

LVL Refing Clinic

Or, How not to suck as a Ref

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Work team requirements:

Work team needs to supply one 1st ref, one 2nd ref, two line judges and one score keeper.

Each work team is asked to be attentive and fair with their judgments, it's what you'd expect as a player and what should be expected of each work team.

Scorer:

- Watch the 1st Ref for their signal as to who has won the rally.
- Pay attention to the game.
- Stay as far from the playing area as possible to allow players room to chase balls.
- Games are played to 25 win-by-2, with a 27 point cap.
- Record the final score of the game on the score sheet posted at the court.

Line Judges:

- You should be standing. You should not be involved with any other activity, including a conversation with a friend or teammate while judging lines.
- Position should be to the right of the 1st or 2nd ref near the corner of the court. If the server is serving from the left side, stand as far back from the baseline, but along the sideline as possible.
- Watch for foot-faults by the server. Signal to the 1st Ref that there was a foot-fault by raising one hand in the air and pointing with your other hand to the baseline.
- Watch for players leaving the playing area and entering the adjacent court. Signal by raising your hand and pointing to the other court.
- If any part of the ball touches any part of the line, the ball is in. If no part of the ball touches no part of the line, it is out. Signal on EVERY ball that lands near your sideline or baseline, sometimes the 1st Ref is blocked and can't see where the ball landed.
- Watch for the ball crossing the net completely between the antennae. The entire ball must pass completely inside the antenna. If the ball touches the antenna or hits a part of the net from the antenna to the support post, that is out.
- Watch for balls that are touched by players before going out. If a ball is blocked and then lands out on the hitter's side of the net, the signal is "out". If the ball is blocked and lands on the blocker's side of the net, the signal is "touch".
- If you did not see a ball land because there was something obstructing your view, the signal is to cross your arms in front of your chest.
- If the 1st Ref does not see your signal, get their attention after the point.

2nd Ref:

- It is not your job to follow the flight of the ball, watch the players at the net.
- On serve receive watch the receiving team for rotation faults.
 - Each front-row player must have at least a part of his/her foot closer to the centerline than the feet of the corresponding back-row player
 - Each right (left) side player must have at least a part of his/her foot closer to the right (left) sideline than the feet of the center player in that row.
 - The position of the players is judged according to the position of the foot last in contact with the floor at the time the ball is contacted for service.
- Watch the net for net faults and watch if a player touches the antenna on your side of the court.
 - Watch the blockers go up, watch for fingertips being contacted by the ball, then watch the blockers land.
 - Contact with the net by a player is not a fault, unless it is made during the action of playing the ball, or it interferes with the play. Some actions of playing the ball may include actions in which the players do not actually touch the ball.

- If a player touches the net, intentionally or not, while the ball is being played in the back court, there is no violation.
- Watch the centerline for centerline violations.
 - A foot or hand may touch the opponent's court and the centerline or have its shadow over the centerline. No other body part (elbow, knee, shoulder) may touch the opponent's court.
 - Being over the centerline, but out of bounds on the opponent's side of the net is not a fault unless interfering with an opposing player.
- Watch for an illegal block or illegal attack by a back-row player.
- Assist the 1st Ref with a discreet signal if you see ball-handling fault that the 1st Ref may have been screened from. Make a discreet signal so the 1st Ref can see it, he or she may decide that the play on the ball was not a fault, so do not blow your whistle.
- Make sure the scorer scores each rally correctly by watching the scoreboard after each point.

1st Ref

- You are responsible for the game and all calls. Your decisions are final.
- As soon as you see a fault, blow your whistle. You will have a moment to make the proper signal to indicate the result of the play. If the ball lands near a line and you're not completely sure of it being in or out, look first to your line judges before signaling but be sure to blow your whistle immediately on the ball landing.
- After a team has made its three team contacts, wait for the ball to either land or be touched the 4th time before blowing your whistle. A fault, such as a net violation, could occur between the time of the 3rd contact and the ball landing. The play is not over until the ball lands, or a fault has occurred.
- Before beckoning for the serve you should scan the receiving team first (to make sure they're ready), then scan the serving team (to make sure they're ready), then whistle and beacon for service only when the server has the ball in his/her possession and is behind the service area.
- Watch the serving team at time of service for rotation faults, or screens.
- Watch the server to insure the ball is served properly (within 8 seconds of your whistle for service) and not thrown or hit from a resting position in the other hand. Watch also for foot-faults, the server's foot may not touch the boundary line or the court at the time of contact or with a jump serve the server must "take off" not touching the boundary line or court.
- Watch the flight of the ball; you're responsible for all ball-handling calls.
- Watch the top portion of the net for net violations and your side of the net for players touching the antenna.
- Watch for illegal attacks or blocks by back-row players.
- Blocking – A block is the action of players close to the net to intercept the ball coming from the opponent's side by reaching higher than the top of the net. If any part of the player's body is above the height of the net when the ball is contacted, this is considered a block.
- A blocker may touch the ball over the opponent's playing area provided the opponent has executed an attack hit.

