side to side as the play progresses to ensure you are on the blocking side.

During the point, wait for the first hit before transitioning. This is because if there is a serve ace or a return error, you are already on the fault side, where you need to be!

Once you see the ball is played, move toward the other side of the standard in a sweeping motion and crossing your feet once. You should be able to cross with 2 steps. If not, you may be too wide. Being too wide changes your angle of view and also makes it harder to transition quickly.

Once there, open your field of view – if nothing is happening at the net. This is to help the R1. If you see violations that are not yours to call, do not blow

your whistle but move to the fault side and give an official (but discreet and informal) signal to the R1 of what you saw – especially if you see that the player is blocking the R1’s view. If the R1 does not “take your call” move on and continue to officiate. Help your R1 but try not to help “too much” with ball handling.

Once the third hit or an attack is coming, the action will happen at the net so you should narrow your view to the net. Quickly scan your eyes in an up and down motion – starting from the top of the net – looking for contact by players on either side on the net and then looking at the feet to make sure that no foot is COMPLETELY crossing the center line. If there is contact with the net or a foot completely across, blow your whistle, transition to the fault side, point to the net (or center line, depending on what it was), give the number of the player at fault to the R1 and then award the point to the winning team. This is the only time the R2 awards

the point.

The R1 will award the point (mirror) and then inform the offending team's coach of who was at fault. The R1 will not mirror the fault mechanic.

If a ball crosses the standards outside (or touching) the antenna on the R2's side, the R2 is to blow the whistle, go to the fault side, and give the out signal. No mirroring is required. R1 will award the point and signal out.

Line Judges

Your main job is to follow the ball, look for touches, and making sure to know where the ball lands. You also look for “pancakes” to help your R1 with those. You need to move up/down the side line or along the end line to ensure you always have a view of the ball. When the ball is about to be spiked, this is the hardest part. Stay with the ball long enough to determine if there is a touch, then move your eyes to the section of the court where the ball will land. If you follow the ball, your eyes will be moving and you will miss the landing. This is where your R1 needs you the most.

You always should be moving. Do not be stationary. Crouch low when the ball is to be spiked and when the ball hits the ground. If play comes towards you, pick a line to follow and get out of the way. In other words, if you pick the sideline, run backwards. If you pick the end line, run to your left, while continuing to see the line and officiate. Do not worry about the other line, your R1 will get it.

Similarly, when a player serves from the left 1/3 of the court closest to you, you must either move to your left and watch the end line and foot faults or move back behind the server in line with the sideline and watch that sideline. If you do this last one, the R1 will look for foot-faults and you watch the entire sideline. This is so that we are not in the peripheral view of the server.

During timeouts, the line judge on the side who will serve next will ensure to get the game ball from the players. If you are the LJ2 (to the right of the R2), you will walk the length of the end line toward the opposite sideline. When reaching the corner, square off and turn left. You will stand at the intersection of the attack line and sideline to the left of the R1. The LJ1 (to the right of the R1) will wait until the LJ2 gets to the corner (intersection of the end line and side line where he squares off)

and then will start moving toward the attack line. LJ2 stands at the intersection of the attack line and sideline to the right of the R1.

When there are 15 seconds left on the timeout (when the R2 double tweets)

or when both teams are on the court (whichever comes first), the LJ2 will start the journey back to his corner in the same way, squaring off at the corner. The LJ1 will wait until the LJ2 squares off and then leave to return to his corner. Whoever has the ball gives it to the server.

Then, be ready to quickly snap the flag with the correct signal.

Be mindful of the antennas and where it crosses the plane of the antenna. There is no “pursuit” in high school so if the ball travels anywhere outside the antenna, signal “out” immediately.

When the point ends

Make sure to blow your whistle loud and confidently as soon as you see a violation or as soon as the ball is down or touches/goes into a non-playable area or surface. Players are used to continuing play until they hear a whistle.

If the ball is dead, kill the play immediately.

When this happens, the correct mechanic is:

R1

- 1. Blow your whistle and stop! Slow down.**
- 2. Look at your line judge on the side of the fault and get visual information.**
- 3. Look at the other line judge and get visual information.**
- 4. Look at your R2 and allow the R2 to transition. Center on your R2 and get information from him or her. Centering is the process by which referees look at each other in the eyes. A lot of communication happens this way.**
- 5. After you have gathered all the information and you are ready to offer your decision, continuing to focus on your R2 (make eye contact),**

signal the point with an extended hand on the winning side and signal the fault on the fault side.

6. Get ready for beckoning for serve for the next point (and follow the same routine discussed earlier before beckoning for serve).

R2

1. If it's your violation to call, blow your whistle. If not, you do not blow your whistle.
2. Transition to the side of the fault if you are not already there. If you have any information that you believe your R1 needs to know, give an informal signal (touches, 4's, 2's) discretely.
3. Center on the R1 and mirror his/her signal - award then fault (Exception: during a service fault, R2 mirrors the award but not the fault).
4. Step back and look peripherally at your coaches to see if there are substitutions or timeouts pending. Administer those as

needed. Line Judges

1. Give a crisp signal as to what you saw and look at your R1. If the R1 does not blow the ball dead, he or she may have missed you or disagreed with you. Hold your signal for a second or two to give your R1 time to see you. At that time, if the R1 has not acknowledged you, drop the signal and continue officiating. Sometimes, if the R1 disagreed, they will make a "dismiss" motion with their hand letting you know they saw you and disagreed.
2. Get into ready position and ensure your antenna is straight and in line with the side line.

