

## **INFORMATIONAL TIDBITS**

**(QUICK REFERENCE INTENDED PRIMARILY FOR NEW OHSBVA REFEREES, ESPECIALLY ONES WHO AREN'T ALSO OHSAA OFFICIALS)**

- Center line may be solid, or shadow-bordered. The border or outlines for a shadowed center line must be at least ¼” wide and within the 2” width of the center line.
- Sub-varsity matches are best of three, all sets (including deciding set) to 25, win by 2, switch sides at 13 points. Varsity dual meets are best of five, win by 2, deciding set to 15, switch sides at 8 points. Other Varsity events (tournaments, tri-meets, quads) may be either best of five or best of three, announced in advance so schools and officials are both aware. All third sets are to 25 points. The exception may be a Varsity tournament marked by time constraints which may play set 3 to 15 points. Scrimmages are as announced.
- Home team selects its bench. Visitors call toss for serve or receive only. Coin is tossed so it spins, caught and uncovered.
- The home coach decides the warm-up time breakout, not to exceed 20 minutes, 3-7-7-3, 4-6-6-4, or whatever the team/school/region uses. The warm-up typically starts with shared court to allow teams to stretch and for shared pepper in the interest of injury prevention. Serving team has exclusive use of the court first followed by receiving team. The warm-up ends with shared court/serving.
- Captains/coaches attend pre-match for ground rules and coin toss. R1 and R2 are side by side facing court with teams on either side of coaches/captains. R1 should be on the left as referees face the court. Teams affirm they are legally equipped and properly attired.
- If coach is disqualified (yellow and red cards, held separately), coach must leave premises. If no authorized faculty representative is present to assume responsibility, match is forfeited.
- Disqualification results in suspension from any additional matches that same day plus any matches on the next two play-dates for that team.
- No artificial noisemakers are allowed.
- Ball hitting vertical backboard (not pulled up) or a support is a dead ball, judgment replay.
- Near sideline of adjacent court in play is an impenetrable barrier to player or ball.
- R1 stand must be padded. Antennas may be fastened on the right side of the R1 and R2 or the left side of the R1 and R2 but, regardless, must be on opposite sides of the net.
- Net height is 7’ 11 and 5/8 inches.
- No casts or hard wraps on hands/wrists are allowed; nothing hard on the hands, nothing on the wrists other than a sweatband, skids are legal.
- No do-rags may be worn on the head.
- No jewelry may be worn including during warm-ups.
- Unnecessary delay (UD) is the term used when a penalized delay occurs and results in a time-out being charged unless team has used both time-outs, and then it’s a loss of rally.
- Illegal equipment/jewelry found in set constitutes a UD the first time; subsequent violation for that team is loss of rally.
- No buttons, zippers, snaps, etc. on uniforms.
- 0 and 00 are legal numbers.
- OHSAA shirt OR Volleyball Certified Official shirt may be worn. OHSBVA patch should be worn in right chest area. If OHSAA shirt is worn, you will need to find a way to attach the OSHBVA patch over the OHSAA patch.
- Any color whistle is acceptable although white or black whistles are the norm.
- Officials are expected to be on site 45 minutes before start of the first match to be able to change clothes and be courtside no later than 30 minutes before start of first match.

- Black dress slacks and with white athletic shoes and white socks preferred. Black shoes and black socks permitted with black dress slacks only. Shorts must be black DRESS shorts and may be worn only in hot/humid weather and with white athletic shoes and white socks. In the best interest of referees wearing decent length shorts, shorts should be longer than the tip of the referee's hand when holding hands straight at the sides
- Send teams to end lines after each set. For a deciding set, as soon as R1 calls for on-court captain for each team to join R2 for coin toss, R1 should immediately release players to benches. Deciding set starts when R1 signals teams to their benches or to switch sides/courts. Captain can't come off the bench to call deciding set coin toss. Okay for co-captains on court to come to coin toss.
- Coin toss for deciding set can occur on either the R2 side, mid-court near the net or in front of the R1 and is always called by home team. OHSAA prefers the latter. The former is more functional. R2 conducts toss.
- On net serve fault, R2 doesn't repeat R1's signal.
- Penalties are carried over to all subsequent sets. Scorer marks them on scoresheets along with comment if player is determined to have been unconscious.
- Teams must start with 6 players to start a match but can drop down to less than six and continue playing. When "ghost player" position rotates to position 1/RB, it's a loss of rally.
- Libero may not substitute for or replace a disqualified player.
- Libero is last in the chain of players eligible to become an exceptional substitution.
- Roster is due at 10 minutes before start of match.
- Line-ups are due no later than 2 minutes before start of set 1 and no later than 2 minutes after end of previous set (1:00 left on the set clock before start of a subsequent set).
- Incorrect roster or lineup results in loss of rally to start a set but teams may substitute to start a set.
- Libero number must match player's roster number unless both the regular number and a different libero number are listed on the roster (e.g., 5/L2) with regular number always listed first.
- One re-serve is available per player per term of service.
- 5 seconds to serve from R1's service authorization. Do not be picky. If a server is taking too long, let the captain know while the R2 lets the coach know. But do something. Do not let a slow server negatively affect set flow.
- With only 5 seconds for service contact, be sure you let the server get to his service position. This doesn't mean allowing unjustified delays.
- Assistant coaches are not supposed to represent the team at captains/coaches meeting but if there is a legitimate reason, the R1 may accept a temporary stand-in rather than unduly delay the start of the match. If the head coach arrives, the head coach may assume coaching duties.
- If a visiting team has extenuating circumstances that delays arrival, despite this being an undesirable situation, you just wait. We're there for the kids. Access to buses to travel to the match may reflect that boys' volleyball is not high on the school's pecking order as to who gets the "next" bus.
- If a net cable breaks or electric goes out, a fire alarm sounds, light fixture shatters or any number of possible delays to play, the R1 orders a replay as appropriate and the set is suspended until situation is corrected, or is rescheduled for another time. Unusual situations must be met with common sense so both teams remain relaxed and neither suffers a disadvantage.