Ground rules

The LVL Ground rules can be found on the web:

<http://newts.org/lvl/lvlgroundrules-rev2.html>

Co-ed Requirement

A team rotation must include a minimum of two men and two women. Teams that otherwise have a legal team will be allowed to play, even if this limit is violated. Before the start of play, a gender point differential will be calculated. If a team is short a particular gender, their opponent will be awarded a gender point per missing player up to two points. When both teams have received an equal amount of gender points, no penalty points are awarded. If there is a one (1) point differential, then the team with the greater amount of gender points is granted three (3) penalty points to start the game. If there is a two (2) point differential, then the team with the greater amount of gender points is granted eight (8) penalty points to start the game.

A team may not waive the violation points. Late arrivals will not alter the awarding of points at the start of the game. If an injured player leaving the game creates a violation, no points or additional points will be awarded.

Players being subbed for either via standard substitution or libero substitution (including the libero player themselves) shall count as a half a player for gender calculation. If a team has "half a player", it will be rounded down to the nearest integer.

It is the first referee's responsibility to ensure that the points are scored in the official score. The points must be awarded before end of game is signaled by the first referee. Either captain may ask to have gender points awarded before or during the game. Players arriving late will not change points awarded. The team receiving gender points may only receive the amount due to them at the start of the game.

Players arriving late

Players that arrive after the games have started can enter the game at the next rotation of their team. They must enter in the service position. The captain can delay their entry to place them in a desired position (in the rotation).

Late players do not change any penalty points accrued due to insufficient co-ed make up.

Service Box Extension

The service area on the side of the courts next to the outside wall in the Russell St School (parking lot side) is extended to the **black** line nearest the wall. It is a fault for the server to touch or cross this line until after the service.

Gym Obstructions

LVL Playing Area Definition:

The playing area is defined to be the entire open floor space inside the gym not covered by permanent objects (e.g. bleachers).

*Head Referee's Note: USAV **recommends** (not requires) a clearance of 6'6" around indoor courts. This definition of playing area does not quite provide 6'6" around the courts, but it does provide as much space as our gym permits. It also makes for a cleaner interpretation of some rules.*

LVL Team Area Definition:

A given team area is defined to be the Playing Area bounded by the center line (and its indefinite extension) of the court the team is playing on, and the sideline of the adjacent court (and its indefinite extension).

Head Referee's Note: *This definition implies a certain amount of overlap in team areas between Courts 1 and 2.*

Clarification Of USAV Rules For When The Ball Hits An Object

Head Referee's Note: *A served ball **must** be clean, it cannot contact any object regardless of height or location! After the ball has been served cleanly, the following rules apply.*

A ball hitting any object outside the Playing Area is dead. The call is either:

1. out
2. touch (if the ball was touched before hitting out)

Head Referee's Note: *When the ball is deemed "out" because it hit an object, the proper hand signal is to point at the object with an open hand, and then signal out (raise the forearms in a vertical position hands open, palms facing upward).*

A ball hitting any object (ceiling, girders, or the wood beam between the courts) over 15' above the current team's area, and *not fully* crossing the plane of the net, remains in play (no call needed). Any other ball hitting an object over 15' above the playing area is dead (either "out" or "touch").

A ball hitting any object extending below 15' over the playing area becomes dead. If, in the 1st referee's opinion, some logical play on the ball might have occurred had the ball not hit the object, a replay is awarded. If, in the 1st referee's opinion, no other logical play would have followed had the ball not contacted the object, no replay is directed and a point is awarded as appropriate.

Head Referee's Note: *"Some logical play" could be from **either** team (not just the team that last hit the ball).*

Classification Of Objects Based On Height

The following objects, and therefore their vertical supports up to the height of the girders (!), are under 15'. {Replay if a logical play may have occurred, point awarded otherwise.}

Climbing ropes (both sets, cafeteria-side corners of the Russell St School gym).
All basketball baskets, backboards, supports, and associated guy lines, ropes or wires
The gymnastic rings over court 2 of the Russell St School gym.

The ceiling, its associated girders, and the wood beam between the courts are all above 15' and are considered to be above the playing area.

