



REFEREEING GUIDELINES and INSTRUCTIONS

2022 Edition

INTRODUCTION

These Guidelines and Instructions are valid for all international competitions. Because of the importance of these events, all the referees must be prepared to fulfil their duties in the best way in terms of game and rules knowledge, physical and psychological condition. It is very important that all the FIVB International Referees, understand the significance and importance of their performance for modern volleyball.

The FIVB Rules of the Game & Refereeing Commission (R&RGC) appeals to all referees officiating in Volleyball events to study thoroughly the FIVB Official Volleyball Rules (2021-2024) as well as these Refereeing Guidelines & Instructions and the Casebook, to make our game livelier and to avoid interruptions. The FIVB and the RG&RC are confident that all the FIVB International Referees can master and know how to apply the Official Rules of the Game; therefore, it is not necessary to go into details of the rules. The main goal of this document is to unify, as much as possible, the criteria of refereeing and give interpretation to some rules, and their accurate application in practice

Although this document is prepared and addressed to the FIVB International Referees, all referees in the different National Federations are invited to read, discuss and study its content.

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The FIVB policy in 2022 is to encourage smooth refereeing – that is, to intervene as little as possible and to facilitate the progress of the match as an entertainment. The referee should not “hunt” for faults. Building on the concept of “smooth refereeing” is the need to understand the contribution the referees make to **preventing** artificial arguments and delays and interruptions in the match. Referees need to understand the philosophy which underpins the application of rules to create an entertainment package watched and enjoyed by millions of people within the venue and also through the various media outlets.

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 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 the referee maintains a kind relationship with the players, coaches, etc. and that his/her behavior 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 behavior; the teams' reasonable and proper expressions of feeling should be allowed, However, conscious negative expressions or incorrect gestures to the opponent or protest against the referees' decision are strictly forbidden and will be sanctioned.

RULES ANALYSIS

Rule 1 – Playing area

1. Two days before a competition, the Refereeing Subcommittee, as part of the Control Committee, together with the referees, must check the dimensions as well as the quality of the boundary lines. When there is in use the Video Challenge System (VCS), the exact dimensions of the court become even more important. This check must be done before VCS calibrate their cameras. If there is no Control Committee, the referees should check and measure if they notice an irregularity, they must immediately point it out to the organizers and ensure its rectification. The examination must verify in particular:
 1. Whether the lines are exactly 5 cm wide, no more and no less.
 - 2, The length of the lines and diagonals (12.73 m/41' 9" each) on both courts
 3. That the color of the lines is distinct from the colors of the court and the free zone
 4. That the free zone for FIVB, World and Official events matches the dimensions determined in the FOP layout published in the Playbook of the event.

Rule 2 – The net and posts – additional equipment

1. The net must be correctly tightened. and the ball must bounce off freely from the net. If the net bulges, it cannot be used.

Before the match (before the official warm-up), referees must check whether the antennae and side bands are fastened correctly to the net, on the opposite sides at position 4, above the outer edge of the side lines.
2. The 2nd referee must measure the height of the net before the toss by means of a measuring rod (if possible metallic) designed for this purpose. The 1st referee remains near the 2nd referee during this verification to supervise and confirm the measurement.

3. During the game (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 side lines 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.
4. Before the match (before the official warm-up) 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, microphones, cables fixing the posts, etc.). If such objects are discovered which risk injury, the referees should request that the organizers remove or cover them.
5. During the warming up the referees should control and prevent the players hanging up from the net poles any device (stretch bands) for warming up in order to avoid accidental damage of the any cable or technology connection placed around the post.
6. Additional equipment: benches for the teams, scorers' table, two electric buzzers with red/yellow lamps (one electric buzzer near each team coach) to signal requests for regular game interruptions (when tablets are not in use), a stand for the 1st referee, a rod to measure the height of the net, a pressure gauge, a pump, a thermometer, a hygrometer, a stand for 6 match balls, numbered paddles for substitutions (if not table are in use), at least 8 absorbent towels (40x40cm or 40x80cm) for the quick moppers and two Libero jackets/bibs. In FIVB, World, and Official competition, also a buzzer should be installed on the scorers' table, or through the e-score system, to signal rotation faults, Libero faults, requests for substitution/ time outs and challenge requests.
7. The organizer must also provide two reserve antennae and a spare net under the scorers' table or near the court.
8. An electronic scoreboard is compulsory for FIVB, World and Official competitions, as well as a manual scoreboard on the scorers' table (or Litescore). Note: Even if Litescore is used, a manual score board must still be available in case of technical failure.

Rule 3 – Ball

1. A (metallic) ball stand is needed for storing the 6 match balls near the scorers' table (5 balls in play+ 1 reserve ball).
2. The 2nd referee takes possession of the 5 balls to be used in the match before the start of play and checks that all of them have identical characteristics (color, circumference, weight and pressure). The 2nd referee is then responsible for them throughout the match.
3. Only FIVB homologated balls may be used (mark and type as decided for each competition and determined in the Playbook). The referees must check this and if the FIVB stamp is not printed on the balls, he/she may not start the match.
4. Five-Ball System – during the match:
Six ball retrievers will be used and placed in the free zone as per diagram 10 in the Rules.

Before the start of the match, the ball retrievers on positions 1, 2, 4 and 5 will each receive a ball from the 2nd referee who will give the fifth ball to the server for the 1st 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), whilst the ball is out of play, preferably not in the side where the scorer's 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 1 or 2, or 4 or 5 must give the ball to the server as soon as possible, so that the service can take place without any delay.
- 4.5 Should special measures be required against COVID-19 infection, it may be necessary to adapt to a new system without 6 Ball Retrievers; in this case only 4 ball retrievers will be used.

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

After each rally, 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.

Rule 4 – Teams

The team members participating in the official common warm-up session should be primarily on their own side of the playing area. ONLY the five officials and players listed on the score sheet may participate in the entire warm up. Additional coaches may not be involved. (Exception: if the team therapist is NOT one of the five **team technical officials**, this person may help with the team preparations but only until the start of the official warming up at the net.) It is permitted to stay in the opponent's side of the playing area, close to the net, to prevent errant balls which can cause injuries to the players.

