“PASS, SET, SPIKE”
PIAA VOLLEYBALL CHAPTER MEETING GUIDE

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INTRODUCTION

In competitive athletic contests, the game official represents the ultimate in integrity for any competition. By their very nature, officials are neutral and are responsible to keep the contests played on equal terms. Through actions on and off the field, officials must earn the respect and confidence of players, coaches and spectators. This confidence and respect is not earned by words, but by unquestioned honesty, demonstrated ability, obvious devotion to, and full understanding of the game.

The rules of competitive athletics are, for the most part, complex. They are difficult to read, understand and interpret. Mere book knowledge of the rules does not make an official. To an official, knowledge of the rules is basic. To achieve excellence, an official must combine knowledge with good officiating techniques. To assist in this goal, we have provided the following meeting guides. Hopefully, these guides will assist in having each play considered with consistent judgment, intelligence, understanding, courage, and without intimidation.

Athletic officiating is a vigorous avocation and it demands that an official be in excellent physical condition, able to give the very best, on every play, in every contest. To that end, the American Medical Association has stated that before one attempts any vigorous physical activity they should first visit their family physician for a check-up. It is part of good personal health maintenance to have an annual physical exam and participate in an exercise program. This type of exercise program should be minimally three days per week and include cardiovascular conditioning, strength training, flexibility and muscle endurance. These components along with proper nutrition will assist in developing one's optimum body composition.

The PIAA Sports Medicine Committee recommends that each registered sports official have an annual physical examination and practice good health habits. Being physically fit and conveying an appropriate, positive image through proper health and nutrition habits will greatly assist all officials in keeping up with the game. After all, the game, the schools, players, coaches, spectators and fellow officials deserve no less. As importantly, officials owe good health habits to themselves and their families if for nothing more, than the health of it.
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GENERAL INFORMATION

Presentation Suggestions:

Local chapter meetings can be rather routine and rules, questions, answers etc. Instead of merely giving out information, try something different. The following are merely suggestions on how you can change your meeting format to vary the technique in presentation.

1. Role Playing – For pre-match responsibilities and conference – designate officials, coaches, players, line judges, scorer and timer. Have the people playing these roles go through their responsibilities prior to the start of the set.
   - Officials’ inspection of site
   - Pre-match conference
   - Timer and Scorer responsibilities
   - Line Judge responsibilities
   - Coach submission of roster/lineup
   - Court protocol

2. Use of Libero.

3. Formations and Illegal Alignment – Instead of diagramming alignments select 6 players, give each player a number by position or a color coded shirt – (back row one color, front row a different color). Arrange players to illustrate different formations. When discussing illegal alignment, again arrange players in different formations showing illegal alignment and over lapping.

4. Ball Handing – Is probably the most difficult area to define.
If facility allows have – 2 people passing and setting the ball to each other – critiquing the ball handing.

Use a video or an actual game while discussing ball handing techniques.

Knowledge of Rules – The best way to evaluate your official’s knowledge of the rules is to give a written test. A sample is included in your booklet or you can make your own. After completion of test and corrected do not forget to review the test.

Video – Use of videos should be when anything can best be explained by seeing rather than saying.

These are a few suggestions for your meeting. They are not the only way you can make a presentation, but different from merely a lecture.

Remember- Officials should bring their Rules Books and Case Books to all meetings.
2019-20 NFHS Rule Changes

2-2-2, 2-3j(NEW), 2-4-1e (NEW)
When the ball strikes the cables and/or the diagonal poles used to retract ceiling suspended net systems the referee will stop play and determine if the ball was playable. The referee will signal out-of-bounds or replay.

PENALTIES 3,
9-8-1i : Rationale: Establishes the cables and diagonal poles used to retract suspended net system as restricted play and aligns official’s treatment of a ball striking either the cables and/or diagonal poles.

4-2-1 Eliminates the solid-colored uniform requirements, establishes that
4-2-1a (NEW) the libero uniform must clearly contrast with his/her teammate’s
4-2-1e (NEW) Rationale: Clarifies the requirements for all legal uniforms and simplifies the requirements for the contrasting libero uniform maintaining the compliance of all currently compliant team and libero uniform jerseys.

4-2-4b: Eliminates the use of double zero (00) as a uniform number option.

Rationale: Eliminates the confusion surrounding the signaling of “00” and “0”.

4-2-4c: Beginning with the 2023 season the body of the uniform number must clearly contrast with the uniform top regardless of borders. This will eliminate the allowance of borders to provide contrast between the number and the uniform.

Rationale: Allows officials and scorers to easily identify uniform numbers.