- If a team has only five players at match time, coach is permitted to call both time-outs to try to buy more time to complete the team. If no additional player arrives, the set is forfeited and the team has 3:00 (start the clock) with the coach being allowed to call both time-outs again before set 2 is forfeited, etc.
- Toss for service hits a backboard is loss of rally, out of bounds.
- Band can't play during a live ball; no distractions to opponent's serving including with sound effects or megaphones. Artificial noisemakers are prohibited, period. No flash photography or use of flash reflections that could distract players or the officials doing their jobs. Get host management to intervene to address these problems. Continuation can result in eviction from the facility or penalizing as unsporting conduct. Make the penalty fit the situation.
- Warn/prevent where possible. Marginal overlaps are a good example. Don't play "gotcha." Match facilitation is often more important than being technically correct.
- During warm-ups, if a player is wearing tape at the top of one ear, get the coach to resolve this situation. Unless it is obvious there is jewelry present, going to the coach makes sense. Asking the player often produces the needed information to resolve the situation. Do NOT touch the player or look under tape to see if there is jewelry. If the player and coach say no jewelry and jewelry is later exposed, it's a red card that should be issued to the head coach.
- No rubber bands or bands like a live-strong band may be worn. Sweat bands and skids are fine.
- Medical alert medallions may be taped anywhere, but the coach is asked to demonstrate good judgment in positioning the medical medal in a way that's visible but minimizes risk.
- We don't care about sleeve length but players' uniforms must be "alike." When in doubt, let them play and file a report.
- A team's uniforms must have clearly visible contrasting colored numbers. Trim can make the numbers readable and therefore legal.
- If the home team can't provide both line judges, the officials may get volunteers from the visiting team to line judge. Players can't line judge while wearing their uniforms. For a Varsity match, for the good of the match, line judges must be adults and may not be younger players.
- If a uniform has to be changed due to blood (any amount of blood requires a change), there is no penalty to change the roster to reflect the player's new number which must be distinct from any number worn by any other player participating in the match for that team.
- Any coach can ask whether the opponent's server is the correct server but not for the opponent's line-up on the court. Any coach can request score verification. Wise referees eyeball the score at the end of every rally.
- Coaches are not permitted to address comments to line judges since this constitutes an effort to influence the officiating crew. An unsporting conduct penalty or warning should be issued, depending upon the circumstances.
- On third hit into top of net or tape, R2 can step away from the post to be very visible to the R1 to show there were 4-hits; however, the R2 is not permitted to whistle this fault. R1 should scan for information and go with R2 based on pre-match discussion or make eye contact with R2 and give light head shake "no" and the R1 is going to continue play based on having seen a touch.
- Whistle or horn/buzzer at 15 seconds on match clock if both teams haven't returned to court from a time-out. R2 whistles at 30 seconds on the clock during the between-set interval since this is when teams should return to the court to allow the next set to start no later than 3 minutes after conclusion of the previous set.
- As server is getting ready to serve, the R1 and R2 deal with a player who has a foot down off the court (not the server, obviously) with a preventive warning. However, if a player is leaving early to get into hitting position, this should be penalized. The signal would be illegal alignment rather than line violation.