1. For FIVB, World and Official Competitions, the Playbook will determine how the twelve/fourteen players allowed per team can be selected for each match. In cases where more than 12 will play, two Liberos are mandatory in the team list of the score sheet. See Specific Playbook for each event to determine which system will operate.
2. Normally, at official international matches or tournaments, the 1st referee does not need to ask for documents to identify the players listed on the score sheet (the identity of the players will have been checked previously by the Control Committee of the match or tournament). If,

however, there is a special regulation restricting participation and there is no Control Committee, the 1st referee, in accordance with this special regulation, must check the identity of the players. Players excluded by the special regulation may not play. Should there be any difference of opinion, the 1st referee should write his/her decision on the score sheet or in the accompanying written report. During official international matches, he/she may ask for the decision of the FIVB Technical Delegate.

3. 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.
4. The 1st referee must check the uniforms. He/she must report to the FIVB Technical Delegate about all irregularities in players' and team officials' uniforms and follow the FIVB Technical Delegate's instructions avoiding discussion with any team member about such an irregularity. The uniforms must also look the same. 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 (8x2cm) 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.

5. If the two teams appear with uniforms of the same color, the team listed 1st on the official program and so listed on the score sheet (before the toss), shall change the uniforms. In 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. The team coaching staff must conform to one of the following dress code options along a match:
 - 6.1 All to wear the team training suit and polo shirt of the same color and style or,
 - 6.2 All to wear dress jacket, collared dress shirt, tie (for men) and formal slacks of the same color and style except the team therapist who may wear the team training suit and polo shirt.

This means that if the coach takes off his/her dress jacket or training suit jacket, all the other officials must take off their dress jackets or training suit jackets at the same time in order to be consistently dressed.

7. Before the match, in due time, the referees must apply a careful cross-checking in order to control whether the actual players' numbers are according to the team roster which has been recorded in the score sheet. In this way any discrepancies may be discovered which, if discovered later, may disturb the normal flow of the game. This requires (according to the rule text 2021-24) that the players wear playing uniform for the entire protocol and net warm up (Rule 7.2.3).

Rule 5 – Team leaders

1. The 1st referee must identify the game captain and the 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 2nd 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).
3. Should the game captain ask for an explanation on the referee's application of the rules, the 1st referee must give it, if necessary not only with repetition of his/her hand signals, but in FIVB working language (English), speaking briefly, using official terminology of the Rules. 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 complain or protest decisions from the members of the refereeing team. They may request regular game interruptions (time-outs and substitutions) and, 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. Generally, the coach has no right to disturb the game or the work of the officials (referees, line judges). The coach does not have the right to enter the court. The referees should remind him/her about this rule, if it is necessary (Rule 5.2.3.4).
6. Short and respectful enquires from the coach to the 2nd referee (or from the coach to the Reserve Referee 1 (RR1), which do not delay the match, can be permitted if these enquires assist the smooth running of the match.

Rule 6 - To Score A Point, To Win A Set And The Match

If a rally has been interrupted due to an injury, or external interference, 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. (Note: In the Official Volleyball Rules 2021-2024, Rule 15.11, a request for a regular game interruption after an incomplete rally is not to be regarded as an improper request, and is simply rejected).

Rule 7 – Structure of play

1. The line-up sheet must be checked by the 2nd referee and by the 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 2nd 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 2nd 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 2nd referee post tablet is in use.

2. At the end of each set, the 2nd referee immediately asks the coaches for the line-up sheet or electronic line up for the next set, to avoid prolonging the three-minute interval between the sets.

If a coach systematically delays the resumption of the game by not providing the line-up (sheet) on time, the 1st referee must give this team an appropriate delay sanction. This also applies if the team fails to provide the information electronically on time via the tablet.

3. If a positional fault is committed, after showing the hand signal for the positional fault, the involved referee must indicate the two players. If the team at fault cannot rectify their positions themselves, the referees should assist through the game captain and then the rally should be started. If the game captain requests more information on the fault, the 2nd referee should take out from his/her pocket the line-up sheet or check the post tablet and show the game captain via the sheet or via the post tablet the players who committed the positional fault. Using the latter, the opponent team's line-up should be covered by the 2nd referee.
4. If the service was not executed by the player according to the team's line-up, i.e. a rotational fault occurred and it was discovered only after the end of the rally which started with the rotational fault, only a single point should be awarded to the receiving team. (Rule 7.7.1.1)
5. To try to reduce the number of *positional* calls by referees, and to reflect the current reality of players switching positions, 2nd 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. When the ball lands on the floor, the 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".
2. The cables binding the net beyond the 9.50/10.00 m in length do not belong to the net. This also applies to the posts, the cables, and the referee's chair. Thus, if a ball touches an external part of the net, beyond its side bands (9 m), it has touched a "foreign object" and should be whistled and signaled as "ball out".

Rule 9 – Playing the ball

1. Interference with the play of the ball by the line judge, 2nd referee or coach in the free zone:

- If the ball strikes the official or coach, it is "ball out" (Rule 8.4.2).
 - If the player takes assistance from the official or coach for the contact, it is the fault of the player (assisted hit, Rule 9.1.3) and will not result in a "replay".
2. It is emphasized that only the faults that are seen are to be called. The 1st referee must only look at the part of the body that makes contact with the ball. In his/her 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. The FIVB Rules of the Game and Refereeing Commission insists that referees should permit overhand finger contact or any other contact that is legal, according to the rules.
 3. To better understand the text of Rule 9.2.2:
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 an attack of the ball (completely above the net height) executed, gently, with one hand/ fingers.

The 1st referee must watch closely the "tips". If the ball after this tip does not instantly rebound, but is accompanied by the hand/ is thrown, 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 The service reception hit
 - 6.2 The attack reception hit (not only spike, all attacks; see Rule 13.1.1)
 - 6.3 The hit of the ball coming from the opponent's block
 - 6.4 The hit of the ball coming from the team's own block.

In accordance with the spirit of international competitions and to encourage longer rallies and spectacular actions, only the most obvious violations will be whistled.

