FHSAA
Volleyball Officials Training
Materials / Notes
2017-2018
A word from our Assistant Director of Officials.....

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

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

Testing for the 2017-2018 will be required for all officials. Starting this year we will not give the option for officials to file for a test exemption. The 2017 Rule Examination for the fall season will open on August 7th and close September 15th. There will not be a make-up period, the exam will be 50 questions long and there is no time limit. The test will be taken through the FHSAA Central Hub in Arbiter.

Once again, thank you for all that you do as an FHSAA Volleyball official and I wish you all a successful 2017-2018 season.

Jeremy Hernandez, FHSAA
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Florida High School Athletic Association (FHSAA)

As a Volleyball official it is important to view the following guidebook for all rule changes each year. This will assist you with registration and the requirements to becoming a FHSAA Official. The following links will take you to the FHSAA Website and Guidebook:
http://www.fhsaa.org/sports/volleyball-girls


Officiating equipment and approved vendors

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

The official uniform is as follows:

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

You can find the uniforms at the following approved vendors:

Gerry Davis Sports - http://www.gerrydavis.com/mm5/

Honig’s - https://honigs.com/sport/volleyball.html

The Officials Choice - http://www.theofficialschoice.com/
Qualities of a good volleyball official

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

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

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**Communication and Interaction Among Officials**

Communication is the key to success for officiating crews. That communication begins in the prematch conference, when responsibilities are discussed, and continues throughout the match. Following are some tips for good communication:

- **Maintain eye contact throughout the match.** Line judges should look at the referee when making a call; the referee and umpire should be making constant visual contact with each other before serves and between plays.

- **Provide complete information.** Both verbally and through signals, you need to communicate clearly and completely with your fellow officials. For example, if a ball is spiked into a block and goes out, signify not just that the ball went out, but on whom.

- **Support your fellow officials.** Don’t openly question another official’s call when that call is made within his or her outlined duties. Don’t override fellow officials’ decisions (unless you are the head referee overruling another official).

- **Work as a team.** Just as players work as a team, so should officials. Although both the referee and the umpire have the responsibility of scanning the entire court, if the umpire sees the referee scanning one way, he or she should scan the other way. If you’re both watching the same thing or the same area, you might be missing something important elsewhere.
3. **Make calls positively and with good timing** – Be confident and sure of your call. If you look timid or hesitate, you do not look confident and people may question you more. When you speak, be authoritative and strong. Wait for the play to develop. Do not blow your whistle too early. Anticipate the play but never anticipate a call. Just because you think that ball will hit the ground does not mean the ball would not have been pancaked and saved. By blowing the whistle too early, we may take away an exciting and athletic play. Yes, we can replay it if we made a mistake, but that doesn't help the player feel any better about the mistake.

4. **Focus on the court, not on the stands** – Another way to say this is “do not get rabbit ears.” When you blow the play dead, half of that gym has the potential of disagreeing with you. People will heckle and criticize. You must ignore them. Reacting to fans will only get you in trouble and take your focus away.

5. **Be professional** - Do your best. Look your best.

6. **Expand your knowledge** – As much as possible, read about the sport and about officiating. If you can, subscribe to NASO and get Referee Magazine. It is a great resource and it has plenty of sport-specific articles, as well as general articles about officiating. Talk to veteran officials. Before matches, tell your partner what you want to work on. Pick one thing you need to improve on every night and focus on that. At the end of matches, talk to your partner and ask questions. Get feedback. Never “yeah, but.” None of us are perfect, not even our partners. You may get feedback that is valuable and you may disagree completely with a call. Always be appreciative of what you get, do not defend yourself, and decide what advice to take and what to disregard. If you can go to clinics, go. And try to work as many matches as your
schedule allows. The more you see, the better you will get.

7. **Be passionate about officiating** – Do this because you love it, not for the money. It really does not pay that well. But if you love it, and you are passionate about it, you will bring a level of confidence and energy with you that cannot be matched.
Volleyball Official’s Tools

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

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

A couple of definitions...

