



NAGVA Officiating Presentation

Note to Referee Candidates:

The information contained in this presentation is intended to aid the reader with the NAGVA Refereeing Examination. It is one source that should be reviewed, but NOT the only source.

As NAGVA rules generally conform (with minor exception) to the rules set forth by USA Volleyball, the reader should also review the complete *2007-2008 Domestic Competition Regulations*, which is available at the link below:

<http://www.usavolleyball.org/media/rulesofficials/08DCR/08IndoorDCR.pdf>



NAGVA Officiating Presentation

North American Gay Volleyball Association

Certification Requirements:

- Certification required every 2 years.
- All teams must have at least one NAGVA-certified official and scorekeeper (or must pay tournament to provide these for your team).
- Multiple choice test available online (note: the exam is NAGVA specific and is not the same as USAV).
- With the exception of the pursuit rule, NAGVA adheres to all USAV rules.
- Once you pass the online exam, you will also be required to be evaluated at the next tournament while refereeing a match (practical evaluation).

In order to be NAGVA Certified, you must pass both the online exam and practical.



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Significant Rule Changes

- **The Libero cannot be the team or game captain.**
- **When the ball is entirely above the height of the net, attacking the serve is forbidden only if the ball is in the front zone.**
- **Only one request for substitution (per team) can be made during a dead ball, even if a time-out is taken. Make sure your R2 knows this.**
- **Sanctions for teams will be for the whole match (not just one set).**
- **A joust is not a fault, and play continues as if the contact were instantaneous (no replay).**
- **At the moment of the substitution request, the substitute player(s) must be ready to enter the court, standing close to the substitution zone. If that is not the case, the substitution is not granted and the team is sanctioned for a delay.**



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Significant Rule Changes

- The “safe setter” rule is abandoned. The setter may not rescue a ball that has entered the plane of the net, sending it back into the setter’s playing space.
- 2nd Referee:
 - Now decides, whistles and signals ball “out” or contacting the antenna on the same side of the court as the 2nd Referee.
 - Now decides, whistles and signals attack hit faults of the libero and back-row players.
- Change in hand signals:
 - Ball crossing under the net (point to the centerline with finger).
 - Centerline violation by player (point to the centerline with finger, then indicate player with open hand).
 - Illegal block or screen (arms extended fully, instead of elbows at 90 degree angle).
 - Illegal attack (arm extended fully, bending to 90 degrees, forearm in front of face).



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Significant Rule Changes

- Libero:
 - An injured libero player may not return for the remainder of the match (was set).
 - If a libero player is used in a set, the libero's number must be recorded as such on the line-up sheet for that set.
 - A non-designated libero on the court at service contact is a wrong position entry.
- Players may enter only one-at-a-time, and with 2nd Official approval (the “go” signal).
- NOTE: NAGVA **DOES** require that the team's certified 1st be on the stand.



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Additional Key Rules

- Ball contact with the ceiling is “out” if:
 - It is on the 3rd hit.
 - The ball rebounds off the ceiling to the opponent’s court.
 - A served ball contacts the ceiling.
- No pursuit rule used in NAGVA.
- Uniform requirements within NAGVA are relaxed, provided:
 - No visible jewelry (except wedding band).
 - No rubber wristbands, hats, caps or “do-rags” or glitter.
- An incomplete team, due to illness or injury, may recruit a replacement from eligible players within certain limits, and with tournament director approval.



NAGVA Officiating Presentation

Officials should facilitate the match fairly and evenly

Duties of an Official:

- Safety of players and spectators.
- Call the match fairly & consistently so that neither side has an advantage.
- Maintain the pace of the game & the match.
- Assure correctness of the score, score sheet and match standings tally.
- Enforce the rules of the game.
- Assure “clean” play (ball handling calls).
- Facilitate time-outs, subs, corrections for rotation order faults, etc.
- Resolve disputes.
- Control the court and the other officials.
- Sanction misconduct & unsportsmanlike behavior.



NAGVA Officiating Presentation

Officials should facilitate the match fairly and evenly

Officials are a part of the game, but do not dominate the game

- Do what you can to maintain the pace of the game.
- Give warnings where possible instead of sanctions.
- Don't take over the game with ball handling calls & technicalities.
- Remain above the game.
- Don't talk to players other than the captains.
 - the same goes for the 2nd referees, scorekeepers and line judges.



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Communication

Effective communication prevents problems before they happen.

To help with this, remember the following:

- Pre-match meeting with captains, down-ref, score keepers, line judges.
- Review with each their roles, responsibilities.
- Line judges stand at end-line mid-point during time-out periods.
- Review court limitations, tournament ground rules.
- Review rules about adjacent courts.

Introduce yourself in a friendly way to team captains. Ask where they are from. Ask if they have any questions.