Rule 10 – Ball at the net and

Rule 11 – Player at the net and Interference

1. 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's 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 2nd. 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 2nd. Referee shouldn't jump, run and turn his back to the playing action. In addition to that, the 2nd. 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 2nd. 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 1st. referee and towards the opponent's free zone, advertisement panels, spectator stands, the 1st. 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 1st. referee's recommended movement pattern is to enable him/ she 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 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 is in his/her playing position on his/her court and a 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 pony-tail gets tangled in the net).

3. If a player touches an external part of the net (top band outside the antennas, cables, poles, etc.), this 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. Because 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:

- 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 an INTERFERENCE when:

- the natural rebound is affected by the deliberate action of an opponent moving towards the net, or
- where the net is caught and the ball is thrown out of the net (sling shot), or
- a player is preventing an opponent from moving to reach the ball legitimately, or
- breaking the ropes through contact/ catching them

6. Many contacts actually occurs in a match – but the referee should whistle (e.g. 1st. referee in case of reaching beyond the net, 2nd. Referee in case of penetration) 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 1st 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/ he acts deliberately.
7. In order to facilitate the collaborative work of the two referees, the division of work shall be as follows: the 1st referee will concentrate primarily on the path of the ball and the 2nd referee will focus on the net faults during the entire length of play at the net.

Rule 12 – Service

1. In order to authorize the service, it is not necessary to check that the server is ready – only that when the player to serve is in possession of the ball. The 1st 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 previous rally. However, 8 seconds for the service is key, rather than 15 seconds - the 1st 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 services, he/she should check whether a re-play is requested by TV and should delay whistling, accordingly the instructions received for the given competition-

3. The 1st 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 must be fully inside at the time of contact (or the foot making the **final** contact with the floor must be fully inside the service zone at the moment of the take-off).
4. Should a delay or misconduct warning or sanction be given, or some exceptional situation occur, the service clock, if used, will be stopped, reset, and will be restarted from 8 seconds at the 1st referee's whistle. The clock operator must be made aware of this responsibility.
5. SCREEN: 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.
6. The service cannot be authorized with whistle by the 1st referee, if a team has not the correct number of players (e.g. 5 or 7 players) on court. In such case 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, but he/she is clearly not replaced by the respective player. See Item 4 for when the 8 seconds for service is counted.
7. Referees must at all times apply discretion when applying the 15 second rule – and if they see the player in the act of serving when the clock runs down, they should allow the service and not penalize “artificially”. This also applies to the clock operator, who should stop the clock when the player begins his/ her motion for the service action. **Common sense is essential in applying this rule**, the aim is not to “kill” the servers but to minimize the waste of time between rallies.

Rule 13 – Attack hit

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 1st or 2nd contact by the opposing team, is directed towards the blocker's court and
 - No player of the opponent 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.

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 beyond 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

Regular game interruptions are Time outs and Substitutions. They can only be made when the ball is out of play and before the 1st referee's whistle for service. 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 (See points 7 and 8 below, and Rule text 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 referee must be sure that he/she is willing to request a time-out, being proactive, before granting/rejecting anything. If for any reason the request of the Time-Out is rejected, the 1st referee should decide if this is an intention to delay the game and sanction it according to the rules.
- 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

- 2.1 The 2nd 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 case of multiple substitutions, the 2nd 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.

In the case of tablet-driven substitution, the software prevents illegal substitutions and is registered on the score sheet automatically, so the 2nd referee only intervenes in extreme cases where delay is caused. The scorer's function, in this case, changes

from inputting data to checking data, and then accepting (or rejecting) that data on the electronic device in use. Additionally, if the scorer has to make a manual substitution via the e-score computer, the 2nd referee should make allowance for that and if necessary, take a little longer over the process.

It should be noted that the request for substitution is always the moment of entry of the player into the substitution zone, regardless of the 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 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.

Again, with the use of the Tablet software, when used, multiple substitutions can be allowed at the same time, so speeding up the game. 2nd Referees are therefore to permit substitutions freely using this method.

- 2.3 It is very important to ensure that the players move quickly and calmly.

According to the actual 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 1st. referee whistles for service; 2nd. 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 staff to enter the court. When a player is injured and must leave the court, primarily a normal substitution should be made. If it is not possible, then an exceptional substitution due to injury 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. **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.

The referees must distinguish clearly between illegal substitutions (when a team made an illegal substitution, then the play is resumed, and the scorer/2nd 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 2nd 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. We strongly recommend the referees to 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 2nd referee must ensure that any improper request is recorded in the special section in the score sheet.

6. The assistant scorer registers the Libero's 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 verbally 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 or forced substitution, due to an injury, or an exceptional substitution for a 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 or not.

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 an **improper request** in the case of a 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 1st 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 a forced substitution for an ill/injured/sanctioned player)

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 make a request for floor mopping to the referee(s), which is considered as an intentional delay
- 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 referees 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 1st 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 1st referee's responsibility to decide upon the mopping requests by the players, if they are obviously delaying the game, and, if necessary, to issue delay sanction for these actions. In order to prevent unnecessary delays to the continuation of the game, while issuing a delay sanction to a team, the first referee should not call the game captain to the referee's chair to inform him/her.

3. Floor mopping

The main purpose of the current procedure is to secure the players' safety and the normal flow of the game and to avoid players having to wipe the floor themselves. Only the quick moppers are responsible to keep the court clean and to mop the eventual wet spots.

3.1 Floor moppers and moppers' equipment

3.1.1 Floor moppers

Two moppers per court x 2 courts = 4 moppers in total.

3.1.2. Moppers' equipment

Eight absorbent towels (minimum size 40cm x 40cm, maximum size 40cm x 80cm).

3.1.3. Location of moppers

3.1.3.1 Two quick moppers per playing court (4 in total). 2 sitting on small chairs beside each side of the scoring table and 2 sitting on small chairs behind each end side of the team benches (or in the place indicated in the FOP layout)

3.2 How to mop the playing court

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

3.2.1 During "ball out of play" (between rallies) in the game, if necessary:

3.2.1.1 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 must rush out to the wet spot.

If there is more than one wet spot for a given mopper, the highest priority is given to the wet spots within the front zone. Wet spots in the back court or out of the court, have second priority.