- If the server tosses a ball for service, then swings and misses, it's a re-serve (first time in a term of service) unless the ball hits the player. Toss and drop or toss and catch can lead to a re-serve. Subs in the same term of service are each entitled to their own single re-serve.
- Between sets, the coach is permitted to take a combined roster/lineup sheet from the officials' table to prepare his/her lineup for the next set. While rosters/lineup sheets are supposed to remain at the officials' table, throughout each set, but this doesn't preclude the lineup being used to prepare the lineup for the next set. Alteration to the roster without the referees' approving it and overseeing any change to determine the consequences would constitute unsporting conduct AND result in a report being filed with the OBSVCA.
- No interruption requests or libero replacements may occur after a re-serve. Legal after a replay.
- Stepping completely across the out-of-bounds extension of the center line to play a ball, which has not completely crossed the vertical plane of the net extended is legal as is a momentum based duck under the net as a result of momentum or to get out of the way of a play by a teammate. A player may cross the extension of the center line outside the court, provided he/she does not interfere with the opposing team, and the ball has not completely crossed the vertical plane of the net. Ducking under the net to avoid net contact is legal but can't result in interfering with an opponent's legitimate effort to play the ball.
- A player may attempt to save a ball that is outside the boundary of the court in a playable area by stepping across the extension of the center line outside the court to play a ball which has partially crossed the vertical plane of the net extended. The ball is considered out of bounds when no part of the ball is any longer in the plane of the net ("on plane").
- A ball that does not touch an antenna is not considered out of bounds until it completely passes beyond the plane of the net to the other team's side. If such a ball is first contact and it passes over or outside the antenna back to the side of the team that contacted the ball last, this would be legal and would allow the team to make its third hit. For example, let's say Team A completes its attack and the ball is legally contacted Team B with block contact occurring two feet from the net and over Team A's court. The ball then comes off the block to Team B's side and into Team B's free zone, over or outside the antenna and not hitting the antenna. In this situation, since a block doesn't count as one of a team's three hits, play continues and Team B has three hits to get the ball back over the net.
- If a team continues to huddle (such as each time the team loses a rally) and these huddles are delaying play (R1 not able to authorize service within the timing he/she has gone with), the R1 or R2 may warn the captain and the R2 would make the head coach aware. Continued huddles that delay the R1 in authorizing service should result in an unnecessary delay penalty.
- A team is allowed to substitute only one time during the same dead ball. If the R2 handles a second substitution request on the same dead ball without a delay in play, a warning is sufficient.
- Let's say a starting player is becomes ill or injured prior to the start of a set, and the deadline for lineup submission has passed. The coach may replace the injured player only with a substitution. This locks in an injured/ill player returning to the set IN THE SAME POSITION in the rotation.
- Only if a team is down to 6 players from injury or illness would the libero become the exceptional substitution.
- Exceptional substitution must be counted as a team substitution if the team has not exhausted its 18 team substitutions.
- A team is not permitted to play short-handed if a substitution or exceptional substitution can be made.
- A player who is disqualified is removed from further participation in the match. The libero is not permitted to become a substitute for the disqualified teammate. Likewise, if the libero is disqualified, the player the libero last replaced must return to the court in the libero's place, and the team must then complete the set with no libero.
- Everyone who sits on the team bench is subject to all rules governing team conduct.

- Teams may not practice with a ball during a time-out. Prevention should be utilized to avoid penalizing the team. The R2 should intervene.
- If a coach receives a yellow card for addressing the R1 across the court after being warned by the R2 for disruptive coaching, continuing to yell across the court should result in progressive sanctioning. Do not let assistant coaches question calls, period. When the head coach, assistant coach(es) or any team bench personnel receive a sanction card or cards, the coaching staff does not lose the privilege to stand during a dead ball to coach their players or to have one coach stand to coach on a live ball. A coach who receives a sanction for disruptive coaching is allowed to stand at the risk of progressive penalties including for an assistant coach questioning calls. The card may be issued to the head coach for failure to control the team to avoid a series of assistant coaches taking turns coaching in a disruptive manner.
- A player may leave the bench to warm up in a non-playable area, to receive medical attention, or to get a drink but NOT to stand behind the bench but not really warm up in preparation to entering the set. Players must be seated on the bench unless warming up in preparation to enter the set or, if all chairs are occupied, may stand beyond the end of the bench in line with the chairs.
- Facilitate lineup submission. Without an OHSBVA rules exception, even though one is being considered, if a head coach submits a lineup showing players in floor positions, simply use the fact of whether this is the serving team (RB is first server) or receiving team (RF is first server) to have the lineup recorded in serve order. Since the lineups are to be used to check player positions on the court to start the set, you do not have to be as concerned with (if you use a lineup card) whether your lineup card shows players in floor position or serve order. Whatever works for you.