5-5-1b, 5-6-1b, 7-1-1a, 7-1 Penalties 1, the second referee before each set.
7-1-2, 7-1-4 Rationale: Eliminates warmup interruptions by officials requesting rosters with 10 minutes remaining on the warmups clock, allowing for a smoother warmup process for coaches, players, officials and scorers.
5-9-1 NOTE: Establishes that the line judge shall take their position and move in line with the extension of the end line when the ball is being served near the line judge’s position replacing the old technique to move directly back in line with the sideline.

Rationale: Allows the line judge to watch for foot contact with the end line and move quickly back for a view of the sideline. This is a more appropriate position and transition for line judges.

8-2-5g (NEW), 8-26d: Establishes that the ball remains dead when tossed for serve and it touches any part of the background or supports hanging in a vertical position over the serving area and is an illegal serve (Signal 14) and not a service fault.

Rationale: Accurately reflect the action since the ball is not contacted for serve.

2019-20 NFHS Comments on Rule Changes

2-2, 2-3j (NEW), 2-4-1e (NEW), 2-4 PENALTIES 3 (NEW), 9-8-1i: When the ball strikes the cables and/or the diagonal poles used to retract ceiling suspended net systems the referee will whistle to stop play and determine if the ball was playable. The referee will signal out-of-bounds or replay. This change establishes the cables and diagonal poles as restricted play and aligns officials’ treatment of a ball striking either the cables and/or the diagonal poles.

4-2-1, 4-2-1a (NEW), 4-2-1e (NEW), 4-2-2 (NEW): In response to overwhelming support of the elimination of the solid-colored uniform requirements by officials and coaches, this change establishes that the libero uniform must clearly contrast with his/her teammates’ uniforms. Additionally, the change clarifies the requirements for all legal uniforms and simplifies the requirements for the contrasting libero uniform maintaining the compliance of all currently compliant team and libero uniform jerseys.

4-2-4b: Eliminates the use of double zero (00) as a uniform number option in order to eliminate confusion surrounding the signaling of "00" and "0." Additionally, many electronic scoring systems do not have "00" as a number option.

4-2-4c: Beginning with the 2023-24 season, the body of the uniform number must clearly contrast with the uniform top regardless of borders or trim. This will eliminate the allowance of borders or trim to provide the only contrast between the number and the uniform. This change will assist in the identification of uniform numbers by officials and scorers.
5-5-1b; 5-6-1b; 7-1-1a; 7-1-1 PENALTIES 1; 7-1-2; 7-1-4; 7-1-4 PENALTIES 1, 2: In an effort to eliminate warm-up interruptions by officials requesting rosters with 10 minutes remaining on the warmup clock, this change requires the second referee to collect team rosters at the prematch conference while allowing changes to be made until 10 minutes remain on the pregame clock. Additionally, it establishes lineups to be submitted to the second referee before each set. This change allows for a smoother warmup process and set transition for coaches, players, officials and scorers.

5-9-2a NOTE: Establishes that the line judge shall take his/her position and move in line with the extension of the end line when the ball is being served near the line judge’s position replacing the old technique to move directly back in line with the sideline. This position adjustment allows the line judge to watch for foot contact with the end line and move quickly back for a view of the sideline. This is a more appropriate position and transition for line judges.

8-1-6, 8-2-5g (NEW): Establishes that the ball remains dead when tossed for serve and it touches any part of the backboard or supports hanging in a vertical position over the serving area and is an illegal serve, not a service fault. This category change more accurately reflects the action since the ball is not contacted for serve.

2019-20 NFHS Editorial Changes

2-1-5: Clarifies that the attack line shall be measured from the edge of the attack line farthest from the center line to the axis of the center line.

4-2-7: Clarifies the penalty for the removal of any part of the uniform top or bottom as a yellow card charged to the coach for unsporting conduct.

5-5-3b(26): Provides additional instructions for the second referee when conducting the coin toss prior to the deciding set by requiring the second referee to communicate with the first referee the serving team and the proper team benches.

8-1-6, 8-2-5g: Establishes the proper signal for a tossed ball that contacts a backboard or its supports hanging in a vertical position over the serving area is officials signal 14.

NFHS Official Signals Chart: Removes signal 7 “Legal Back-Row Attack” from the chart and establishes the signal as an informal official’s signal in the NFHS Officials Manual renumbering remaining signals.
Informal Signals

Communication is an essential proactive approach used by officials to alleviate questions about decisions and non-decisions on the court. This communication takes place between the two officials and between officials and coaches. It can take the form of verbal communication during a dead ball and nonverbal communication during play. There are times, during play, when it is necessary for the referees to communicate between each other; for instance, a discreet four-hit signal in front of the chest of the second referee can eliminate a conference between officials. The mechanics and timing of how these informal signals are to be communicated should be addressed in the referees' prematch conference.