3.2.1.2 Immediately after the quick wiping, the mopper(s) must return to their respective position.

3.2.1.3 The amount of time for wiping a wet spot must be no more than 7 seconds between the moment the rally ends with the referee's whistle and the 1st referee's whistle for the next service. No delay of the game must be caused by "slowly work" of the moppers.

3.2.1.4 The referees are not involved in the moppers' operations. However, the 1st referee has the authority to regulate the moppers' operation, only in case where the game is disturbed by the mopper(s), or if they do not do their work properly.

3.2.1.5 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.

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 their team bench, the 1st referee may issue a delay sanction.

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.

Some International Competitions may be played with a different mopping system. See the Playbook for each event to determine which system will operate.

3.3 Players' responsibilities

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

Rule 18 – Intervals and changes 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 the game balls remain in the ball trolleys behind each court. These balls must not be used for the players for warming-up. Before the deciding set, it is the 2nd referee who gives the ball to the first server of the set. During the time-outs and substitutions and during the change of court in the deciding set at the 8th point, the 2nd referee does not take the ball. It remains with the ball retrievers.
3. At the end of each set, the teams should change the court in one unit following the 1st referee's whistle and signal. (After the end of each set, the 1st 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).
4. In some competitions, the teams will not be expected to change court, in order to minimize potential contaminations due to COVID-19

Rule 19 – The Libero player

1. In the case where a team has two Liberos, the acting Libero should be recorded in the 1st of the two special lines reserved for Liberos in the score sheet, before the coach/ captain signs the score sheet.
2. The two Liberos can wear a uniform of different color and design from each other and from the rest of the team (Rule 19.2)
3. The Libero may act as team or game captain (Rule 19.4.2.5).
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 have to pay attention to the difference between the wording of Rule 25.2.2.2, which specifies that the scorer has to indicate any error in 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 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

1. It is important to remember, that according to rule 21.2.1, the behavior of the participants should be respectful and courteous, also toward the FIVB Technical Delegate and other FIVB Officials, their team mates and spectators. If the coach's (or any other team official's) attitude exceeds the disciplinary limitations laid down in Rule 21, the 1st 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 that where the coach indulges in excessive play acting or demonstration, or where the coach (or any other team member) addresses the FIVB Technical Delegate or other FIVB official in any appeal loudly or in an aggressive or derogatory manner, or insult, then the 1st 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 coaches are not the show!**

2. Rule 21.1 deals with "minor misconducts" which are not subject to sanctions It is the 1st 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.
3. Practical implementation on team members for misconduct leading to sanctions, as decided by the 1st referee:

3.1 Team member on the court:

The 1st referee must blow the 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 1st referee shows the appropriate card(s) saying in English: "I give you a penalty because..." or "I expel/disqualify you because..."

The 2nd referee acknowledges this action and immediately instructs the scorer to record the appropriate sanction on the score sheet.

If the scorer, based on information on the score sheet, states that the 1st referee's decision is against the scale of sanctions, he/she must immediately inform the 2nd referee of this. The 2nd referee, in turn, after 1st verifying the scorer's advice, informs the 1st referee of this. The 1st referee must then correct his/her previous decision.

3.2 Team member not on the court:

The 1st referee must blow the whistle, direct the game captain to his/her chair and say in English, "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 acknowledge the sanction. It is the responsibility of the 1st referee to display the appropriate card(s) to make clear who is the sanctioned team member.

3.3 In such a situation the referees and the scorer must collaborate effectively in order to record the correct data (team-member and level of sanction) in the score sheet.

3.4 Implementation of sanctions between sets:

In case of a penalty, the 1st referee should show the red card at the start of the next set.

In case of an expulsion or disqualification, the 1st 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 the cards (red and yellow cards jointly for expulsion and separately for disqualification) at the beginning of the next set.

3.5 "Implementation of sanctions to 2 opponents at the same time"

Should the 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.

3.6 Expelled or disqualified players must immediately leave the FOP and competition area and go to the team changing room for the duration of the sanction.

4. 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.

Rule 23 – 1st referee

1. The 1st referee must always cooperate with his/her fellow officials (2nd referee, challenge referee, scorer, line 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 then give his/her final decision with the official hand signals):

- When deciding whether a ball was in or out, he/she should always look at the line judge in charge of the line close to the place where the ball landed (although, if necessary, the 1st referee may overrule his/her colleagues);
- During the match, the 1st referee must often look at the 2nd referee who is facing him/her (if possible after each rally and also before each whistle for service execution), in order to find out whether he/she is signaling a fault or to see any last moment request for regular game interruption.

2. The question whether the ball "out" was touched previously by the blocker, or any player on court, is checked by the 1st referee and the line judges. It is however, the 1st referee who makes the final decision with his/her hand signal, after seeing the signals of the line judges and 2nd. Referee (in case of slight block touch close to the 2nd. Referee)
3. He/she should always make sure that the 2nd referee and the scorer have sufficient time to do their administrative and registration work. If the 1st referee fails to give the necessary time for the control and administration of the facts, the 2nd referee must stop the continuation of the match by whistling.
4. The 1st 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 his/her colleagues (2nd referee, line judges or scorer) have, for instance, made a different decision:
 - if he/she is sure that he/she is right, he/she may stick to his/her decision;
 - if he/she sees that he/she was wrong, he/she may 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 2nd referee's decision, (for example positional fault, net touch, etc) was wrong, he/she can reverse it.
5. If the 1st 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 1st referee may apply misconduct and "delay" sanctions – the 2nd referee, the scorer and the line judges do not have this right. If officials, other than the 1st referee, notice any irregularity, they should signal and go (or tell via wireless communication) to the 1st referee to inform him/her of the facts. It is the 1st referee and only him/her who applies sanctions.

Rule 24 – 2nd referee

1. The 2nd referee must be of the same competence as the 1st referee. He/she will replace the 1st referee in case of absence or in case that the 1st referee is unable to continue his/her task.
2. During the exchange of play near the net, the 2nd referee must concentrate on controlling the illegal touch of the whole net by standing on the blockers side, on all illegal penetrations beyond the center line, and on the illegal playing actions on the antenna at his/her side. The 2nd. 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 either for 1st. or 2nd referee, both referees may decide on them individually or simultaneously. Additionally, in a similar case to when the 2nd referee needs to support the 1st referee by whistling an unseen floor touch, the 2nd 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 1st referee is clearly not in position to recognise the fault.
3. The 2nd 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, (if is not in use the pole Tablet) the 2nd 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 2nd referee can state exactly the regular rotation order (position) of each team.