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

Second Referee (R2) is the referee who stands on the floor opposite the R1.

Line Judges (LJ) are the officials located at the corner of the court to the right of each referee.

Be sure to be at the school site no later than 30 minutes before your match. When you get there, greet the coaches and meet your table officials (scorer, libero tracker, timer). Be sure to:

1. Measure the net. The measurement at the center of the net needs to match what is specified in Rule 3. The measurement at the ends can be off by no more than ¾ of an inch.
2. Check the alignment of the antennas to the sidelines and that they are secured properly.
3. Check the standards to make sure they are properly padded. **No match can be played if the standards are not padded.**
4. Obtain the game balls and inspect them to make sure they have the NFHS authenticating mark and that they are inflated to the right pressure, according to Rule 3. Ask your home coach if it’s ok for you to check the pressure with your needle. If they do not want you to do it, let them do it and you can inspect while they do.
5. Check the playable areas for non-playable spots and check the ceiling as well. Determine what is playable and what is not.
6. Check the referee stand to make sure it is secure and safe.

While you can help with equipment (net, stands, etc...), it is the school’s responsibility (not yours) to ensure proper equipment.
At 18 minutes before game time, hold your coin up in the air (if you are the R1) and blow your whistle. This will alert coaches and captains to come to the table area. If you have the table behind you, the R1 will be on the left and the R2 will be on the right.

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

1. Welcome players and perform introductions
2. Discuss playable areas – usually it is to walls, bleachers, and around benches. Players can go through the space between the scorer’s table and the bench, provided that the ball is hit/played with at least one foot inside the paint (the basketball sideline). Playing past that point will kill the play. Discuss the ceiling and any ceiling obstructions.
3. Inquire of coaches as to whether his or her players are legally and properly equipped to play the match. Make sure that each coach verbally says “yes” to this question. If not, continue to ask until you hear it. This relieves your legal responsibility regarding issues with equipment and puts the responsibility squarely on the coach.
4. Identify your speaking captains – make sure to stress the importance of fair play and good sportsmanship at all times. The required statement by FHSAA can be found in your rule book when you receive it. Make sure you tell them that wearing jewelry is not permitted and that they should make sure all team members know to remove all jewelry.
5. Show the coin you will toss to the captains. Then, instruct the visiting captain to call the toss in the air and the home captain to repeat it. Toss the coin and let it land on your hand without flipping the coin. Determine the team who won the toss and what their decision is (serve/receive). The home team picks their bench first. (Note: Before the final and deciding set, R2 will conduct the toss with the captains, where the home team calls the toss and the winner decides (serve/receive) and the losing team decides the side to be played.)
6. Allow your R2 to add anything he or she wishes – usually the R2 will address timeouts and substitutions.
While it is not required, some officials like to add a statement to the captains that while officials will discuss the rule in any particular play and answer questions, they will not discuss judgment with anyone. The judgment is the official’s and every official’s judgment may be different. This will curb the instinctive need for coaches and players to “officiate” and if you need to warn them about it during the match, you have already stated it before the match began.

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

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

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

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

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

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

**Signals and Mechanics / During Play**

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

Below are the official volleyball signals required by the NFHS.
Once all the lineups are checked and the R2 checks with the table to make sure the table officials are ready, the R2 will “give the court back” to the R1.

Before beckoning for serve, the R1 should:

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

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

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

The logic of pausing between blowing the whistle and sweeping is to ensure that you are giving the server 2 cues (sound and visual) that he or she can serve.

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

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

Because you are not looking at the serving side, you will not know visually that the server has served. You need to listen for the contact.

**All restrictions on positioning end with server contact.**

The line judges should be positioned at the corner where their left sideline meets their end line. One will be positioned in the corner to the right of the R1 and the other on the corner to the right of the R2. They each must have a red flag.
Line judges are also officials, but should not talk to coaches, players, or spectators. They are silent and they do not use or have a whistle.