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Communication

Effective communication prevents problems before they happen!

To help with this, remember the following:

- Remind captains of any new rules.
- Tell them how you want them to call for subs, time outs, etc.
- Watch the warm up, and tell the captain if you see a potential problem (the way the setter sets for example).
- Tell the captains about your own officiating style.

- Communication between officials during a match should be non-verbal.
- Coordinate your hand-signals R1-R2 before the match.



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**Different tournaments have different rules.
Please attend the captain's meeting to know all facility specific rules.**

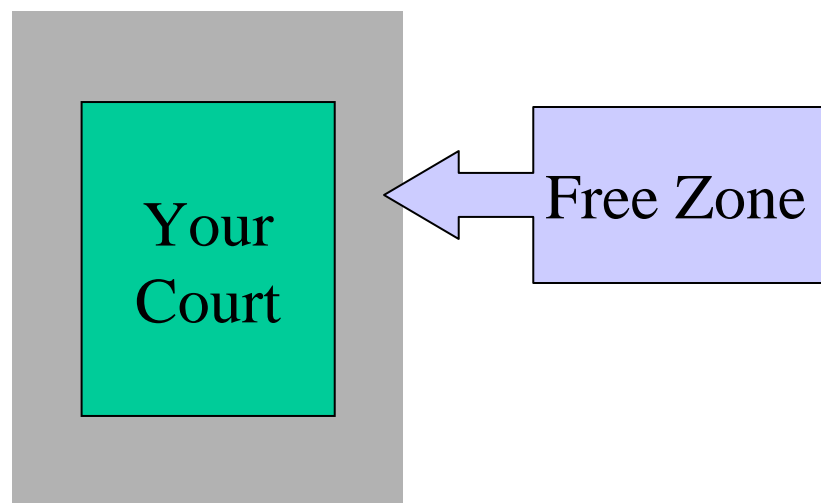
Effective communication prevents problems before they happen.

- At the coin toss, review the playing area with the captains.
- Review any obstructions (basketball goals) and rules for dealing with them.
- Review the limits on sidelines.
- Review the limits on serving area.
- Review rules about contact with dividing screens, bleachers, while playing the ball.
- Review procedure for substitutions.



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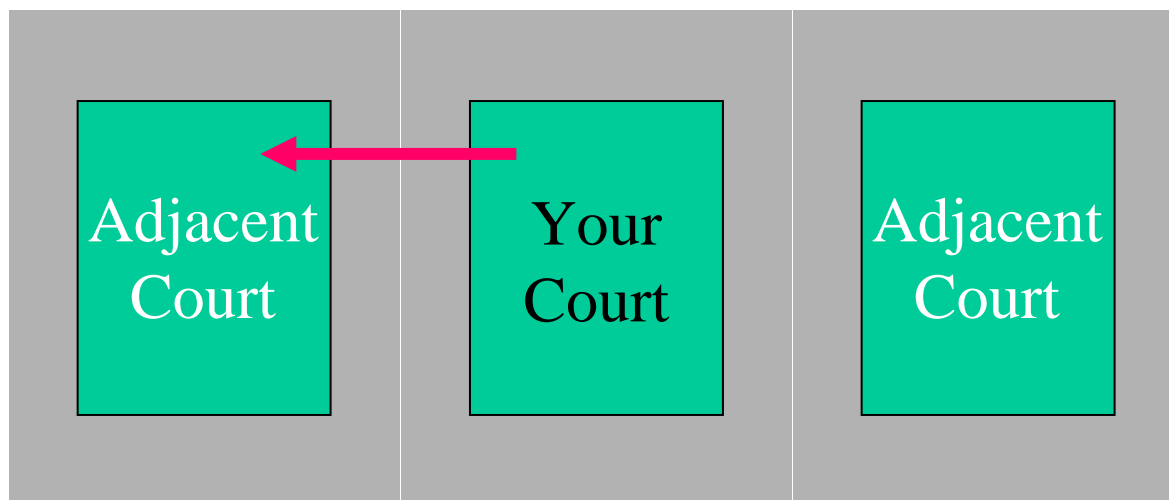
The Playing Area





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The Playing Area



If a player goes into an adjacent court (but not the free zone, the ball is dead and the point is awarded to the other team).