For a full understanding of your responsibilities, the correct signals and mechanics and how to officiate, refer to the Officials Manual.

**Rules Book / Case Book / Officials
Manual**

These books and manuals are a very important “first step” on the road to becoming a good official. Knowledge of the rules is important. While it will not automatically make you a good official, lack of knowledge of the rules will make you seem unprepared, tentative, and will diminish trust

The Rules Book

The NFHS Rules Book will have the court diagrams, 12 specific rules of the game of volleyball, and other additional things to know. Every year, the NFHS Rules Committee will add points of emphasis – this is the Committee reminding players, coaches, and officials of certain things that they believe will improve the quality of play or officiating.

The 12 rules are as follows (with some of what each entails):

- **Rule 1: The Game**
 - **Explains the match, how to score points, and how the match is organized**
 - **Explains when the set and match ends**
 - **Discusses instances of suspension of a match**
 - **Discusses music/sound effects/artificial noise makers**

- **Rule 2: The Court**
 - **The court and markings**
 - **Overhead obstructions**
 - **Definition of out of bounds**
 - **Restricted areas**

- **Rule 3: Game Equipment**
 - **The net and markings**
 - **The ball**
 - **Scoresheet and scoreboard**
 - **The officials table and the team benches**

- **Rule 4: Player Equipment and Uniform**
 - **Equipment and accessories**
 - **Uniforms**

- **Rule 5: Officials: Responsibilities and Positions**
 - **Discussion of mechanics and signals**
 - **Uniform**

 - **R1, R2, LJ Responsibilities**
 - **Scorer, Libero Tracker, Timer Responsibilities**

- **Rule 6: The Team: Composition and Positions**
 - **Team members and players**
 - **Captains**
 - **Positions**
 - **Screening**

- **Rule 7: Roster and Lineup**
- **Rule 8: The Serve**
 - **Definition**
 - **General rules surrounding the serve**

- **Rule 9: During Play**
 - **Team benches**
 - **Court protocols**
 - **Definition of live and dead ball**
 - **Contacting the ball and player actions**
 - **Play at the net**

- **Faults and replays**
- **Unnecessary delays**

- **Rule 10: Substitution and Libero Replacements**
 - **Substitution requests and procedure**
 - **Substitutes**
 - **Libero replacements**

- **Rule 11: Time Outs and Intermission**
 - **Definitions**
 - **General protocol**
 - **Injuries and reviewing decision**
 - **Protocol between sets**

- **Rule 12: Conduct**
 - **Definitions**
 - **Conduct of players, coaches and team attendants**
 - **Unsporting conduct by players, coaches, and spectators**

Make sure to read the rule book along with the case book. The case book contains examples of plays suggested by the NFHS to exemplify “tricky” aspects of a particular rule. It follows the same order as the rule book and the references match. For instance Rule 6-2-1 discusses players. Case 6.2.1 has a situation that closely aligns with the rule. They should be read together to get a good understanding of the rule. The rule is separated with dashes; the case book situation is separated by periods.

We suggest to read one rule and the situations in the casebook related to that rule per day! Do not try to bite too much. Space your studying over the 4 week period you are training.

The Officials Manual should also be read to understand the protocols, mechanics, and procedures when officiating volleyball.

We encourage asking questions. But, you should make sure to look it up first in your rules book / case book / officials manual before you ask.

Doing this will get help you familiarize yourself with the rule book so you always know where to locate things quickly should you need to.

Scoring & Libero Tracking

During these 4 weeks, we will practice how to score a set and how to track your libero. You do not need to do this usually, but understanding the scoresheet will help in situations when questions arise during the match.