An additional focus of the 2019-20 NFHS Volleyball Rules Committee is on the use of informal signals used to communicate during play between officials and coaches. These signals can be used to communicate to coaches that the referee was aware of a potential decision or to provide information regarding the reason for the continuation of play. The previously labeled Signal 7, "Legal Back-Row Attack," has been removed from the NFHS Volleyball Official Signals chart, and the NFHS Volleyball Officials Manual section regarding informal signals has been expanded to include two informal signals that can be used to communicate additional information regarding a legal back-row attack. The first referee can signal that the attacker was behind the line or the ball was contacted below the height of the net.

For more information regarding the mechanics and use of informal signals, see the 2019-20 NFHS Volleyball Officials Manual/Case Book.

Side-Folding Retractable Backboards

The rule book's use of the phrase "vertical backboard" when referring to a backboard that is hanging in the vertical position (not retracted) over the playing area has created some confusion with the side-folding retractable backboards. An extended vertical backboard that is not retracted hanging over a playable area is considered restricted play and, upon contact, the referee can signal replay or out of bounds depending on if, in the judgment of the referee, the ball would have or have not remained in play. A vertical backboard raised to the side and up toward the ceiling, even though still technically vertical, is considered a playable overhead obstruction. A ball striking the raised backboard, regardless of how it is raised, above a playable area shall remain in play provided the ball contacts the raised backboard on the side of the net extended that is occupied by the team that last played the ball, and the ball is legally played next by the same team.

Ball Handling

Ball-handling decisions can be the toughest decisions a volleyball official has to make. The pace of the game and athleticism of today's athlete only makes the job of an
official tougher. Ultimately, they are judgment calls. However, a focus of every official should be to have consistency in ball-handling judgment. The following criteria can be used to develop consistency when judging ball handling as the first referee:

a. Only the contact point should be considered when judging legality.

b. Outside influences such as player technique, spin, coaches’ expectations or crowd reaction should not be considered when judging the legality of the contact.

c. There is no body/ball position or playing technique that automatically results in illegal contact.

Additionally, when evaluating ball handling it is important to understand the focus of an increase in continuation of play when judging second ball contacts that are directed to a teammate. Below are tips to use when assessing second ball contacts:

a. A player in good position must play the ball without discernible double contacts.

b. Less severe judgment is applied to a contact by a player who makes a challenging or spectacular play while maintaining a legal play.

c. Mishandled balls resulting in a blatant fault should still be called, regardless of the challenging or spectacular nature of the play.
MEETING #1: PRE-GAME RESPONSIBILITIES

1. **Arrive a minimum of 30 minutes prior to match**

2. **Introduce self to Coaches and Host Management**

3. **FACILITY:**
   a) Court Markings (Blank Worksheet included)
   b) Ceiling Obstructions
   c) Wall and Scoreboard obstructions
   d) Floor Obstructions
   e) Changes in floor surface
   f) Determine Playable and Non-Playable areas
   g) Backboards-vertical versus horizontal
   h) Spectator Areas- Pep Bands, Student section etc.
   i) Confer with coach on local ground rules
   j) Location of team benches

4. **NET AND STANDARDS:**
   a) Padding or covering needed
   b) Netting and Netting Markings
   c) Height of Net - SIDE AND MIDDLE
   d) Location of antennas- attached correctly NEW- R1 DUTIES

5. **REFEREE STAND:**
   a) Safety - secured and stable
   b) Padded correctly
   c) Elevation for sight

6. **PRE-MATCH CONFERENCE:** (Prior to 20 Minute Warm-up)
   a) Introductions
   b) Facility-Court Markings, Playable and Non-playable area, Obstructions
   c) Local Ground Rules - Allow questions on any Rules
   d) Sportsmanship Message
   e) Coin Toss- The volleyball official shall be able to perform the correct procedure for the coin toss with appropriate language

7. **VALIDITY OF VOLLEYBALL:**
   a) ACCURATE pressure for all volleyballs for use in Match
   b) Check for NFHS seal and PIAA adoption of colors
8. **OFFICIALS’ RESPONSIBILITIES:**
   
a) R1 Duties
   
   1) Verify all match officials
   
   2) Line Judge Meeting
   
   3) Check Rosters (10 minutes prior to end of warm-up)
   
   4) Check Line-Ups (Two Minutes Prior to end of warm up)
   
   b) R2 Duties
   
   1) Score Keeper, Libero Tracker, and Timer Meeting
   
   2) Review New end of time-out procedure with timer.
   
   3) Assist R1 when asked
   
   c) Both R1 and R2 Duties
   
   1) Observe warm-up - preventative officiating
   
   2) Make corrections to uniforms, jewelry rules, etc.
      through coach
   
   3) Mentally prepare for match.

A complete list of Rules and Procedures for pre-match responsibilities can be found in Rule Book page 10 - 15 and Casebook page 64-70.