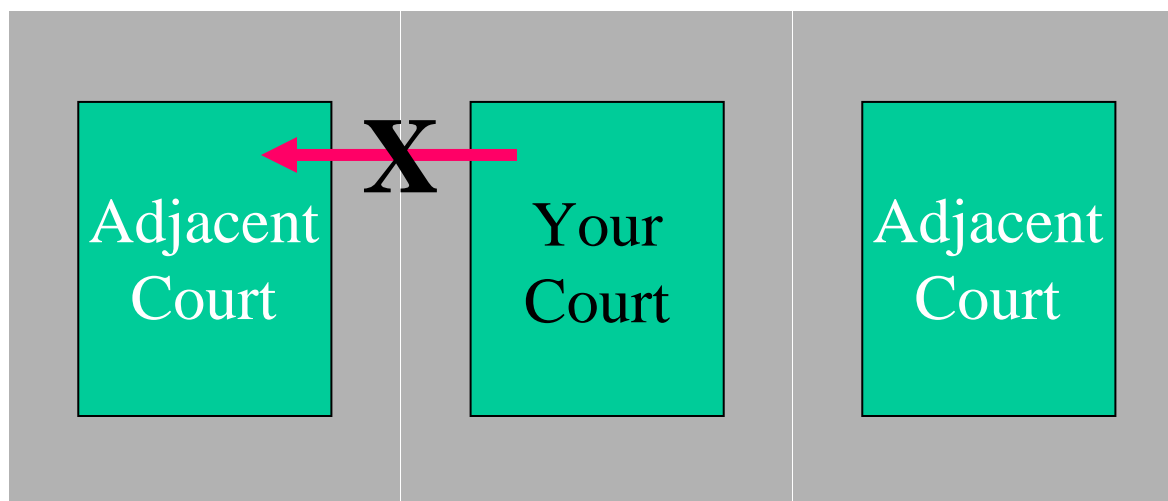


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The Playing Area

“Out of Bounds” even after contact

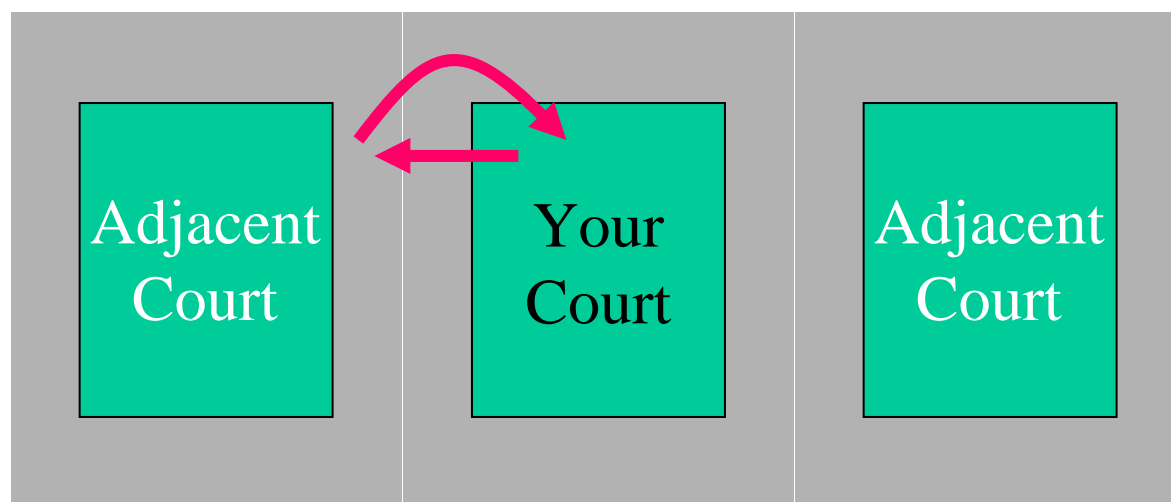
Even if the other court is not currently in use!





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The Playing Area



This action is typically legal as the player has **NOT** entered the other court, just the free zone.



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The Playing Area

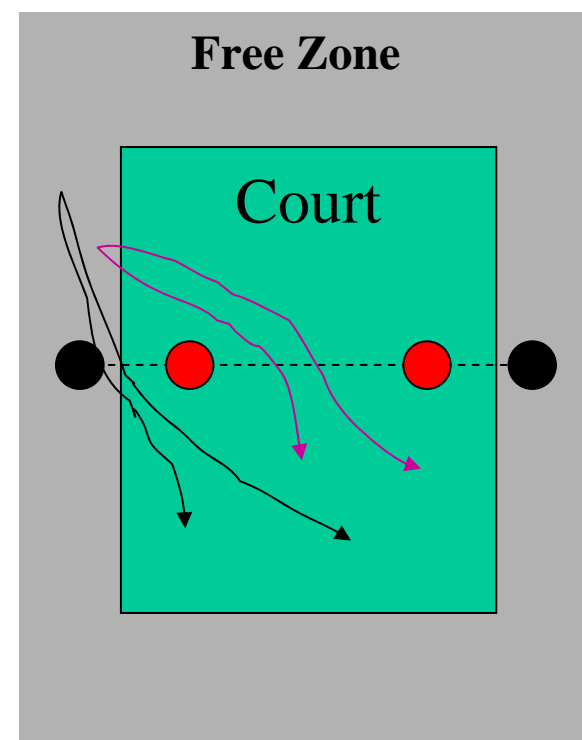
Different tournaments have different rules.
You must attend the captain's meeting to know.