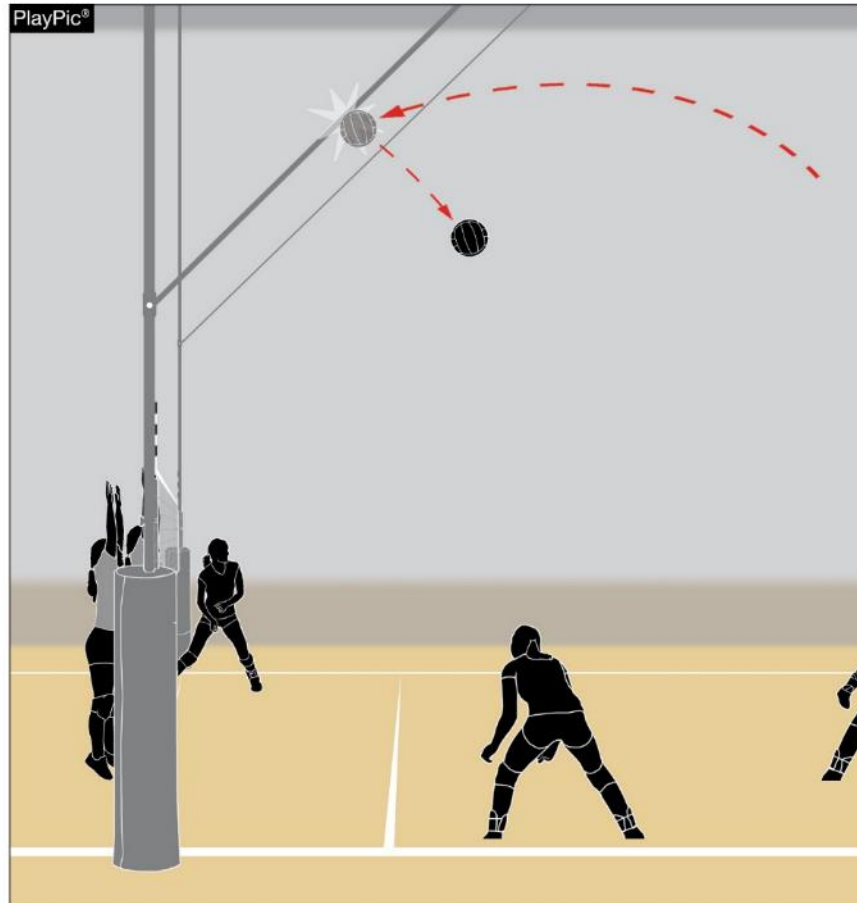
The official scoresheet looks like this:

FHSAA™		VS.			Date:			
		PLACE:			Scheduled Time:			
OFFICIAL SCORESHEET		LEVEL:	VARSITY	JUNIOR VARSITY	FRESHMAN	Finish:		
TEAM:		LIBERO #:	FIRST SERVE		PLAYER NUMBERS	TEAM:		
LIBERO #:		RUNNING SCORE		LIBERO #:				
1		1	21	1	21	1		
		2	22	2	22			
		3	23	3	23			
		4	24	4	24			
2		5	25	5	25	2		
		6	26	6	26			
		7	27	7	27			
		8	28	8	28			
		9	29	9	29			
		10	30	10	30			
		11	31	11	31			
		12	32	12	32			
3		13	33	13	33	3		
		14	34	14	34			
		15	35	15	35			
		16	36	16	36			
		17	37	17	37			
		18	38	18	38			
		19	39	19	39			
4		20	40	20	40	4		
SUBSTITUTIONS: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18		TIME-OUTS		SUBSTITUTIONS: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18				
KEY: c = Playing Captain -- = Loss of Rally R = Replay S = Substitution Sx = Substitution Opponent □ = Point from Opponent's Loss of Rally △ = Point Scored by Libero (Both Individual & Running Score) / = Point scored in Running Score # = General Point Under Individual Column P# = Penalty Point = End of Service RS = Re-Serve T = Time-Out Tx = Time-Out Opponent				Points				
		GAME NUMBER						WINNING TEAM:
		1 2 3 4 5						LOSING TEAM:
		SCOREKEEPER:						REFEREE:
								UMPIRE:

2019-20 FHSAA/NFHS Rule Changes

RETRACTABLE CEILING POLES, CABLES

2-2, 2-3j (NEW), 2-4-1e (NEW), 2-4 PENALTIES 3 (NEW), 9-8-1i

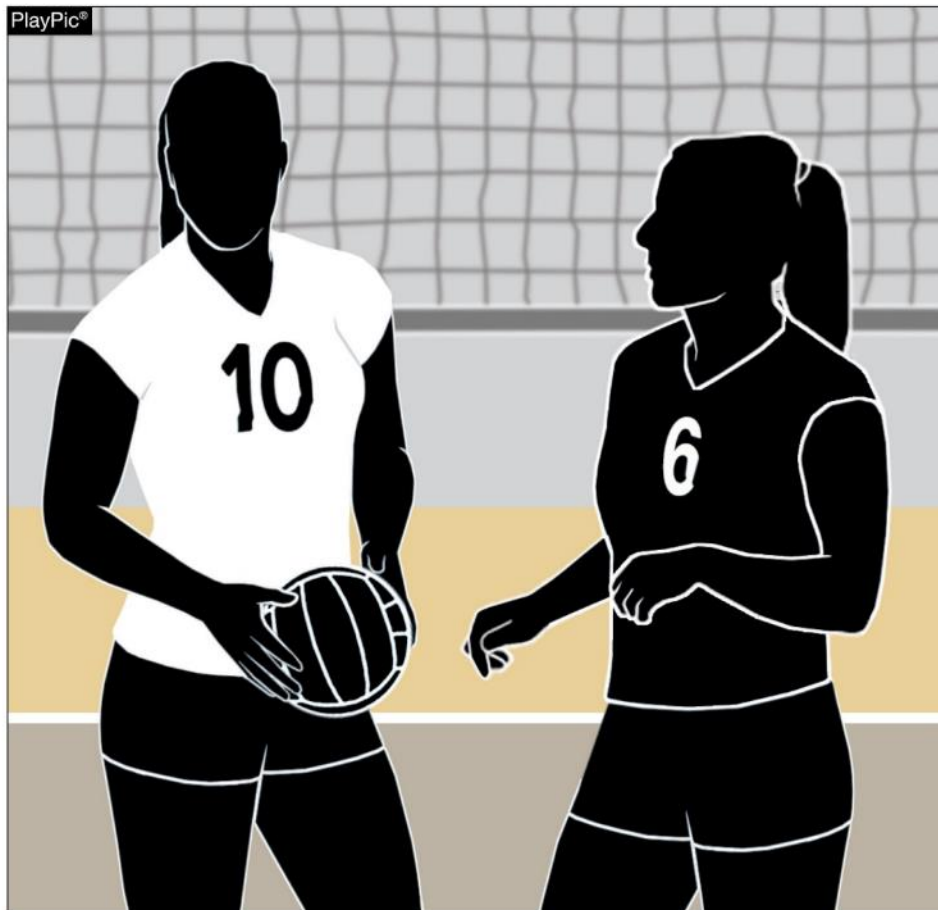


- When the volleyball strikes the cables and/or the diagonal poles used to retract ceiling suspended net systems the referee will stop play and determine if the ball was playable.
- The referee will signal out-of-bounds or replay.
- **Rationale: Establishes the cables and diagonal poles used to retract ceiling suspended net systems as restricted play allowing the referee to determine if the ball would have been playable if the cable(s) and/or pole(s) had not been there.**

LEGAL UNIFORM

4-2-1, 4-2-1a (NEW), 4-2-1e (NEW), 4-2-2 (NEW)

ART 2...The libero uniform top must **clearly contrast** from the **predominant color(s)** of the team uniform top, excluding trim. The libero's uniform top cannot be made up solely of the same predominant color(s) of the team's uniform top, even if the like color(s) are placed differently on the uniform top. Numbers shall meet all specifications in Rule 4-2-4.



- Rule 4-2-1 is reorganized and simplified.
- The libero must **clearly contrast** with the rest of his/her teammates and conform to all other uniform rules.
- All currently compliant libero uniforms will maintain compliance under new rule.
- **Establishing Predominant Color(s)**
 - **Predominant color(s) is the color(s) appearing on the majority of the uniform top (body and sleeves).**
 - **Uniform tops can have one predominant color with accent colors (colors used in designs or**

trim).

- When one predominant color can be established, any of the accent colors – if clearly contrasting – can be used as the predominant color of the libero uniform top.

LEGAL UNIFORM

RULE 4-2-4b



- Eliminates the use of double zero (00) as a uniform number option.
- The number shall not be more than two digits (0-99).

ROSTER AND LINEUP

5-5-1b; 5-6-1b; 7-1-1a; 7-1-1 PENALTIES 1; 7-1-2; 7-1-4; 7-1-4 PENALTIES 1,2



- The second referee shall collect team rosters at the prematch conference.
- Coaches can make changes to the roster until 10 minutes remain on the pregame clock.
- All rosters and lineups must be submitted to the second referee – not the scorer.

Rationale: Eliminates warmup interruptions by officials requesting rosters with 10 minutes remaining on the warmup clock, allowing for a smoother warmup process and set transition for coaches, players, officials and scorers.