**Sportsmanship Message:** The PIAA Official shall read verbatim the sportsmanship message to the head coach and captains prior to each contest. This message shall be enforced by contest officials and its enforcement shall include a strict and swift enforcement when unsportsmanlike actions involve demeaning remarks or actions that may be related to the racial or ethnic background of any party.

“PIAA requires all registered sports’ officials to enforce the sportsmanship rules for coaches and contestants. Actions meant to demean opposing contestants, teams, spectators, and officials are not in the highest ideals of interscholastic education and will not be tolerated. Let today’s contest reflect mutual respect. Coaches please certify to the contest official(s) that your contestants are legally equipped and uniformed according to NFHS rules and PIAA adoptions. Good luck in today’s contest.”

**NOTE:** IF THE OFFICIAL WANTS TO ADD ANY FURTHER COMMENTS THAT MUST BE DONE AFTER THE MESSAGE HAS BEEN READ VERBATIM

**Role Play:**

1. R1’s instructions to the line judge

2. R2’s instructions to Scorer

3. R’2 instructions to Libero Tracker
E. COURT DIAGRAM

Volleyball Court Diagram
Standard English Measurements

NOTE 1: Please refer to Rule 2-1 for specific rule requirements for the court and recommended ceiling height. (Except as specifically stated in the rules, information on court diagrams in this book is suggestive only; it is not required by NFHS rules. The construction and layout of all courts and fields used for high school competition are subject to any controlling laws and building codes, and to the sound judgment of the persons in charge of the facilities.)
MEETING #2: UNIFORMS AND EQUIPMENT

A. OFFICIALS UNIFORM AND EQUIPMENT-PIAA MODIFICATION FROM RULE BOOK

1) The PIAA Official's Emblem must be worn on the upper left sleeve of the official's standard shirt when officiating in all PIAA sponsored games.

2) All PIAA-registered officials must wear identical uniforms during a contest.

3) Required uniform for volleyball officials:

**Shirt** - Alternating black and white 1-inch vertically striped, short sleeved shirt with a black collar or v-neck collar or all white collared short sleeved shirt, provided all officials are dressed alike.

**Slacks** - Black.

**Belt** - Black, if worn.

**Socks** - Solid black

**Shoes** – Black or black with white accents with black laces. White soles around the shoe are not considered an accent mark.

**Lanyard or Smitty** – Black

**Watch** - Black.

**Whistle** - Black

(Minutes, Board of Directors, Summer Workshop, July 24, 1986: p.7).

The wearing of jewelry (except wedding bands and medical-alert bracelets) and wrist watches (except as a required timing device) is prohibited. Smoking and/or tobacco chewing is prohibited (Minutes, Board of Control, PIAA Summer Workshop, July 17, 1989). The use of alcoholic beverages prior to a game is prohibited. (Minutes, Board of Control, PIAA Summer Workshop, July 17, 1989, p.3)

PIAA sports' officials may display the American flag (maximum size 2 by 3 inches) on the right sleeve of their uniform shirt approximately three inches down from the shoulder seam. This will be the same position the PIAA official patch is displayed on the left sleeve.

NOTES:

1. In cold facilities a long sleeve shirt may be worn. Both officials must be identical.

2. Slacks are that of dress slack category, no sweats, leggings, or joggers.

3. Pink whistles may only be used by permission and only on the night of a pink out.
B. OFFICIAL’S EQUIPMENT
1. Whistle
2. Red and yellow cards
3. Pressure gauge for ball
4. Measuring device for net
5. Line-up card (2nd Referee only)
6. Pen or pencil
7. Coin
8. Timing device/watch

C. PLAYER EQUIPMENT
1. Hand, wrist, forearm or fingers may not have leather, plaster, pliable plastic, metal or any other hard substance on them.
2. Supports or braces are permitted on other parts of body as long as they do not have sharp edges exposed (must be covered or padded).
3. Artificial limbs are permitted (must be padded and have permission note from PIAA.
4. An official can make a judgment on any equipment he/she deems advantageous or unsafe.
5. Hair devices -
   a. May be used to control hair.
   b. 3 inches wide - soft material
   c. 2 inches long - bobbi pin, flat clips or unadorned barrettes
6. No jewelry
   a. Except: medical alert or religious
   b. Must be taped to body
   c. No jewelry during warm-up

Body paint and glitter are prohibited on hair, face, uniform or body.
Medication in tube or pump is allowed with medical need and PIAA authorization. Make sure teams have a PIAA authorization letter.

D. PLAYER UNIFORM
1. Colors -- all uniforms must be like colored. Exception: Libero
2. Type -- shirt and shorts, pants, skirt or one or two-piece compression shorts, with no buttons, zippers, snaps, fasteners.
3. Appropriate shoes- sneakers
4. Number --
   a. Back of shirt - 6" high.
   b. Front of shirt - 4" high and 5" from shoulder seam or no more than 5 inches below the bottom edge of any neckline, rubbing, placket or seam.
   c. Contrasting border not to exceed ¾ inch can have as shadow on part of number.