He should not, orally or physically, direct any of the players to their indicated position. If there is some discrepancy between the players' position and that indicated in the line-up sheet, the 2nd Referee should call the game captain or the coach in order to confirm the proper position of the players.

4. The 2nd 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, 1st aid kit, substitution paddles, etc.).
5. During TOs, the 2nd referee should not stay in a static position. The 2nd 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 1st 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.
6. If during the match, the 2nd 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 1st referee, who must immediately warn or sanction the player(s), depending on the gravity of the behavior.

Reserve Referee

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

1. To replace the 2nd referee in case of absence or in case that he/she is unable to continue his/her work or in case that the 2nd referee became 1st 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 problem.
5. To assist the 2nd 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 2nd referee four match balls, immediately after the presentation of the starting players.
8. To give the 2nd referee a match ball after he/she has finished checking the players’ standing position.
9. To assist the 2nd referee with guiding the work of the moppers and the scorer.

In case the FOP is oriented with the team benches located behind the 1st referee, the specific indications of the work of the Reserve Referees (RR1 and RR2) will be detailed in the Playbook of the event (replacing Specific Competition Regulations or Handbook)

Challenge Referee and New Technology

Technological innovations are appearing very quickly in relation to our modern game. In many FIVB competitions now, the use of Tablets is mandatory, as are e-score sheets, and headsets for wireless communication. The modern referee in Volleyball must be familiar with these. The details of how these are to be used, and in particular how this relates to the Challenge process/ substitution process can be seen in the Playbook of the respective event.

The following recommendations are to be applied by the Challenge Referee and during Challenge procedure:

1. All FIVB referees nominated for FIVB competitions must carefully study the Challenge regulations approved for this particular competition and strictly abide by them.
2. The Challenge referee shall wear an official FIVB Referee uniform while performing his/her functions.
3. During **WIRELESS** communication between referees it is mandatory to use simple volleyball terminology sentences in English to indicate the nature of a requested challenge, e.g. “ball in or out”, “touch the net”, “touch the antenna”, “service foot-fault”, “attack-line foot-fault”, “touch the block”, “center line penetration” etc. The recommended order of information directed to the Challenge referee to initiate the Challenge procedure: **Who – What – When**. For example: **“Challenge by team Italy – touch of the net – in the middle of a rally”**.
4. Ball “in” or “out” challenge shall be evaluated by a challenge referee on a dedicated monitor with the automated software provided by the VCS staff.
5. If, on the basis of footage available, it is impossible to make any of above mentioned conclusions, the challenge referee shall inform the first referee about technical impossibility to decide this challenge and, therefore, the previous decision made by the first referee remains valid.
6. If a referee interrupted the rally by whistling a fault (except “in or out”) which subsequently was challenged and proved to be a wrong **CALL**, then a replay shall be carried out due to this referee error.
7. The Challenge referee shall not be under influence of advice of the Challenge operator - the latter has no right to give any advice, except advice about the cameras with the best view for evaluation) or time limitation while evaluating a picture on screen. Under no circumstances must the conclusion of the Challenge referee be made by a “guess” or “prediction” basis. Only if a Challenge referee is absolutely visually sure about the situation can he (she) announce the decision. Any doubts shall be interpreted in favour of the previous referee decision.
8. If, according to the Challenge regulations in force, during the rally any playing moment within the entire duration of a rally can be challenged, the Challenge referee shall clearly instruct the Challenge operator about how to find the requested moment. If during the few frames studied in the reviewing process another fault (previous to the challenged one in the same action sequence) has been found, then this earlier fault has to be announced by the challenge referee as deciding the rally.
9. The Challenge Referee advises the 1st referee of the nature of the fault. However, the 1st referee must take the final decision based on the evidence provided. It is **not** advised, however, that a

1st referee should over-rule the Challenge Referee's evaluation, specially, of the foot-faults during a service or back-row player attack hit.

Rule 25 – Scorer

1. The scorer's work is very important, particularly during international matches, where the members of the refereeing corps and of the teams, are from different countries. All FIVB international referees and the line judges must know how to fill in a score sheet; 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 2nd referee).
 - 2.2 Reports to the 2nd referee the 2nd time-out and the 5th and 6th substitutions of each team (who reports, then, to the 1st 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 2nd referee authorizes the substitution of players with a crossing of the arms signal.

At the moment, when the 2nd referee took 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 be ready to stop the play by pressing the buzzer, **immediately after the service hit was executed.**

The scorer has to look at the substitute player in the substitution zone and to 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 discovers that the request is illegal, he/she immediately pushes the buzzer and raises one hand, moving it from side to side, and says: "the request of substitution is illegal". In this case, the 2nd 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 2nd referee. The 1st referee must sanction the team by whistling a "delay". The scorer must register on the score sheet, in the 'sanctions' section, the appropriate sanction. The 2nd 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, however, use the same process for each substitution. The scorer looks at the paddle number (if used) and the substitute player's number on the jersey. 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. **Remember, this applies to all substitutions.**

In the event that Tablet driven substitution is used, along with additional technological hardware, the paddles are not used. In this case, the scorer must monitor the score sheet computer screen to ensure that the data going into the record is what is actually occurring

on the side line - this still means that all processes for the referees are the same, regardless of the technology in use. In case there is a discrepancy between the player entering the substitution zone and the number transmitted via tablet, the real player should be considered and the scorer has to correct and accept the substitution manually. Verbal communication between scorer and referee is encouraged at this point, in case the substitution has to be made manually due to late data transmission too. As the substitution may also coincide with a Libero replacement, extra care must be taken here. At the end of all substitutions, a two handed OK is still required before the match re-starts. If a wireless communication is in use on the match, the scorer simply informs the referees via wireless system telling them: OK, scorer ready, and the 2nd referee's "OK" can also be verbal only. If the system does not work properly or due to a big noise it cannot be heard clearly, he/she is still obliged to show the two handed OK signal.