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The Pursuit Rule (NOT ALLOWED IN NAGVA)

- A minimum 2M clearance beyond court equipment on both ends of the net is required
- A perusing player may not touch the opponent's court
- Play must be within the allowed 3 team hits
- Ball must return on the same side of the antenna





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Hand Signals

Officials should use professional, consistent & correct hand signals in order to give the players confidence in the officials.





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Hand Signals

W. → S. → F.

Whistle

Side

Fault

... indicate which player if necessary



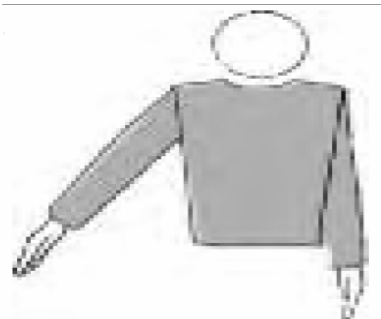
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Hand Signals



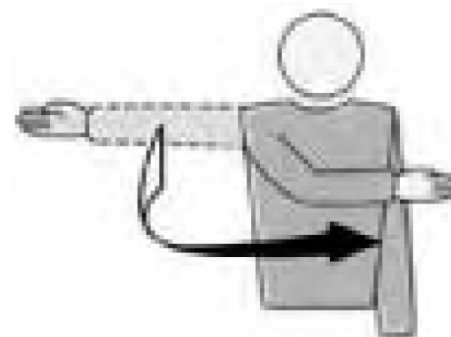
Loss of Rally

Point in direction
of team awarded
point.



Ball In

Point to attack line
on side of court where
ball landed



Beckon for Serve



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Hand Signals

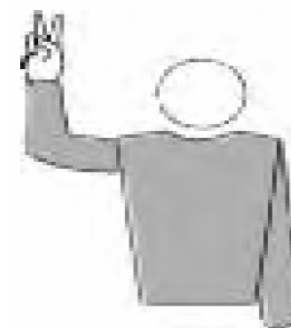


Ball Out



Touch

Ball out after contact
by a player



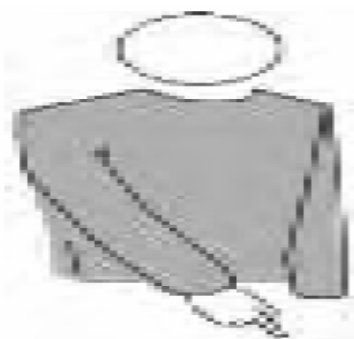
Double Contact

Ball contacted by a
player more than once



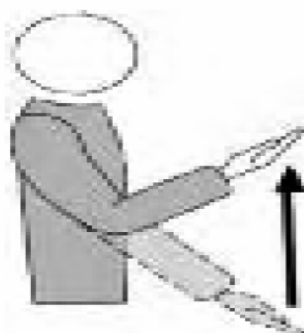
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Hand Signals



Center Line Violation

If player crosses the center line



Lift

Caught or thrown ball



Four Contacts

Ball contacted by a team more than three times



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Hand Signals



End of Set



Replay



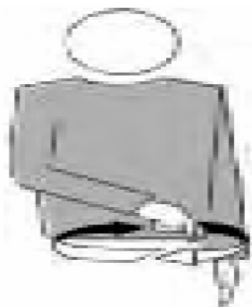
Substitution

Use when a team wants to make a substitution



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Hand Signals



Out of Rotation



Time Out



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Hand Signals

General notes: [see USAV Rulebook \(link provided on first page\) for hand signals](#)

- Use “touch” if the ball goes out on the player’s side floor
- Use “out” if the ball contacts a wall or part of the net or posts outside the antennas
- Use “out” if the ball contacts spectators, officials or players at the bench (not a play over)
- Use “center line” if the ball goes under the net (point with index finger)
- The “4” call overrides “double” and “lift”
- Use “net” when a served ball contacts a player on the same court
- (only the 1st signals “net” on serve, the 2nd only signals which side serves next)
- Use “out” when a ball goes outside the antennas (serve, pass or attack)
- Wait for a ball served into the net to hit the floor before calling “net”
- Foot fault (serving) supersedes rotation fault (receiving)



NAGVA Officiating Presentation

Pre-Match Control

It is the responsibility of the 1st referee to assure safety from pre-match thru end-of-match!

The tournament host will provide the pre-match warm up protocol.

- Walk to center court, whistle, and call “Captains!”
- Conduct the pre-match briefing (captains & 2nd referee).
- Do the coin toss, notify the scorekeeper of who is serving first, from what side.
- During warm-up, meet with 2nd referee, line judges & scorekeeper.