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

If a server does not initiate a serving motion and cause the ball to be hit or retrieved within a 5 second period, it is a violation on the serving team and service goes to the opposing team. The R1 calls this violation by blowing the whistle, awarding the point (Signal 18) to the opposing team, and giving the delay of service signal (Signal 4). Be a little loose with this call. Sometimes they get close. The idea is to prevent delay, not necessarily to take a point away.

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

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

**During Play**

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

Also, when you are new, play appears to be faster than it really is. A lot of action is happening and you are gathering information at all times. If you find it helpful, talk to yourself during the rally. Did the ball contact the player legally? Did the ball hit the ceiling? Count in your head the three hits as they happen. This helps you keep focused and blocks out distractions. It seems fast. It will slow down with experience.
R1

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

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

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

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

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

R2

Your main job is to serve and protect the R1, the net, the center line, and the antenna closest to you. You serve the R1 by helping him/her with situations on the court and assisting with unofficial calls during play. You protect him/her by ensuring all communications from coaches are done directly at you and not the R1. You are to always be on the fault side when the point begins and ends. During play, you transition from side to side as the play progresses to ensure you are on the blocking side.
During the point, wait for the first hit before transitioning. This is because if there is a serve ace or a return error, you are already on the fault side, where you need to be!

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

Once there, open your field of view – if nothing is happening at the net. This is to help the R1. If you see violations that are not yours to call, do not blow your whistle but move to the fault side and give an official (but discreet and informal) signal to the R1 of what you saw – especially if you see that the player is blocking the R1’s view. If the R1 does not “take your call” move on and continue to officiate. Help your R1 but try not to help “too much” with ball handling.

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

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

If a ball crosses the standards outside (or touching) the antenna on the R2’s side, the R2 is to blow the whistle, go to the fault side, and give the out signal. No mirroring is required. R1 will award the point and signal out.
Your main job is to follow the ball, look for touches, and making sure to know where the ball lands. You also look for “pancakes” to help your R1 with those. You need to move up/down the side line or along the endline to ensure you always have a view of the ball. When the ball is about to be spiked, this is the hardest part. Stay with the ball long enough to determine if there is a touch, then move your eyes to the section of the court where the ball will land. If you follow the ball, your eyes will be moving and you will miss the landing. This is where your R1 needs you the most.

You always should be moving. Do not be stationary. Crouch low when the ball is to be spiked and when the ball hits the ground. If play comes towards you, pick a line to follow and get out of the way. In other words, if you pick the sideline, run backwards. If you pick the endline, run to your left, while continuing to see the line and officiate. Do not worry about the other line, your R1 will get it.
Similarly, when a player serves from the left 1/3 of the court closest to you, you must either move to your left and watch the endline and foot faults or move back behind the server in line with the sideline and watch that sideline. If you do this last one, the R1 will look for footfaults and you watch the entire sideline. This is so that we are not in the peripheral view of the server.

During timeouts, the line judge on the side who will serve next will ensure to get the game ball from the players. If you are the LJ2 (to the right of the R2), you will walk the length of the endline toward the opposite sideline. When reaching the corner, square off and turn left. You will stand at the intersection of the attack line and sideline to the left of the R1. The LJ1 (to the right of the R1) will wait until the LJ2 gets to the corner (intersection of the end line and side line where he squares off) and then will start moving toward the attack line. LJ2 stands at the intersection of the attack line and sideline to the right of the R1.
When there are 15 seconds left on the timeout (when the R2 double tweets) or when both teams are on the court (whichever comes first), the LJ2 will start the journey back to his corner in the same way, squaring off at the corner. The LJ1 will wait until the LJ2 squares off and then leave to return to his corner. Whoever has the ball gives it to the server.