Should register sanctions on the score sheet only on the instruction of the 2nd Referee or in case of a protest indicated according to the rules, with the authorization of the 1st referee writes or permits the team captain to write the remark on the score sheet.

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 26 – The assistant scorer

1. The assistant scorer sits close to the scorer. In case 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 TO's, to inform the 2nd 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 FIVB Technical 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.

Rule 27 – Line judges

1. The line judges' work is very important, especially during high level international matches. All referees must also be familiar in practice with the line judges' work, in case they are designated as line judges during international matches.
2. The organizers must provide each line judge with uniform flags. The color of the flags must be in contrast with the color of the flooring. In FIVB, World and Official Competitions, the color of the flag should be red or yellow.
3. The line judges:
 - 3.1. Must be present on the playing area or at the alcohol test room, in uniform, 60 minutes before the match start time.
 - 3.2. Are required to signal
 - balls "in" or "out" close to the line of which are in charge,
 - service faults described in Rule 12.4.3.
 - 3.3. 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,
 - 3.4. Faults should be signaled clearly, to ensure beyond any doubt that the 1st referee sees them.
 - 3.5. In a case of using a Challenge system with the cameras positioned along the lines it is **RECOMMENDED** for line-judges to occupy such a position which will not cover the cameras sight, i.e. about 0,2 - 0,3 m outside the line. In position 4, for example, the position is 20 cm beyond the end line, to permit the best view of the ball as it approaches. In this way the challenge camera is not obscured. (Note: not all Line judge positions are affected by camera positions).
4. The line judge should relax between rallies.
5. The line judges should leave their position during TO & TTO and stay at the respective corners of the playing area, behind the advertising barriers.

Rule 28 – Official hand signals

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

The following, however, gives more detail to the sequences which should and should not be employed during a match.
2. **Decision by the 1st Referee.** The 1st Referee will signal the end of the rally (or fault) by the whistle, indicate side to serve next, indicate the nature of the fault, then the player at fault (if necessary). The 2nd Referee will not take part in any of this signaling, but will, however, simply

walk to the side of the team to receive next. Eye contact with the 1st Referee will still be required. Assistance during or at the end of the rally for “touches” (if the “touch” is not clear) or “four hits” is still expected. These actions can be done before the 2nd Referee moves, so that the 1st Referee is in full possession of the facts.

3. **Decision by the 2nd Referee** (e.g. net fault, illegal back row block, etc). The sequence by the 2nd Referee: whistle, indicate the nature of the fault, indicate (if necessary) the player at fault, pause, then follow the 1st Referee’s signal for side to serve next.
4. **Time out Request:** this is normally done by the 2nd Referee (but is still within the remit of the 1st Referee if the 2nd Referee does not hear/ see the request by the coach). The 1st Referee does not need to repeat this.
5. **Replayed rally/ double fault.** While both Referees may whistle this incident and indicate by signal the replay (e.g. ball rolling on to court, player injured during a rally, etc.), it normally remains the 1st Referee’s task to indicate the side to serve. The 2nd Referee will only copy the 1st Referee’s signal for the team to serve next if he/ she actually whistled the stoppage in play.
6. **Both Referees whistle at the same moment to stop play but for different things.** Here each referee will indicate the nature of the fault – but this time because the 1st Referee must decide which course of action to follow after this, ONLY THE 1st REFEREE will indicate the “double fault” signal and indicate team to serve next.
7. **Player serves too early** (before the whistle). This is entirely the job of the 1st Referee to indicate replay and team to serve next.
8. **End of set.** This is done by the 1st Referee. The 2nd Referee may, if the 1st Referee has not noticed the score, politely remind the 1st Referee with this signal, but this should remain exclusively the responsibility of the 1st Referee.
9. When the 2nd referee does whistle for a fault 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 2nd referee should stop, and signal when facing the court.
10. Referees must whistle quickly, with certainty in signaling faults, having taken into consideration the two following points:
 - 10.1. The referee should not signal a fault, when urged to or influenced by the public or players.
 - 10.2 When fully aware of having made a misjudgment, the referee may or ought to rectify his/her error (or that of other members of the refereeing team), 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 1st, 2nd 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 it the attacking player must be indicated (so that everybody understands that the ball was not touched by the blockers). If, in the same case, the ball touches the block and afterwards flies out on the attacker's side, the hand signal is "ball out" and the 1st referee should 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 when the ball is coming from an overhand finger pass (setting action) by the Libero in his/her front zone, the 1st referee must use the hand signal no. 21 (attack hit fault) and point at the Libero.
 13. The line judge's flag signals are also very important from the point of view of the participants and public. The 1st referee must check the line judge's flag signals if they are not properly done, he/she may correct them.

During high level international matches, where the speed of the attacks could be 100 - 120 km/hour, it is very important that the line judges concentrate on the movement of the ball, especially attack balls touching the block before going out.
 14. If the ball doesn't pass the vertical plane of the net after the third hit of the team, then:
 - 14.1 If the same player who plays the last ball touches the ball again, the hand signal is "double hit".
 - 14.2 If another player touches the ball, the hand signal is "four hits".

GAME MANAGEMENT

REFEREES' PROCEDURES – BEFORE, DURING AND AFTER THE MATCH (see also the INTERNATIONAL PLAYING PROTOCOL)

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

1. Before the match

- 1.1 The officials must be present in their referee uniforms at least 60 minutes before the scheduled starting time of each match.
- 1.2 The 1st, 2nd, Challenge and reserve referees as well as the scorers and line judges should submit themselves to the alcohol test (if it will be applied), carried out by the medical doctor of the organizer.
- 1.3 If the 1st referee has not arrived in due time, the 2nd referee should begin the procedures of the match, after requesting authorization from the FIVB Technical Delegate.
- 1.4 If the 1st referee fails to arrive or has not successfully passed the alcohol test or he/she is not able to conduct the match for any medical reason, the 2nd referee should conduct the match as 1st referee and the reserve referee takes the place of the 2nd referee. In the case that there is no reserve referee the organizer together with the acting 1st referee have to decide who is to act as 2nd referee.