LINE JUDGE RESPONSIBILITIES

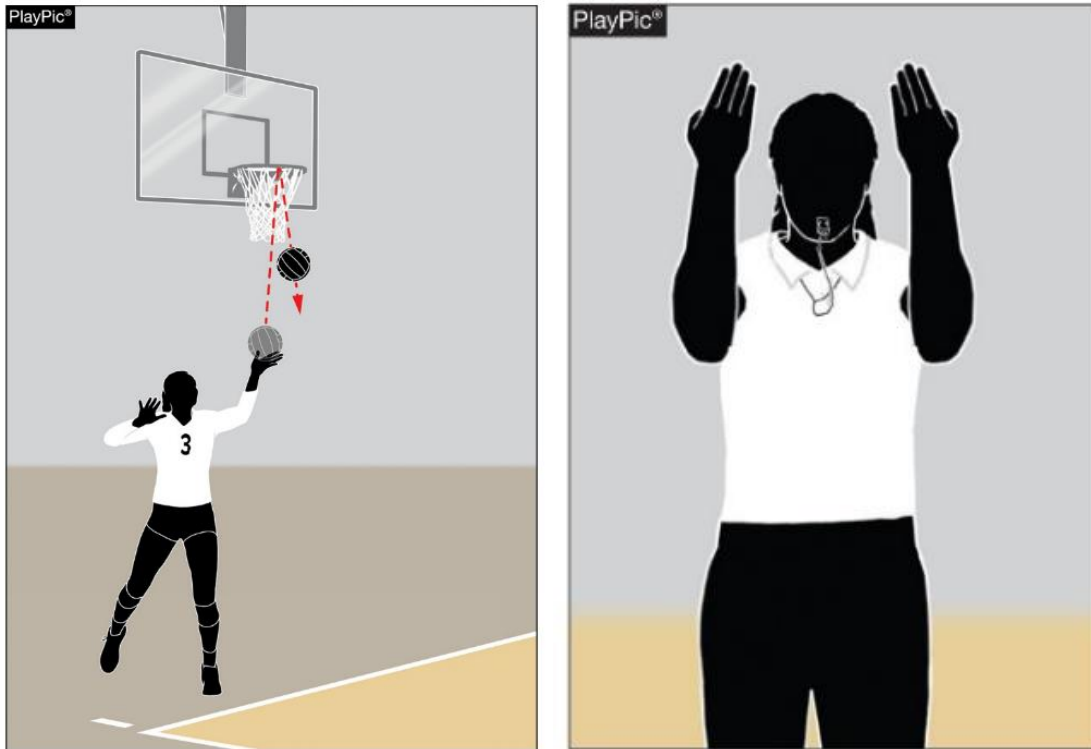
5-9-2a NOTE



- The line judge shall take his/her position and move in line with the extension of the end line when the ball is being served near the line judge's base position.
- The line judge shall watch for foot fault on the end line and move quickly back to base position for a view of the sideline.

Rationale: Allows the line judge to watch for foot fault with the end line and move quickly back to base position for a view of the sideline. This is a more appropriate position and transition for line judges.

ILLEGAL SERVE RULE
8-1-6, 8-2-5g (NEW)



It is an illegal serve – not a service fault – when a ball tossed for serve contacts any part of a backboard or its supports hanging in a vertical position over the serving area.
(Signal 13)

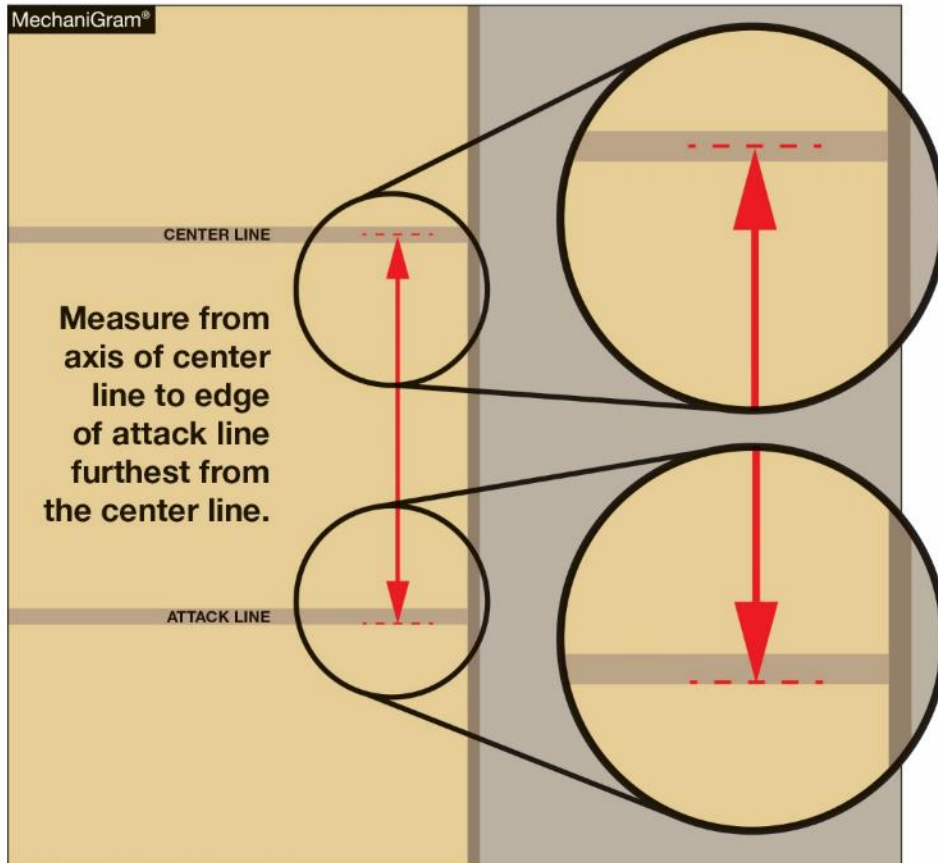
The ball remains dead when tossed for serve and it touches any part of the backboard or supports hanging in a vertical position over the serving area and is an illegal serve and not a service fault – signaled “out-of-bounds” (Signal 13).

The result of this action has not changed, it has been more appropriately placed under 8-2-5 (illegal serve) and removed from 8-2-6 (service fault).

Rationale: Accurately reflects the action since the ball is not contacted for serve.