Undergarment that is exposed from the shirt should be of single color similar to the
predominant color of the shirt.
All uniforms must be free of all hard and unyielding items (i.e., buttons, zippers, snaps, fasteners, etc.).
Uniforms should be worn as designed by the manufacturer.
Uniforms must be worn in the playing area. Removal of any part of the uniform is unacceptable behavior. (unsportsmanlike conduct call)
The wearing of an American flag which is no more than 2 inches by 3 inches may be worn on the uniform.
Libero uniform – distinct color: clarify new restriction for 2017 season.
No bare midriff tops.
SOLID COLORED UNIFORM VERSUS NON-SOLID COLOR UNIFORM – Please refer to the Rule Book page 18 for complete Rules
Only one manufactures logo per uniform piece (2 ¼ square)

SOLID-COLORED UNIFORM COMPLIANCE

- Regarding the solid-colored uniform top:
  - The solid-colored uniform top shall clearly contrast from the predominant color(s) of the teammates’ uniform top. Predominant color(s) is the color(s) appearing on approximately half of the uniform.
  - Sleeves shall be the same color as the body of the uniform top.
  - Piping/trim not exceeding 1 inch in total at its widest point may be placed along the seams and may be a different color(s) than the uniform top.
  - Lettering and collars may be a different color(s) than the uniform top.
  - Numbers shall be a contrasting color to the uniform top and meet all other specifications in the respective uniform rules.
  - A single school name, club name, mascot name and/or player’s name may be placed on the body of the uniform top, but shall not disrupt the integrity of the solid-color uniform top. Designs are not permitted.
  - A mascot, not to exceed 4x4 or 3x3 inches, may be placed on the front and/or back of the jersey. (Spartan head, tiger head, etc.)
  - A single mascot reference and/or school/club name may be placed on the sleeve(s), but shall not exceed either 4 by 4 inches or 3 by 5 inches.

E. PENALTIES FOR EQUIPMENT AND UNIFORM VIOLATION

1. Unnecessary delay – Administrative Yellow Card.
2. No entry into game without correction.
3. Subsequent violations by same team will be point or loss of rally – Administrative Red Card
4. Repeated unnecessary delay violations in multiple sets, unsporting conduct may be issued by first referee.
5. Six legally uniformed players must start the match.
   a. If team cannot start match with legal uniforms - one penalty shall be awarded, PER MATCH.
   **b. State association should be notified.

F. GAME EQUIPMENT

1. BALL-when more than one ball is used in a match-they should be of the same color and type.
   a. Spherical with laceless panels (12 or more).
   b. White or Grey, Blue, White or Red, White, Blue only.
   c. Genuine or simulated smooth leather (not suede) with rectangular panels.
   d. 25 to 27 inches in circumference
   e. Weight: 9 - 10 ounces; 4.3 to 4.6 pounds of air.
   f. Provided by home team.
   g. NFHS authenticating mark -- starting in the fall 2001 season for PIAA schools (effective date July 1, 2001).

**NOTE: Official ball of PIAA is BADEN PERFECTION VXSEC-210

2. SCOREBOOK / SCORE SHEET
   a. Official score sheet provided by host team.
   b. Kept at table 20 minutes before match.
   c. Consists of:
      1. Space for line-up
      2. Individual score
      3. Team score
      4. Time-outs
      5. Comment section
      6. 1-18 Substitutes
      7. Libero

3. SCOREBOARD
   a. Visible to all
   b. Running score by team
   c. Timing device;
      1. Time-outs
      2. between games
      3. Prior to start of game
   d. Back-up scoring device (Portable Flipper)

4. Timing Device- Stop watch for timing injury time-outs
MEETING #3: SIGNALS

A. Officials Signals

1. Illegal Alignment/Improper Server/Inaccurate Lineup
2. Line Violation
3. Illegal Hit
4. Delay of Service
5. Over-the-net
6. Net Fault or Net Serve
7. Illegal Attack
8. Illegal Block/Screening
9. Ball Touched
10. Four Hits
11. Double Hit
12. Ball Lands Inbounds
B. LINE JUDGE SIGNALS