Dividing Line Between Courts

Players are allowed to go up to and reach over the neighboring court to play a ball. Players **MAY NOT** in any way contact the neighboring court's sideline or any portion of the other court, before, during, or after playing the ball. It is the Line Judge's responsibility to watch for this and signal the 1st Referee immediately upon any violation.

Head Referee's Note: *Any player that repeatedly crosses into the neighboring court during the course of a game shall be considered to be committing a minor unsporting offense, and shall be subject to sanction (starting with a verbal warning) by the 1st referee.*

Any player that crosses into the neighboring court in a blatant manner shall be considered to be committing a serious offense and shall be immediately sanctioned with a yellow card by the 1st referee. If the same individual does this a second time, the 1st referee shall immediately expel the player from the game (red card).

The Russell St School gym does not allow for proper clearance around the courts. The intent of this rule is to maximize the players' ability to play the ball, while minimizing the danger to other players in the gym.

Substitutions

Teams may choose to substitute players either via the USAV substitution rules (including using a Libero), or by rotating in new players.

Teams with less than 6 players

- Playing with 4 players:
 - A strict serving rotation must be observed.
 - Late arriving players may be inserted into the line-up at the service position, but may not interrupt a player's service turn. In other words a late player can't come in to serve if the team is serving and a player has already served once. The Team captain must request a substitution to insert a late arriving player.
 - The player who most recently served is considered a back row player, the back right player (position 1) to be precise.
 - During service receive :
 - The back row player must be no closer to the net than the front right player (position 2, AKA the next server).
 - The front row players must be positioned on the court according to their service order.

- Playing with 5 players:
 - A strict serving rotation must be observed.
 - Late arriving players may be inserted into the line-up at the service position, but may not interrupt a player's service turn. In other words a late player can't come in to serve if the team is serving and a player has already served once. The Team captain must request a substitution to insert a late arriving player.
 - The two players who most recently served are considered back row players.
 - The most recent server is considered the back right player (position 1).
 - During service receive :
 - The most recent server (position 1) must be no closer to the net than the front right player (position 2, AKA the next server).
 - The other back row player (position 5 or 6) must be no closer to the net than ONE of the other front row players (positions 3 or 4).
 - The two back row players must be positioned on the court according to their service order (the most recent server must be positioned closer to the right sideline than the second most recent server).
 - The front row players must be positioned on the court according to their service order.

Scoring.

Games will be capped at 27 points

Advanced concepts

- Libero Play - It is legal to play in the LVL with a Libero. A Libero is back row only player that is not allowed to spike, block or serve. Substituting the Libero into or out of the game does not require a substitution request, but the player that went off the court for the Libero MUST re-enter the court for the Libero. A Libero may not hand-set a ball from in front of the attack line that is then attacked by a teammate from above the height of the net.
- Back Row Attacks – An attack from a back row player that is struck with any of the ball above the height of the net is legal only when that back row player last touched the floor behind the attack line. Angle of attack, or attack speed does not matter.
- First contact – It is not a fault for a player to make successive contacts with the first ball being played by his or her team if there was only one attempt to play the ball. This includes using “Finger Action”. It is a fault to carry, lift, or have a ball roll on a player on the first contact. If a ball was touched by the block, the next contact is still considered the first contact.

Ball handling

Ball handling calls are some of the toughest judgment calls a volleyball official has to make. In spite of the difficulty, it is expected that refs make a concerted attempt to make these calls to promote the competitive-level play of the league.

- Any multiple contact made by a player on the first team contact is LEGAL, provided the player makes ONE ATTEMPT at playing the ball.
- Double Contact – On a ball being played that is not the first team contact it is a fault to touch the ball with successive contacts. The ball must be played with one contact of all body parts that come in contact with the ball. It’s quite possible to see a ball contact one hand of a player and then the other hand, this is a fault. Focus on the area within a foot above the hands... If the ball “forms a triangle” (comes down, moves laterally, then goes up”), a double-hit has been committed.
- Carry or Lift – Carrying or lifting a ball is a fault. While playing a ball with the hands, the ball must rebound from the hands/fingers cleanly and cannot come to rest. Redirecting the ball with a throwing motion is a fault. A ball rolling on the arms or any other part of the body is a fault. It’s not WHERE or HOW you contact the ball, but WHAT that contact looks like. (It may be legal for a player to set the ball at his belly-button, if that contact is not over- or under- controlled.)

Player decorum requirements

The LVL is supposed to be a fun league that plays within the rules of the USAV. Mistreatment of any work team member will not be tolerated. The designated team captain is the only player allowed to speak to 1st ref. Be polite and courteous when addressing the ref.