Editorial Changes:

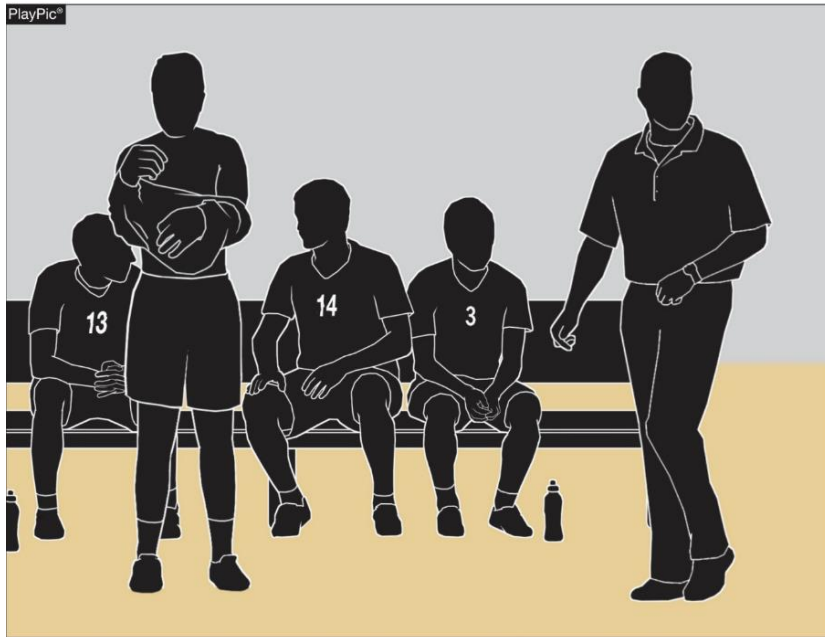
THE COURT: 2-1-5



- The attack line shall be measured from the edge of the attack line farthest from the center line to the axis of the center line.

Rationale: Clarifies that the attack line shall be measured from the edge of the attack line farthest from the center line to the axis of the center line.

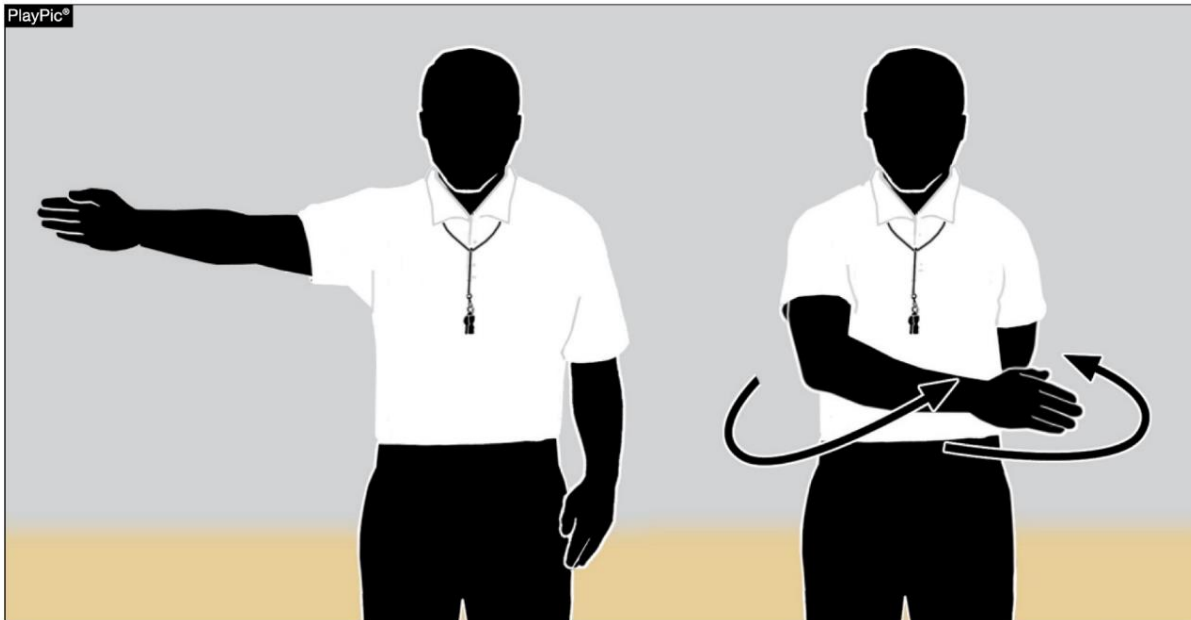
LEGAL UNIFORM: 4-2-7



- The penalty for the removal of any part of the uniform top or bottom is a yellow card charged to the coach for unsporting conduct.
- **Rationale:** Clarifies the penalty for the removal of any part of the uniform top or bottom as a yellow card (red card for subsequent offense) charged to the coach for unsporting conduct.

SECOND REFEREE RESPONSIBILITIES

5-5-3b(26)