2015-16 NFHS Volleyball Rules

HOW TO USE LINE JUDGE SIGNALS
LINE JUDGE SIGNALS USING FLAGS

A. Inbounds
B. 1. Out-of-bounds
2. Obtain R1's Attention
C. Touch

D. 1. Antenna Violation
2. Service Line Fault
E. View of Play Blocked

The flags should be solid red in color and of a recommended size of approximately 12 inches by 12 inches to approximately 16 inches by 16 inches. The flag and hand grip should be securely affixed to the pole.
1. **Obtaining First Referee's Attention**: Raise flag over head and wave to obtain the first referee's attention, when necessary. (B2)
2. **Inbounds**: Point with the flag down and toward the middle of the court. (A)
3. **Out-of-Bounds**: Raise the flag, arm extended. (B1)
4. **Touch**: Raise the flag and brush it with the open palm of the other hand. (C)
5. **Ball outside or hitting antenna**: Wave the flag over the head and point to the antennae (D1)
6. **Service line fault**: Wave the flag over the head and point the service area using index finger, extended arm shoulder height. (D2)
7. **View of Play Blocked**: Raise and cross both arms in front of the chest, palms facing the body. (E)

**NOTE**: Flags shall be used by line judges, unless determined by the state association to use hand signals.
C. CARD PROCEDURES FOR UNSPORTSMANLIKE CONDUCT
(NFHS Volleyball Rules Book)

CARD PROCEDURES FOR UNSPORTSMANLIKE CONDUCT VIOLATIONS

WARNING/PENALTY:

• 2nd Referee steps to side of offending team and a few steps towards referee holding card in middle of chest, and then verbalizes number of player or which coach received the card.

• Referee holds card in hand on offending team's side held head high, and then verbalizes number of player or which coach received the card.

DISQUALIFICATION:

• 2nd Referee steps to side of offending team and a few steps towards referee holding a card in each hand in the middle of the chest, then verbalizes number of player or which coach is disqualified.

• 1st Referee holds a card in each hand on the side of the offending team, and then verbalizes number of player or which coach is disqualified.

• An official should notify the appropriate coach the reason for the disqualification.

• Players and/or coaches disqualified from a contest must be reported on the appropriate form within 24 hours to the PIAA Office.

• Forms can be found on PIAA website under forms to report your disqualifications.
D. NUMBERING SYSTEM SIGNALS

Numbering system for r1 and r2

- Signal number of offending player for net fault and use informal hand signals for number
- NOTE: Net faults are indicated using the hand on the side at fault for player numbers 5 or less.
- For numbers 6-9m the right hand is the base hand
- For double digit numbers the first digit is shown with the right or both hands, and the second digit with left or both hands

Numbers 0-5

- Use hand to signal player number on the offending team

Numbers 6-9

- Use hand is base hand
- Show appropriate fingers using right hand first
- #7: show 5 fingers on right hand and 2 on left hand simultaneously

Numbers 10-15

- 10 closed fist
- 11-15 closed right fist to indicate 10 while at the same time showing the single digits in the left hand at the same level as the closed right fist Example: #15

Numbers 16-19

- Use the closed right fist to indicate 10 followed by showing the 6 through 9
- Example #16, show the closed right fist followed by the 6

Numbers 20 and above

- Show the first digit (2,3,4, or 5) with the right hand and then show the second number at the same level as the first
- A slight pause showing the right hand and then left hand can be useful, Example #20

First Referee Tip

- When showing player numbers, important to not create confusion with signaling illegal multiple contact (showing 2 or 4 hits)
- Hold the number signal in an area not used to show a foul involving number of player contacts
- Shoulder height and slightly to the side of the offending team opposed to head high where you show 2 and 4 hits
E. **INFORMAL OFFICIALS SIGNALS**

Informal hand signals used to enhance the match may be used for communication by the second referee to the first referee. How these calls are to be communicated should be addressed in the referees’ pre-match conference. Such additional signals include:

1. Set/Match point
2. Four hits
3. Identifying possible back-row player violations
4. Position of setter prior to the serve
5. Illegal hit
6. Ready to play
7. Net Fault player identification
8. Antenna fault team identification
9. Double hit
10. In/Out/Touche
11. Offending player’s uniform number

---

**Informal Signals**

![Set/Match Point](image1)
![Four Hits](image2)
![Possible Back-row attack](image3)
![Back-row Block](image4)
![Illegal Hit](image5)
![Ready to play](image6)

Activity to accomplish:

1. The official shall be able to perform all signals. (Use experienced officials helping inexperienced officials) Mimic each other.
2. The official shall be able to demonstrate and instruct signals for the line judges.
3. The official shall be able to demonstrate correct hands signals for number.
4. The official should be able to demonstrate correct unsportsmanlike card system.
MEETING #4: I. TEAM COMPOSITION AND POSITIONS

A. COMPOSITION OF TEAM

1. Six players begin the match -- all legally equipped and uniformed.
2. Floor captains
   a. All communications with referee.
   b. Time-out requests from playing floor.
   c. Verification of time-outs used.
   d. Verification of serving order (own team).
   e. Verification of proper server of opponent.
   f. Request repeat of call from referee.
   g. Use of libero