2. During the match:

- 2.1 At the service, the 2nd referee must be on the receiving team's side. After the service he/she can move around the post in order to occupy his/her correct position 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 1st referee keeps in sight the volley of the ball and its contact with player(s) or equipment and objects. Consequently, he/she 1st 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. 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 2nd referee calls (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. The 2nd. Referee can assist the match flow by showing the game captain, if necessary, the actual player positions of his/ her team in the lineup sheet or the tablet (see earlier point)
- 2.4 The 1st fault to occur must be penalized. The fact that the 1st and the 2nd 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 1st referee, the 2nd referee has no further right to blow his/her whistle, because the rally ends with the 1st whistle of the referees. If the two referees blow their whistles one after the other – for different faults – they cause confusion for the players, public, etc.

is "out of play". If the 2nd referee

2.5 REPLAY

During World, FIVB and official competitions, the host broadcaster can ask for a 'replay delay'. The necessary installation is an electrical lamp, fixed on the post in front of the 1st referee, linked to the host broadcaster representative, who gives a signal by illuminating the lamp for a slight delay of time, for an instant replay of a previous action.

However, there are some extremely spectacular plays which the TV may wish to replay several times, so that it is recommended that 1st referees are not too quick in restarting the match, in these cases. The referees have a duty to allow the sport presentation to celebrate the excellence of the play. To avoid the case, when the whistle for the next service is already done, but the replay is still going on, it is recommended for the 1st referee to check the situation on the giant screen (if used) installed in the hall.

2.6 INTERVALS

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

TEAMS: At the direction of the 1st referee the teams change courts each team as one unit; 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 2nd referee blows the whistle or the scorer sounds the buzzer.

TEAMS: At the direction of the 2nd referee, the six players registered on the line-up sheet go directly onto the playing court.

REFEREES: The 2nd referee will check the players' standing positions, then authorizes the acting Libero to enter the court.

3'00 – The 1st 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 1st 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 2nd referee blows the whistle or the scorer sounds the buzzer.

TEAMS: At the direction of the 2nd referee, the six players registered on the line-up sheet, go directly into the playing court.

REFEREES: The 2nd referee will check the players' standing positions. then authorizes the acting Libero to enter the court and gives the ball to the server.

3'00 - The 1st referee authorizes the 1st service of the set.

When the leading team reaches the 8th point:

TEAMS: At the end of the rally, at the 1st referee's signal the six players of each team as a unit change courts without delay, as the players pass the net poles they go straight to the playing court.

REFEREES: The 2nd referee checks that the teams are in their correct rotation order and that the scorer is ready and then signals to the 1st referee, that everything is ready for the continuation of the game.

During Time-Outs, and intervals, the 2nd referee calls the players to move close to the bench.

3. After the match

The two referees stand in front of the referee's chair. The 1st referee blows his/her whistle, the 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, then walking along the net, shake hands with the opponents and return to their benches. The 1st and 2nd referees go along the net to the scorers' table, check the score sheet, sign it and thank the scorers' and line judges for their work.

With this fact, the referees' work is not finished! They must check well the sportsmanlike behavior of the teams, even after the whistle for the end of the match! As long as the teams stay in the control area, all unsportsmanlike behavior after the match must be checked and reported to the FIVB Technical Delegate and written in the score sheet under "Remarks" or in a separate report.

International Playing Protocols

For the FIVB Events, the playing protocol will be organized by a special **Sports Presentation** team.

For events where this is not envisaged, the following are the regular International Playing Protocols

Two alternatives are offered depending on if the teams' warm-up before the match takes place in a proper warm-up hall, with balls and nets (Alternative A) or not (Alternative B).

The Playing Protocol may vary for different competition. Therefore, it is strongly recommended for the referees to study them carefully before the respective event and follow them on the matches.

- A. For International competitions at which teams have at least 40 minutes to warm-up before the start of the match, in a warm-up hall with a net in the same building as the match.**
- B. For International competitions at which the organizer cannot ensure teams' separate warm-up halls before the match, in the same building as the match.**

Time - Protocol		Description	Referee's Action	Team's Action
A	B			
		Time for entertainment	<ul style="list-style-type: none"> Referees must enter the competition area immediately after the alcohol test and then check the playing surface, referee's chair, posts, net cables, net itself, location of antennae and side bands, substitution paddles, and all other material needed (scoresheet, buzzer, libero jackets, reserve net and antennae including the reserve equipment, teams tablet, etc). 	<ul style="list-style-type: none"> Teams warm-up with balls in the warm-up hall(s). Teams cannot enter the playing area before the start of the official protocol. If the court is free, teams may enter to warm up without a ball, once permission is given by the Jury Member/ Supervisor
22 min. before the start	32 min. before the start		<ul style="list-style-type: none"> 1st and 2nd referees check the height of the net. 	<ul style="list-style-type: none"> Both teams are requested to sit on the bench, with their coaches. Teams wear the official playing uniforms.
21 min. before the start	31 min. before the start	Toss to choose service or court	<ul style="list-style-type: none"> The 1st Referee carries out the coin toss with the 2nd referee and teams captain in front of the scorer's table, and ensure that the scorer is informed of the result of the toss. 	<ul style="list-style-type: none"> After the toss, team captains and coaches sign the score sheet (or the team list in the case of the electronic score sheet). Before the signs, the coach must identify the starting Libero, if there are two Liberos on the team roster.

20 min. before the start	30 min. before the start	<ul style="list-style-type: none"> • Court assistants march in to align in front of the publicity panels behind the end lines and are presented by the announcer. 		
19 min. before the start	29 min. before the start	<ul style="list-style-type: none"> • Teams enter the court. • Announcer announces the name of the teams and the match number. • Shake hands. 	<p>Position of referees:</p> <p>Both referees must be located on the side line on either side of the post, on the side of the court nearest the scorer's table. 1st referee – on the side of team A, 2nd referee – on the side of team B.</p> <p>The 1st referee blows the whistle immediately after the announcement.</p>	<ul style="list-style-type: none"> • Teams enter the court and Line up on the end lines. (Diagram B.) • After the first referee blows the whistle the players move forwards (not serpentine) and shake hands only with their "opposite number" on the opponent team at the net.
	28 min. before the start	<ul style="list-style-type: none"> • Warm-up 		<ul style="list-style-type: none"> • Teams warm-up on court with balls but not at the net.