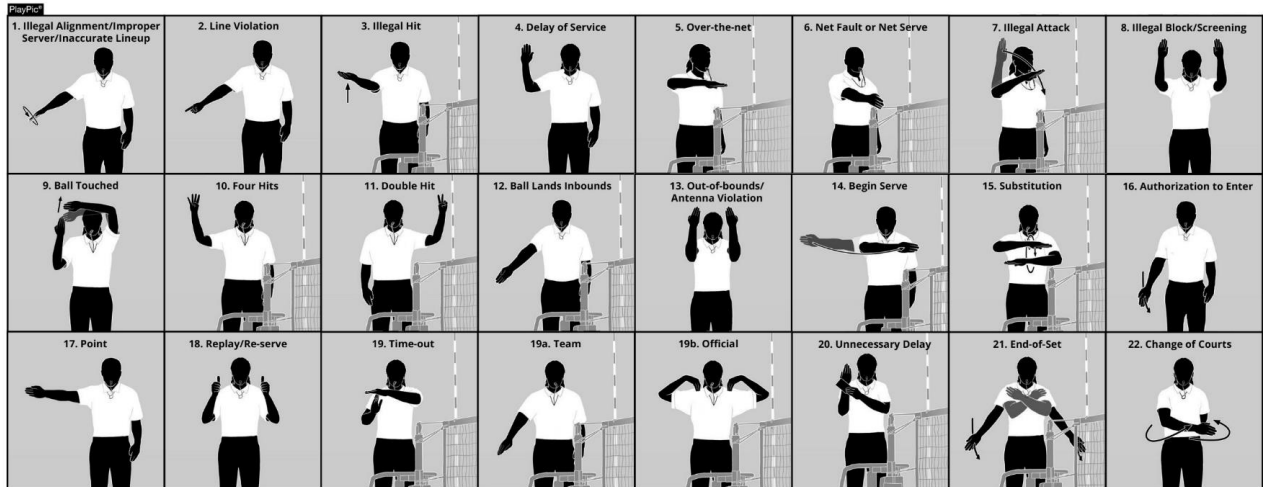
- When conducting the coin toss prior to the deciding set, the second referee shall indicate the serving team and the proper team benches.
- **Rationale:** Provides additional instructions for the second referee when conducting the coin toss prior to the deciding set by requiring the second referee to communicate with the first referee the serving team and the proper team benches.

THE SERVE – ILLEGAL SERVE
8-1-6, 8-2-5g (NEW)



- The proper signal for a tossed ball that contacts a backboard or its supports hanging in a vertical position over the serving area is official signal 13: Out-of-bounds.
- Rationale: Establishes consistency between the rules book and the officials manual.

NFHS OFFICIAL SIGNALS CHART

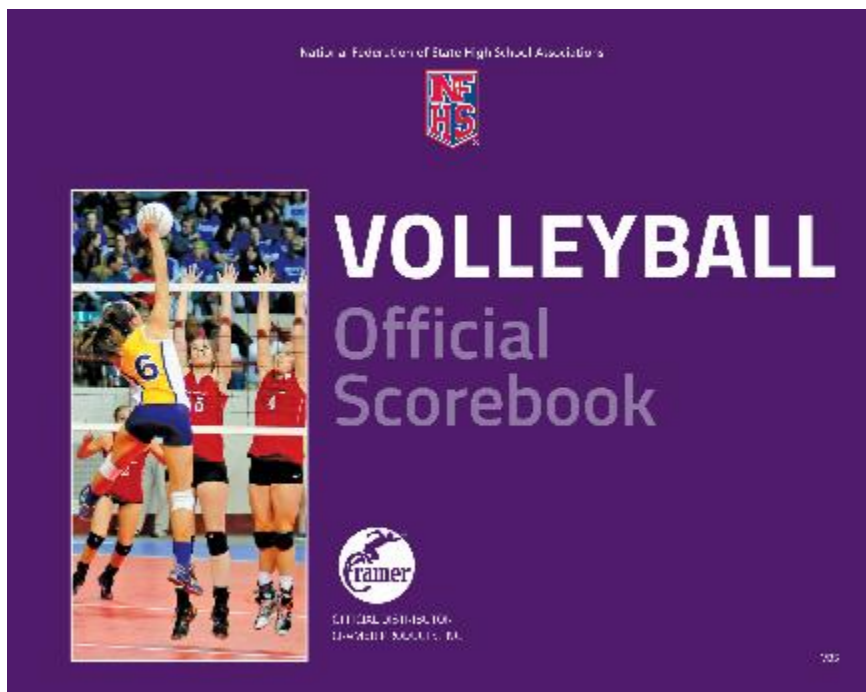


- Former signal 7 “Legal Back-Row Attack” has been removed from the chart and the remaining signals have been renumbered.
- The “Legal Back-Row Attack” signal is more appropriately categorized as an informal signal.
- Signal 19a has been corrected to reflect the proper arm used when signal 19 is used.

Rationale: Updated official signals chart includes all required signals for match management. Optional signals used as informal communication have been removed and included in the Officials Manual.

OTHER EDITORIAL CHANGES

- 2-4-1b A player gains an ~~illegal~~ advantage...
 - 5-2-1b If a fault is whistled...followed by the player committing the net fault, ~~if necessary~~;
 - 10-2 After a team is charged with unnecessary delay for a, b or c
PEN 2 above, no ~~further~~ substitutions...
 - 11-4-2 In the case of a team having an injured/ill player...~~A~~Each player may be granted ~~only~~ a single special injury time-out...
 - 12-2 a. Yellow Conduct Card (warning) ~~Warning (yellow card)~~...
PEN 1 b. Red Conduct Card (penalty) ~~Penalty (red card)~~...
- New Instructions for Scorer (pgs. 55-59) includes:
 - Simplified, bulleted instructions for prematch and during the set;
 - Easy-to-access instructions, including examples, for recording comments;
 - Simplified and reconfigured sample set.