B. PLAYER POSITION AT SERVICE

1. Serving team

   (Net)
   LF  CF  RF
   LB  CB

   (Server) RB

2. Receiving team

   (Net)
   LF  CF  RF
   LB  CB  RB

3. Player(s) must:
   a. Be on court at time of service (exception: server).
   b. Be in correct alignment at time of service.
   c. Remain in playable area during set.
   d. Not interfere with opponent.
   e. Not use any object or person to gain an advantage.
   f. Show good sportsmanship toward officiating team and opponents.
II. OVERLAPPING / ILLEGAL ALIGNMENT

1. Diagram #1

Offensive Alignments and Overlapping

Proper alignment occurs when all players, except the server, are in proper position within the team’s playing area. They may have any part of the body on the boundary lines, but no part of the body shall be touching the floor outside those lines at the moment the ball is contacted on the serve. Players shall be in correct serving order with no overlapping of adjacent players’ front-to-back or side-to-side at the instant the ball is contacted for the serve. Players may be moving prior to the serve. In all cases, the position on the floor of the player’s foot relative to the feet of the adjacent player(s) is the only criterion for determining overlapping.

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<tbody>
<tr>
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<td>CB</td>
<td>RB</td>
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</table>

<table>
<thead>
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<td>LB</td>
<td>LF,CB</td>
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<tr>
<td>CB</td>
<td>CF,LB,RF</td>
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</tbody>
</table>

2. Diagram #2

3. Discuss use of libero (movements and substitutions).

4. For various formations:
   a. persons in various formations or power point presentations.
III. SERVE AND RECEIVE

A. SERVE

1. Contact -
   a. Hit ball with one hand, fist or arm.
   b. Held or tossed.
2. Initiated within 5 seconds of service whistle.
3. Player location
   a. Within service area.
   b. Outside court.
   c. In air above service area.
4. Team / Player term of service
   a. Begins when right back moves to serving position.
   b. Ends when a loss of rally is called.
   c. Each player is allowed 1 re-serve per term of service (substitute also).

B. RE-SERVE

1. Called when player tosses the ball for serve and catches it or drops it without it touching any part of the body.
2. Re-serve is one attempt to serve ball -- precludes time-out or substitution.
3. Player allowed one re-serve per term of service.

C. ILLEGAL SERVE

1. Hit illegally.
2. Player touches an out of bounds area.
3. Player does not serve within 5 seconds.
4. Out of service order.
5. Serves before referee’s whistle.
6. More than one re-serve per term of service.

D. SERVICE FAULT

1. Does not legally cross net.
2. Crosses net over or outside antenna.
3. Touches ceiling.
4. Toss contacts a backboard.
Meeting #5: I. DO’S AND DON’TS FOR THE PLAYER

A. PLAYER ACTIONS
   1. Pass
   2. Set
   3. Dig
   4. Successive contact
   5. Spike
   6. Joust
   7. Multiple contact
   8. Block
   9. Attack

B. ATTACKING THE BALL
   1. Defined as the team’s third hit.
      a. Front row player -- may attack any ball that has partially crossed net.
      b. Back row player and Libero -- may not play ball above the height of net in front of ten (10) foot line.
   2. May not attack a serve above height of net.

C. BLOCKING THE BALL
   1. An exclusive action of the front row player.
   2. May involve wrist action.
   3. Serve may not be blocked.

D. LINE CONTACT
   1. A player may touch floor of opponent as long as part of foot or hand is still on center line. All other body parts across center line are violations.
   2. A player may cross the extension of center line outside the court.

E. NET PLAY
   1. May recover ball hit into net.
   2. May not interfere with an opponent’s effort to play ball.
   3. May not contact net
      a. Exception: force of opponent causes net contact.

F. FOULS -- FAILURE TO PLAY AS PERMITTED BY RULES
   1. Double foul
   2. Multiple foul
   3. Simultaneous foul
   4. Double hit
   5. Foot fault
II. PLAYING THE BALL

A. LEGAL HIT

1. Contact with the ball with any part of a player’s body.
2. Which does not allow the ball to visibly come to rest or have a prolonged contact with the player?

