



Conference Clarification

At the Referee Conference at the VE Hub earlier in September the sessions on rules and casebook raised a couple of further questions and issues for referees. This section aims to clarify the points being made.

Shirts

Referees are reminded that team playing shirts must be the same for all players and that they should be numbered correctly. As part of the referee's pre-match routine the players shirts should be checked against the scoresheet and the roster to ensure that the players entitled to play in the match are correct. Additionally, the referees should ensure that the teams meet the uniform requirements for the competition and that any discrepancies are highlighted to the team. Failure to do this in the first few matches of the year causes difficulties in the later stages of the competitions.

Compression

Referees should ensure that where compressions aids are used they are the same as the corresponding part of the playing kit (Regulation D2 iii.). They must be the same colour for each player on the team if worn by more than one. This applies to both those on the arm and under shorts.

Special cases - Rally Interrupted

In the case of a rally that has been interrupted because of an injury, ball rolling on to court etc then the rally should be replayed as quickly as possible once the reason for the stoppage has been dealt with. The only Regular Game Interruption (defined in Rule 15.1) allowed during this stoppage is for a substitution for an injured player. No other requests for substitution or time-out are acceptable.

Casebook 10.6 does not alter this as this case refers to an interruption as defined by Rule 15 "the time between one completed rally and the 1st referee's whistle for the next service." During this interruption a Regular Game Interruption for substitution is allowed even if the team has had to make an Exceptional substitution by way of injury.

Special Cases - Attack hit coming from an Overhand Finger Pass by a Libero in his/ her Front Zone"

In discussion over this fault it was commented that the 2nd referee may call this fault within the bounds of rule 24.3 "2nd Referee Responsibilities" and specifically 24.3.2.4. In order to clarify and correct this; whilst this rule references both 1st Referee responsibilities 23.3.2.3.d and 23.3.2.3.e covering back row attack hit faults the 2nd referee does NOT call the fault of 'back row player hitting a ball above the height of the net coming from an overhand finger pass from the Libero in his/her front zone'.

The general point being made was that the 2nd referee may call back row player /



Libero attack hit and blocking faults (above clarification excepted) but must be aware that they should only do so if the 1st referee has clearly missed the infringement and the 2nd referee is 100% certain that ALL the conditions of the fault have been met before whistling the fault themselves. The player is a back row player, they must be in the front zone, and the ball must be higher than the top of the net. For the Libero attack hit fault the height of the ball is key anywhere on court. If there is any doubt, especially over the height of the ball then the 2nd referee must not whistle.

New Protocol

Attention is drawn to the change in the pre-match protocol. After the toss and before the Official Warm-up the teams are required to be presented and should shake hands. Referees should line the players on the side line and walk to the middle of the court facing any spectators (or if none present the scorer's table). They may introduce the match if they wish but then then whistle re-treating to the sideline behind them. The teams are then expected to shake hands with each other as they would after the match in a serpentine with the team on court B starting at the 1st referee stand.