- Blood/dirt on the court at any time must be cleaned up by facility management prior to the next serve.
- Note: clean-up does not stop the clock for timed matches.



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Pre-Match Control

- Monitor warm up periods:
 - Look for illegal items (jewelry) on the players.
 - Looking for hazards on the court and free zone.
 - Signal the teams when they have one minute left.
 - After 55 seconds whistle and gesture for the teams to clear the court.
- Take the stand & check line judges are in position – lineups are due 2 minutes before match start.
- Call “lineup”, and when teams are lined up on the end lines, whistle and signal for teams to take their positions on the court.
- Wait for the 2nd referee to conduct the lineup check. Watch for “captain” designations before first set.
- Check line judges, wait for “ready” from 2nd official (covers score table ready).



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Match Control

Score / Standings Accuracy

- The 1st referee must assure that the team win/loss standings are recorded & correct, and that the score sheet is complete and accurate.
- The team captains may be required to sign the standings sheet at the end of a match.
- Make sure the score sheet records the names of 1st, 2nd referees and the work team.

Safety

- Stop play immediately (and rule play over) for stray ball entering the court.
- Interference with play – ball in the “focus of play”.
- When scanning the court, watch for spectator hazards such as clothing, legs extended.
- If you notice a player slip, order a floor wipe before starting the next rally.
- If balls from an adjacent court not currently in use become a problem, direct the people off the offending court (politely).



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Match Control

Logistics

- Match starts with teams lined up on end-lines, beckon onto court.
- End of first game give “switch sides” signal.
- For 3rd game – 2nd referee coin toss & switch sides at 8 points (not during pool play).
- Often the team losing a match is required to stay to work the following match.
- Do not allow the losing team to wander away.
- Team captain or coach must sign each game’s line-up sheet (must be filled out for each set).
- Tournament rules often require team captain to sign the standings sheet at end of match.
- If one of the teams fails to show up on time, notify tournament officials (they may be delayed in play on another court).
- Be familiar with the rules for default, delay, injury substitution, rotation fault handling.



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Match Control

Forfeit, uniforms & prohibited items

- A team forfeits the first game in a match if they are not complete (6) at match start.
- Time-outs may be used at set start to avoid team delay penalties.
- After forfeiting the first game, 10 minutes (1/2 set) is allowed before 2nd is forfeit.
- 2nd set begins immediately if team is complete within the 10 minute period.
- No hats, wigs, jewelry, open-toed shoes, glitter, reflective cloth, detachable items.
- Uniform numbers must be highly visible from both sides .
- Libero uniform must be contrasting in color to other team uniforms.



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Officiating Technique

- Between rallies, focus on center court, the 2nd ref, the score table.
- Quickly scan the court before beckon for serve, watch/listen for “time out”.
- Watch for server “ready”.
- Watch the 2nd official for “ready” signal on substitutions & timeouts.
- Always count ball contacts.
- Communicate with the line judges, keep them involved.
- Eyes ahead of the ball.
- Sight the net for crossing zone – ball in the plane of the net.
- Allow lineup checks, floor wipes.
- Don’t repeat your 2nd referee’s whistles (unless the players aren’t paying attention).
- Don’t allow arguing of judgment calls, but do allow rules questions from the team captain.
- Don’t let players, spectators, affect your calls.
- Don’t become emotionally involved – don’t chat with or congratulate players.



NAGVA Officiating Presentation

The Rules

Match Control

- Libero must be designated before game start. Can change from game to game.
- Player numbers must be visible, contrasting.
- No jewelry or hats. Knee braces must be padded (check during warm-up).
- No gum, no beverages.
- Lineups must be turned in before:
 - End of final warm up period before first game.
 - 30s before end of period between games.
- Scorekeeper must sign the score sheet – check to make sure your name and Work team name are recorded. Captains may be required to sign also.



NAGVA Officiating Presentation

The Rules

Serving

- Watch for foot fault (both pictures below are faults)
- Do not allow “T-ing” the ball for underhand serve.
- Must be a clean toss before hit.
- Must be hit with one hand.
- Must be in the service zone, in the correct serving order.
- 8 seconds from beckon for serve.
- No “second toss” allowed.
- The libero is NOT allowed to serve.





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The Rules

Screening

- WARN first. Let the serving team captain know.
- Characteristics:
 - Ball must have low trajectory.
 - Directly over player(s) who can limit sight of ball delivery to opponents.
 - Must be INTENTIONAL.
- If you see a potential screening situation, and the receiving team is making mistakes as if they don't see where the ball is coming from, WARN the serving team, you don't have to wait for a complaint from the receiving team captain.
- If you see the ball served low over moving players, or players waiving arms, that is likely a screen.