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

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

**When the point ends**

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

When this happens, the correct mechanic is:

**R1**

1. Blow your whistle and stop! Slow down.
2. Look at your line judge on the side of the fault and get visual information.
3. Look at the other line judge and get visual information.
4. Look at your R2 and allow the R2 to transition. Center on your R2 and get information from him or her. Centering is the process by which referees look at each other in the eyes. A lot of communication happens this way.
5. After you have gathered all the information and you are ready to offer your decision, continuing to focus on your R2 (make eye contact), signal the point with an extended hand on the winning side and signal the fault on the fault side.
6. Get ready for beckoning for serve for the next point (and follow the
same routine discussed earlier before beckoning for serve).
R2

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

Line Judges

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

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

Rules Book / Case Book / Officials Manual

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

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

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

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

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

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

- **Rule 4: Player Equipment and Uniform**
  - Equipment and accessories
  - Uniforms
• Rule 5: Officials: Responsibilities and Positions
  ◦ Discussion of mechanics and signals
  ◦ Uniform
  ◦ R1,R2, LJ Responsibilities
  ◦ Scorer,Libero Tracker, Timer Responsibilities

• Rule 6: The Team: Composition and Positions
  ◦ Team members and players
  ◦ Captains
  ◦ Positions
  ◦ Screening

• Rule 7: Roster and Lineup
  • Rule 8: The Serve
    ◦ Definition
    ◦ General rules surrounding the serve

• Rule 9: During Play
  ◦ Team benches
  ◦ Court protocols
  ◦ Definition of live and dead ball
  ◦ Contacting the ball and player actions
  ◦ Play at the net
  ◦ Faults and replays
  ◦ Unnecessary delays

• Rule 10: Substitution and Libero Replacements
  ◦ Substitution requests and procedure
  ◦ Substitutes
  ◦ Libero replacements

• Rule 11: Time Outs and Intermission
  ◦ Definitions
○ General protocol
○ Injuries and reviewing decision.
○ Protocol between sets

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

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

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

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

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

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

Understanding the scoresheet will help in situations when questions arise during the match.

The official scoresheet looks like this:

<table>
<thead>
<tr>
<th>PLAYER NUMBERS</th>
<th>TEAM:</th>
<th>FIRST SERVE</th>
<th>PLAYER NUMBERS</th>
<th>TEAM:</th>
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<tbody>
<tr>
<td>LIBERO #:</td>
<td></td>
<td>RUNNING SCORE</td>
<td>LIBERO #:</td>
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SUBSTITUTIONS: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

KEY:
- = Point Scored by Libero (Both Individual & Running Score)
/) = Point scored in Running Score
# = General Point Under Individual Column
# = Penalty Point

GAME NUMBER: 1 2 3 4 5

SCOREKEPER: 

 Winning Team: 

 Losing Team: 

 Referee: 

 Umpire: 

FLORIDA
HIGH SCHOOL ATHLETIC ASSOCIATION

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2017-18 FHSAA/NFHS Rule Changes

TIME-OUTS, TIME BETWEEN SETS
RULES 5-5-3b(12), 5-8-3a, 5-5-3b(14)

The second referee whistles a warning at 45 seconds. The audio signal (horn) officially ends the time-out. The second referee directs to the timer to sound the horn at 60 seconds, and signals the number of time-outs used by both teams to the first referee.

- To end the timed interval between sets or intermission, the second referee and timer shall use similar mechanics as ending a time-out
- The R2 sounds warning whistle at two minutes, 45 seconds (4:45 intermission) to alert teams to return to court
- At the end of three minutes (5 intermission) the timer shall sound the audio signal (horn) to officially end the interval, unless both teams are on the court
TIME-OUTS
RULE 5-4-3c(17)
The first referee shall whistle to sound a warning at 45 seconds into the time-out, if the second referee is still checking the scoresheet and not available to whistle the warning.
REPLAY RULE 9-8-2
A replay is the re-creation of the same play with the same personnel
A replay is considered part of a single play action and administered in the same way as a re-serve

Once a replay is signaled by the first referee, no requests for a time-out, service order check, lineup check, substitution, libero replacement, etc., may be recognized until after the replay
Request for: Service Order Lineup Libero Replacement
FHSAA/NFHS Points of Emphasis