18 min. before the start	18 min. before the start	<ul style="list-style-type: none"> • Official warm-up at the net. • Line-up sheet for the 1st set. 	<ul style="list-style-type: none"> • The 1st referee whistles to announce the start of the official warm-up at the net of both teams (10 minutes). • The 2nd referee must ensure that the coach or the assistant coach of each team submits an original and preferably two copies at least of the line-up sheet for the 1st set. Then immediately gives the 1st copy (two – if there are more than two copies) of the line-up sheet to the FIVB Technical Delegate and the original to the scorer. • The Technical Delegate is the only one entitled to transmit the line-up sheets to the host TVbroadcaster and to the VIS runner. 	<ul style="list-style-type: none"> • The teams start to warm-up at the net (10 minutes). • in case of teams' tablets are in use the teams must send the line-up sheets electronically via tablet to the e-scorer (latest 12 minutes).
8 min. before the start	8 min. before the start	<ul style="list-style-type: none"> • End of the official warm-up. • Quick moppers enter the court to wipe the floor, if it is necessary. 	<ul style="list-style-type: none"> • The 1st referee whistles to announce the end of the official warm-up and both referees ask the FIVB Technical Delegate for permission to start the match. 	<ul style="list-style-type: none"> • Players return to the benches at the end of the warm-up.
7 min. before the start	7 min. before the start	<ul style="list-style-type: none"> • National anthems are played entirely. • The flag holders enter the court. The one closest to the scorers' table, will stay exactly at the 	<ul style="list-style-type: none"> • Referees – line judges stand on the side line in front of the scorers' table and enter to the middle of the court, then facing to the scorers' table. 	<ul style="list-style-type: none"> • Teams stand on the sideline in front of the scorer's table and enter the middle of the court, as team captain then acting Libero and the players and the 2nd Libero, facing to the scorer's table.

		<p>corner of the attack line with the sideline.</p> <ul style="list-style-type: none"> • During the respective national anthem, flag holders raise the flag in a 45° angle. • Immediately at the end of the anthems flag holders march out, carrying the flags. 	<ul style="list-style-type: none"> • During the playing of each team's national anthem, the referees should turn their bodies at a 45 degree angle to face the flag of the team whose national anthem is being played. • The 1st referee blows the whistle immediately at the end of the anthems. 	<p>After the national anthem:</p> <p>the teams go to their benches and prepare for the presentation.</p>
3 min. before the start	3 min. before the start	<ul style="list-style-type: none"> • 1st fanfare <p>Presentation of the referees</p>	<ul style="list-style-type: none"> • Both referees, accompanied by the fanfare, enter to the middle of the court, close to the net, facing the scorers' table and are introduced by the announcer. <p>All four line judges stand up behind the referees (LJs 1 & 2 behind the 1st ref and LJs 3 & 4 behind the 2nd ref) and march in along the side line, 2 & 3 stop on their position and 1 & 4 follow the end line to their position.</p> <ul style="list-style-type: none"> • After being introduced, the referees shake hands, the 1st referee goes to the referee's stand and the 2nd referee goes to the front of the scorers' table. 	<ul style="list-style-type: none"> • Team officials, 6 starting players and the starting Libero sit on the bench while the other players stay either close to the bench or in the warm-up area.
Just after the presentation of the starting players, the acting Libero and the coach	Just after the presentation of the starting players, the acting Libero and the coach		<ul style="list-style-type: none"> • The 2nd referee distributes four match balls to the ball retrievers 1, 2 and 4, 5 and checks the players' standing position, comparing them to those registered on their respective line-up sheet. 	

			<ul style="list-style-type: none"> • Then, he/she authorizes the starting Libero to enter the court and become the acting Libero. • He/she asks the scorer if he/she has also finished checking and is ready to start the match. • Then he/she gives a match ball to the server and raises his/her two hands, facing the 1st referee, to signal that everything is ready to start the match. 	
0.0 minute to start	0.0 minute to start	•At the start of the match, the 1st referee blows the whistle authorizing the 1st service.		

NOTE: All matches will begin according to the schedule published. However, if the preceding match takes longer than scheduled, the official protocol will begin only after the court has been cleared and the administration of the previous match has been completed. The referees will communicate the starting time to both team coaches, after consulting the Technical Delegate and the Referee Coach.

WORKING PROGRAMME

┌ Arrival before tournament

The referees must reach the host city of the competition as indicated in their assignment. They must take their official uniforms with them in the cabin hand baggage.

┌ Workshops

└ Theoretical and practical Refereeing Workshops will take place before the start of the competition with the attendance of referees, scorers, line judges, moppers, ball retrievers, Sport Presentation Team, DJs, and court announcers.

┌ Comments on refereeing

A short briefing is held after the match in the refereeing room to provide short feedback by the referee coach on the referees' performance in the previous games. Where possible, referees should self-evaluate where they did well and where they could improve.

If a general, important topic has been raised, on the next day a formal meeting with the Refereeing Sub-Committee members and all of the referees of the competition might take place.

During this meeting, if required or possible, videos taken during the games should be used to help with explanations of both errors and successful performances, in order to unify the technical quality of refereeing at the top level.

┌ Information on assignments

Assignments to the matches will be notified to the 1st, 2nd, challenge and reserve referees normally:

- 1) the night before the match through a picture of the R3 shared in the WhatsApp Group

┌ Alcohol test

Once informed officially of the game assigned to them, the 1st, 2nd, challenge and reserve referees, scorers and line judges should be submitted to the current alcohol test carried out in a random system, by the appointed doctor and in the presence of the Referee coach of the match

┌ Behavior

The FIVB has confidence in each referee assigned for the different competitions.

The referees responsible for the management of the matches during the competition must show exemplary conduct throughout the competition, from their arrival until their departure from the city/ cities in which the competition is hosted.

They are to respect strictly the timetable of all the activities, which had been fixed by the Refereeing Sub-Committee, and maintain the image of the referees inside and outside the sports halls.

The Refereeing Sub-Committee is duly empowered to suspend from function and even disqualify, depending upon the fault, any member of the refereeing corps whose conduct is not of the standard expected from them.