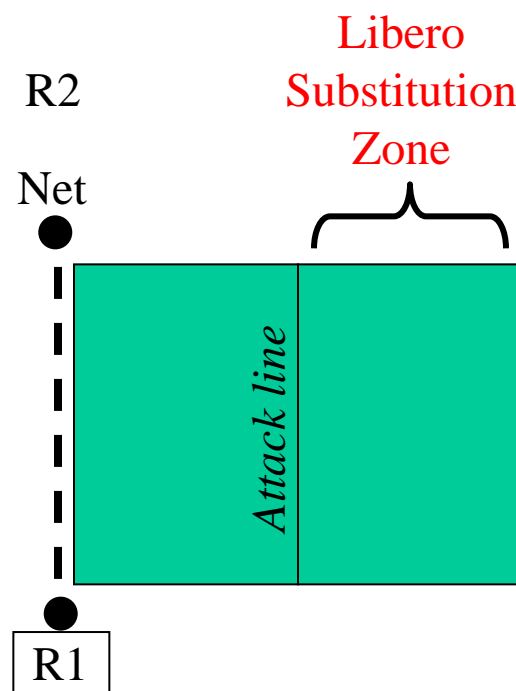


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The Rules

Libero

- Generally cannot do any of the following:
 - Cannot attack any ball above the height of the net
 - Set the ball in the front zone (special rules)
 - Block, or participate in a blocking action
 - Serve
- Unlimited substitutions, not counted as regular subs
- Must be listed on the line-up sheet as libero for that set prior to start
- Sub must occur between rallies, and only one per rally
- Must have contrasting jersey (usually reverse color)
- Player subbed by libero must be player returned.





NAGVA Officiating Presentation

The Rules

First Team Hit

- Successive multiple contacts in one attempt to play the ball are allowed.
- Lift is not allowed.
- Cannot block or attack the serve while the ball is completely above the net.
- Cannot block or attack the serve in front of the attack line.
- Only counts as a block if reaching above the height of the net.



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The Rules

Lifts & Doubles

- Judgment call.
- Cannot be protested – “waive off” complaints.
- Be consistent.
- Don’t hog the game with ball handling calls.
- Watch for slippery ball (double on set) – check for wet ball.

- “2 hits” supercedes “4 hits” on 3rd contact, if last two were by the same player.
- “4 hits” supercedes “lift” on the 4th contact.
- “Double” supercedes “lift” second contact.



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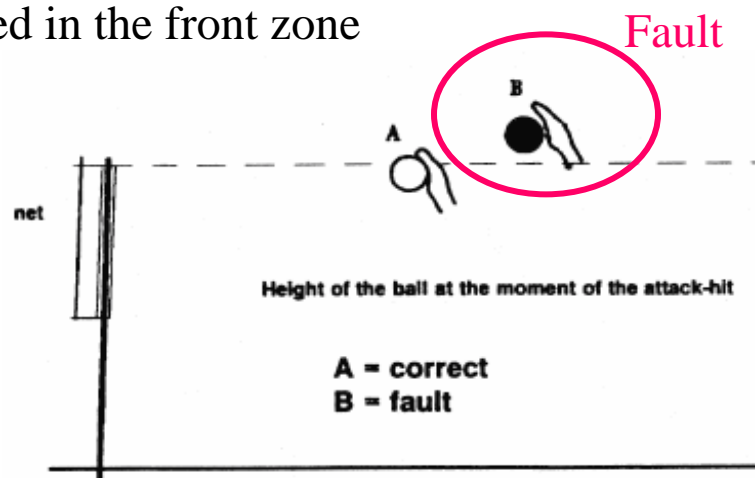
The Rules

Back Row Attack

- Mostly involves setters: Identify them - watch them.
- Ball must be ENTIRELY above the net at contact & back row player in front zone
- Focus on the **BALL**, not whether the hitter jumped in the front zone

If using Back Row Setter (6-2):

- track the setter.
- watch for setter “dinks” (height of the ball rule).
- watch for “saves” by the setter.
- watch for setter attacks on net-close balls.



- 2nd Ref may call Back Row Attack (coordinate in pre-match briefing).



NAGVA Officiating Presentation

The Rules

Blocking

- Contact with the ball in an attempt to return the ball to the opponents court while reaching above the height of the net. Focus on hands, not the ball for this.
- Only front row players may block **OR ATTEMPT TO BLOCK.**
- A libero may not block or attempt to block
- Only front row players may participate in a collective block
- Multiple contacts in one act of blocking is legal
- It's NOT a “block” if the ball was NOT contacted while reaching above the height of the net. It is a first team contact.



NAGVA Officiating Presentation

The Rules

Back Row Blocker

- A back row player who attempts to block, or participates in a completed block.
- A libero player who attempts to block or participates in a completed block.
- Any time you see 4 people jumping together on a completed block.