CONDUCT AND PRIVILEGES OF ASSISTANT COACHES

- Assistant coach has fewer privileges than the head coach
- Stand during dead ball and ask second referee:
  - Number of time-outs used
  - Request serving order of his/her team
  - Request to verify proper server for opponent
- May stand at bench
  - To greet a replaced player
  - Confer with players during time-outs
  - Spontaneously react to an outstanding play by his/her own team
  - Attend to injured player with permission of referee
- Assistant coach shall not stand in bench area during play
- Inappropriate to try to engage second referee in discussions regarding a ruling
- Assistant coach who lingers by continuing to stand once play has resumed may result in card
- Second referee sets the boundaries for assistant coach(es) based on the rules from onset of beginning of the match
- Preventative officiating allows the second referee to professionally address assistant coach
  - Guides assistant coach to follow the spirit of the rules
  - Avoids rushing to a penalty and maintains order in match
- Assistant coach exceeding the boundaries of these rules places himself/herself in a position of possible penalty and detracts from the players and contest itself
SECOND REFEREE’S RESPONSIBILITIES ON A THIRD TIME-OUT REQUEST

- Rule 5-5-3b(11) states second referee has responsibility to grant time-outs
- Rules 11-2-3 provides each team has only two time-outs per set
- If third time-out is requested by coach
  - R2, using preventative officiating, lets coach know he/she has no time-outs remaining
  - Gentle shake of the head or quick question, “Coach, do you want to request a third time-out?”
- Coach persists in request. The R2 recognizes and assesses an unnecessary delay.
  - No time-out is granted and play shall resume immediately, 11-2-3 Penalty 2
- Coach attempting to use a third time-out and unnecessary delay to break momentum of the opposing team is violating the spirit of the rule. A coach is expected to utilize his/her own bench personnel to keep informed on number of time-outs used.

LETTER OF AUTHORIZATION

- Rules require authorization from the state association for
  - Any special accommodation for an individual player
  - Memorial patch on the uniform
  - Any other special circumstances not covered by the rules
- Responsibility of coach and school to contact state association to seek authorization
  - Follow procedure for your state
  - Secure authorization prior to season competition
  - Provide appropriate support material
- It is NOT responsibility of official to seek authorization

MECHANICS OF SIGNALS AND COMMUNICATION

- Proper execution of officials signals and positioning of second referee and line judges critical
- Quality of signal mechanics major component of communication
  - 1, 2, 3, approach...


- **One**, the proper signal and how it looks
  - Sharp signal communicates confidence in call and clearly indicates result of play
- **Two**, hold the signal long enough that officiating crew is aware of signal; table officials know the call and record accurately; and coaches, fans and media are able to keep up with play action
- **Three**, release of signal confirming with necessary members of officiating crew action properly attended to such as substitution
- Sloppy or lazy mechanics will create confusion and could lead to coach becoming upset unnecessarily
- Poor positioning will place the R2 or line judges in location that inhibits their ability to make correct calls
- Signals are the “universal language,” make them count

**OFFICIALS AND COMMUNICATION**

Many times an official can be his/her own worst enemy. Quality officiating and keeping the contest free from conflict can be interrupted with just a few inappropriate body actions. Here we have the official who is in the coach’s personal space and animated in displaying frustration. This invites a confrontation with the coach. Be aware of the situation and avoid body language that will send the situation into a confrontation.

**OFFICIALS SIGNALS NO. 1**

- The word “roster” has been added to the title of the signal in manual and signal chart in rules book
- Signal No. 1 Illegal Alignment/Improper Server/Inaccurate Lineup-Roster, Server
OFFICIALS SIGNALS NO. 3

- A tossed ball that contacts a backboard or its supports hanging in a vertical position over the serving area” has been added for usage of signal
- Signal No. 3

SECOND REFEREE OFFICIALS MANUAL

- Wording added directing the second referee to step laterally toward the side of the net of the offending team after the first referee initiates a call

BALL IN OR OUT RULE 9-8-1i

- Ball is out of bounds if it contacts the vertical pole attached to the net in a ceiling-suspended system
REPLAY RULE 9-8-1i

Ball striking a pole used to retract a suspended net system, may result in a replay at the R1’s discretion.