State Series Official Ball

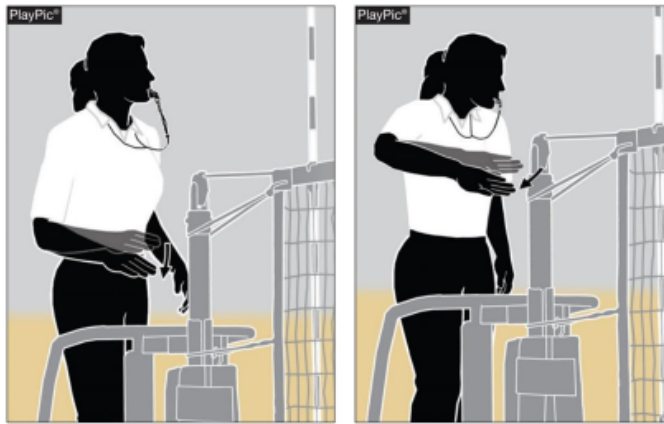


New State Series Volleyball: **Wilson K1 Gold High Performance Volleyball (new for 2019)** shall be the official ball of the FHSAA State Volleyball Series beginning Fall 2019. The use of this ball shall be mandatory in each district tournament, regional tournament and Florida High School State Championship Game. The host school for each district tournament and regional tournament game shall ensure the use of the official Wilson balls. The purchase of Wilson balls, if necessary, will be considered an expense of the tournament and reported as such on the financial report form. Wilson and the FHSAA will provide the actual balls to be used both in competition and pregame warm-ups at the FHSAA State Championships. Failure to comply shall subject the host school to penalties including, but not limited to, financial penalties and revocation of state series event hosting privileges in the respective sport.

Points of Emphasis

Points of Emphasis

NEW INFORMAL LEGAL BACK-ROW ATTACK SIGNALS



Ball below height of net

Player behind attack line

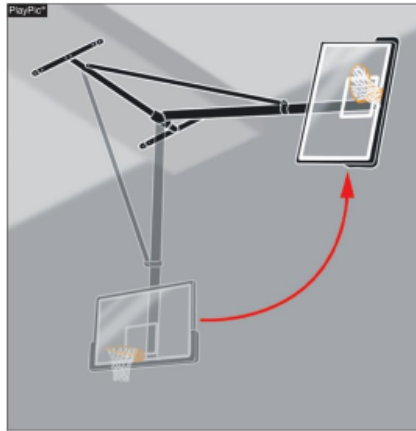
- Informal signals can be used to communicate between officials and between official and coach.
- Two new informal signals have been added to the Officials Manual as tools for officials to use when providing information regarding the reason for continuous play during a potential illegal back-row attack.
- The first referee can signal the ball was contacted below the height of the net or the back-row player was behind the attack line.



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- Communication is an essential proactive approach used by officials to alleviate questions about decisions and non-decisions on the court.
- This communication takes place between the two officials and between officials and coaches.
- There are times, during play, when it is necessary for the referees to communicate between each other to eliminate a conference between officials.
- An additional focus of the 2019-20 NFHS Volleyball Rules Committee is on the use of informal signals to communicate during play between officials and coaches.
- Two new informal signals have been added to the NFHS Volleyball Officials Manual as tools for officials to use when providing information regarding the reason for continuous play during a potential illegal back-row attack.
- The first referee can signal the ball was contacted below the height of the net or the back-row player was behind the attack line. (The second referee does not use or mirror the signal.)
 - These signals should be used discreetly and sparingly

SIDE-FOLDING RETRACTABLE BACKBOARDS



- A vertical backboard raised to the side and up toward the ceiling, even though still technically vertical, is considered a playable overhead obstruction.
- A ball striking the raised backboard, **regardless of how it is raised**, above a playable area, shall remain in play provided the ball does not cross the plane of the net and is playable by a teammate.



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- An extended vertical backboard that is **not retracted** hanging over a playable area is considered restricted play and, upon contact, the referee can signal replay or out-of-bounds depending on if, in the judgment of the referee, the ball would have or have not remained in play.
- A vertical backboard **raised** to the side and up toward the ceiling, even though still technically vertical, is considered a playable overhead obstruction.
- A ball striking the raised backboard, **regardless of how it is raised**, above a playable area shall remain in play provided the ball does not cross the plane of the net and is playable by a teammate.

BALL HANDLING

- The following criteria can be used to develop consistency when judging ball handling as the first referee:
 - Only the contact point should be considered when judging legality.
 - Outside influences such as player technique, spin, coaches' expectations or crowd reaction should not be considered when judging the legality of the contact.
 - There is no body/ball position or playing technique that automatically results in illegal contact.



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BALL HANDLING

- Below are tips to use when assessing second ball contacts:
 - A player in good position must play the ball without discernable double contacts.
 - Less severe judgment is applied to a contact by a player who makes a challenging or spectacular play while maintaining a legal play.
 - Mishandled balls resulting in a blatant fault should still be called, regardless of the challenging or spectacular nature of the play.



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