Joust – ball caught between two blockers

- Not counted as a fault, play continues as if the contact were instantaneous.
- Side getting the ball gets three more hits (the joust counts as a block).



NAGVA Officiating Presentation

The Rules

“Roofing” – illegal play in the opponent’s space

- Reaching over the net into the opponent’s space and touching the ball on or after the opposing team’s 1st or 2nd hit (i.e. their pass or set).
- Setter returning a ball which has entered the plane of the net.
- It is not legal to interfere with the opposing team’s set, or their attack hit
- It IS legal to block the 3rd hit, or an attack hit, over the opponent’s space AFTER the opponent’s contact.
- It IS legal to block or attack the ball in the opponent’s space if, in the 1st referee’s **JUDGMENT**, there is no player in position who could reasonably play the ball.



NAGVA Officiating Presentation

The Rules

Center Line Violations

- Safety is the prime consideration.
- Not a violation if penetration is minor, or not near focus of play.
- A hand or foot across the line must be a complete hand or foot, to violate .
- Any penetration which interferes with the opponent's play (i.e. trips the setter).





NAGVA Officiating Presentation

The Rules

Net Contacts



- Do not call incidental contact (a judgment call).
- Insignificant contact by a player NOT involved in play should be ignored.
- Simultaneous contact on both side of the net is a Double Fault (play over).
- Give the benefit of doubt if the ball is spiked or driven into the net.
- Watch for player's honor calls – even “body language”.



NAGVA Officiating Presentation

The Rules

Out of Rotation

- Whistle on ball contact at the serve (assuming it's a legal serve).
- If noticed late (but before the end of the affected rally):
 - Cancel points earned in this rotation; but sanctions are not cancelled.
 - Back-out substitutions.
 - Only penalty is loss of rally.
- If the serve has changed sides, no effect on score – too late to correct.
- Rotation fault can also be cause by Overlap and by wrong position entry
Example - a libero player on the court when no libero is indicated on the lineup (team delay).
- Players must be completely on the court at time of service.



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The Rules

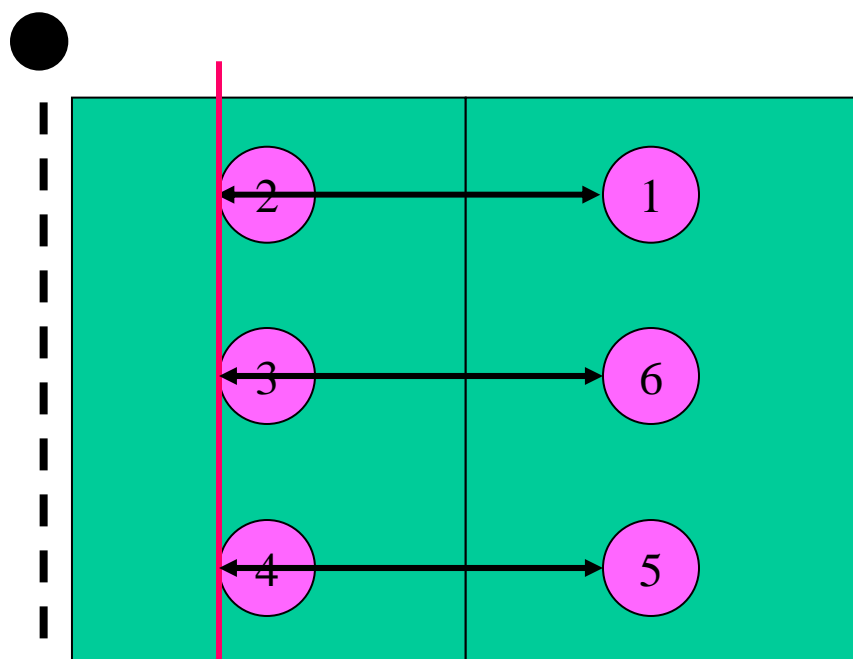
Overlaps

- WARN first.
- Do not call minor overlaps.
- Do not be petty with violations.
- Helps to know the normal positions of the most-used defense.

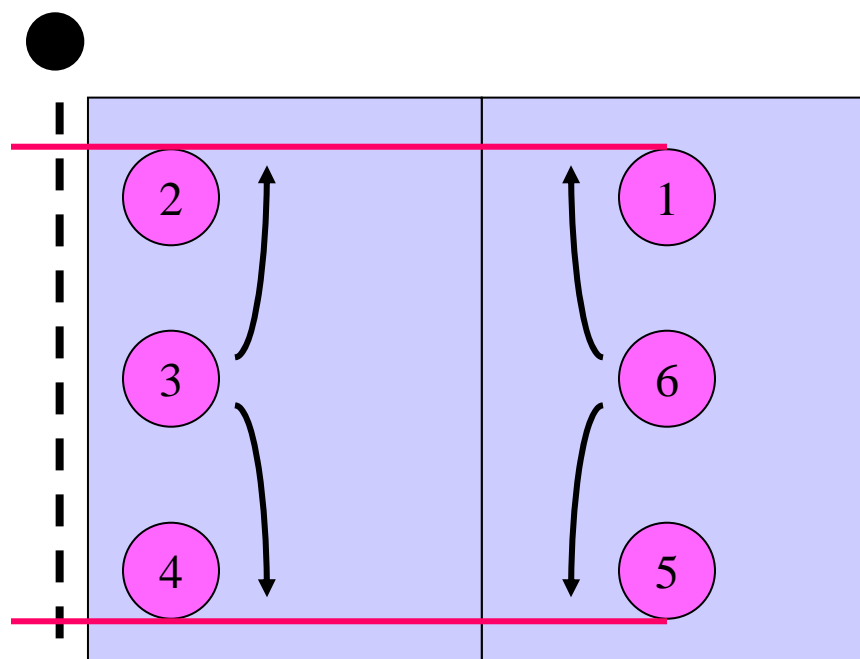


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Overlap Limits



Back row player cannot come closer to the centerline than corresponding front row player



Outside players must be closer to the side line than middle players



NAGVA Officiating Presentation

The Rules

Substitutions

- Situational awareness – look at the 2nd referee & sub zones before beckon for serve.
- A player in the sub-zone is a call for a substitution.
- Acknowledge 2nd referee sub signals.
- WAIT for the scorekeeper to record the sub before continuing play.
- Don't let subs run onto the court without 2nd referee acknowledgement.
- Multiple subs are ok, but must be executed one-at-a-time .
- Pre-match:
 - Tell the scorekeeper you will wait for a signal before proceeding.
 - Some tournaments limit or extend the number of subs per game.
 - Be sure the scorekeeper knows the rules on subs, and knows how to get your attention to report an illegal sub.
 - Tell the captains their subs must be ready to play – no delays.
 - Tell the 2nd referee how to handle a substitution delay or mix-up.



NAGVA Officiating Presentation

The Rules

Exceptional Substitution

- Injury substitution:
 - Used if a sub who has already played the position is not available.
 - Any rostered player may substitute for an injured player, but if so, the injured player may not return in that set.
 - The libero may sub for any player, but can no longer be libero. If so, no libero is allowed for the rest of that set.
- Injured Libero:
 - Re-designation by permission of 1st referee: any legal player not on the court.
 - Must remain as libero for the rest of the set.
 - Original libero cannot return to the match.



NAGVA Officiating Presentation

The Rules

Illegal Substitution

- Player not on the team roster.
- Player with illegal number or uniform (legal numbers are 1 thru 99).
- Player replaced by exceptional substitution.
- Player expelled or disqualified (by individual sanction).

Wrong position entry

- Signal & sanction is “improper request”.



NAGVA Officiating Presentation

The Rules

Time Outs

- Only the captain (or coach) can call for time out.
- Must notify the 2nd Referee or 1st Referee.
- Signal timeout and which side requested.
- Arrange with score table & 2nd Referee for time out USED count.
- Arrange with 2nd Referee who will whistle end of timeout.
- Whistle end-of-timeout at 20 seconds. Beckon for serve at 30s .
- Show time outs USED .. Make eye contact with captain on 2nd Time Out used.



NAGVA Officiating Presentation

The Rules

Injury Time Out

- Allow as much time as required to get an injured player off the court safely.
- If no substitute is available: Special timeout up to 3 minutes.
- A regular timeout (if available) may follow a special timeout .
- If injured player cannot continue (and no substitute): Team is **INCOMPLETE**.

Blood on the court

- Stop play and notify the captains if they don't already know.
- “Official timeout” – not limited.
- Responsibility of the facility management to clean the court.



NAGVA Officiating Presentation

Misconduct Sanction Scale

Category	Occurrence (in a match)	Offender	Sanction	Card(s)	Consequences
Rude Conduct	First	Any member	Penalty	Yellow	Loss of Rally
	Second	Same member	Expulsion	Red	Team member sits on bench for remainder of set
	Third	Same member	Disqualification	Red + Yellow	Team member leaves the gym for the remainder of the match
Offensive Conduct	First	Any member	Penalty	Yellow	Loss of Rally
	Second	Same member	Expulsion	Red	Team member sits on bench for remainder of set
Aggression	First	Any member	Disqualification	Red + Yellow	Team member leaves the gym for the remainder of the match

POINT

POINT

Delay Sanction Scale

Delay	First	Any member	Delay Warning	Hand Signal	No loss of Rally -- warning only
	Second	Any member	Delay Penalty	Yellow on Wrist	Loss of Rally

POINT



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