B. CRITERIA FOR JUDGING A LEGAL HIT IS VISION

1. Anticipate
2. Focus on receiver (ahead of the ball)

C. KEY WORDS FOR BALL HANDLING

1. Lift
2. Push
3. Hold
4. Throw
5. Carry
6. “A steady force is required to perform these actions”.

D. WHEN A BALL IS CARRIED OVER THE PLANE OF A PLAYER’S BODY, IT IS ILLEGAL.

1. Right to left
2. Back to front

E. DON’T JUDGE BY TECHNIQUE OR SOUND or SPIN

III. REPLAY AND DELAY

A. REPLAY

1. Defined -- an act of putting the ball into play without point or loss of rally and rotation of server.

2. What warrants a replay?
   a. Official’s mistaken whistle or buzzer.
   b. Double whistle on serve.
   c. Player unintentionally serves before whistle.
   d. Double foul during live ball.
   e. Conflicting call which Referee cannot resolve.
   f. Interference of a player’s legitimate effort to play ball
      (1) Non-player
      (2) Wall or obstacle or vertical backboard within 6 feet of court
(3) Ball becomes motionless

g. Interruption of play

(1) Foreign object enters playable area.
(2) Injured player

3. Act of God: electricity, hail storm, flood on court, etc.

B. UNNECESSARY DELAY

1. Defined: Any delay that would slow the normal progress of the set or match.

2. Types of delay:
   a. Team not ready to play when requested by official or whistle.
   b. Substitute enters with illegal equipment or uniform.
   c. Excessive requests of coach or captain.
   d. Substitution delay
   e. Illegal substitution
   f. Improper substitution procedure
   g. Injured player decision (30 seconds)
   h. Clean up of spilled liquid or other substance
   i. Team does not confer at bench during time-out
   k. Libero does not enter the set prior to the serve.

Note: No time out, substitution or libero replacement may be made, unless for injury.

3. Penalties for unnecessary delay
   a. First delay warrants an administrative yellow card
   b. Second delay in same set warrants an administrative red card-loss of relay
   c. Repeated delays in multiple set may be penalized as unsportsmanlike conduct.

IV. SUBSTITUTION

A. SUBSTITUTE

1. A legal (on roster) replacement for a team player.
2. Made by coach only or substitute entering zone.
3. Made during dead ball.

B. CORRECT SUBSTITUTE

1. Legal player.
2. Re-entry in same position.
3. Team is allowed 18 substitutions per set with unlimited entry within team limit.
4. One (1) request for substitution during same dead ball.
5. No request during re-serve.
6. No request during replay (unless it is for an injured player).

C. PROCEDURE
1. Coach signals or player enters zone
2. 2nd Referee recognizes (Note: 1st Referee recognizes only if 2nd Referee misses signal).
3. Players move to sideline between 10 foot line and center line.
   a. Face each other.
4. 2nd Referee records and reports substitute.
5. 2nd Referee instructs substitute to exchange.

D. EXCEPTIONAL SUBSTITUTE
1. In preference to playing short, the team should use a player who has played in another position.
2. The injured player replaced may not return to set when an exceptional substitution is made.
3. NOTE: A team may not play with less than six players if there is a legal substitute, including an exceptional substitute, available.
MEETING #6  I. GOOD CONDUCT

A. SPORTSMANSHIP IS A GOAL OF EVERYONE INVOLVED IN HIGH SCHOOL SPORTS.

1. Proper attitude
2. Respect of officials
3. Respect of team members
4. Respect of opponent(s)
5. Proper behavior
6. Respect of the rules
7. PIAA Sportsmanship Message

B. ACTIONS UNETHICAL TO AN INDIVIDUAL INVOLVED IN HIGH SCHOOL SPORTS SHOULD BE DEALT WITH BY THE PROPER GOVERNING BODY.

C. UNSPORTSMANLIKE CONDUCT BY COACHES AND PLAYERS IS ENFORCED BY:

1. Warning-Yellow Card
2. Penalty-Red Card
3. Disqualification-Yellow/Red Card
   a. For all disqualifications-follow procedures for notifying PIAA

D. UNSPORTSMANLIKE CONDUCT OF SPECTATORS IS REMOVAL FROM THE EVENT.

E. UNSPORTSMANLIKE CONDUCT OF OFFICIALS IS ENFORCED BY LOCAL CHAPTER, LOCAL ASSOCIATION AND PIAA.

MEETING #6:  II. PROFESSIONALISM IN OFFICIATING

A. OFFICIALS CODE OF ETHICS

Officials at an interscholastic athletic event are participants in the educational development of high school students. As such they must exercise a high level of self-discipline, independence and responsibility. The purpose of this Code is to establish guidelines for ethical standards of conduct for all interscholastic officials.

Officials shall master both the rules of the game and the mechanics necessary to enforce the rules, and shall exercise authority in an impartial, firm and controlled manner.
Officials shall work with each other and their state association in a constructive and cooperative manner.

Officials shall uphold the honor and dignity of the profession in all interaction with student-athletes, coaches, athletic directors, school administrators, colleagues, and the public.

Officials shall prepare themselves both physically and mentally, shall dress neatly and appropriately, and shall comport themselves in a manner consistent with the high standards of the profession.

Officials shall be punctual and professional in the fulfillment of all contractual obligations.

Officials shall remain mindful that their conduct influences the respect that student-athletes, coaches and the public hold for the profession.

Officials shall, while enforcing the rules of play, remain aware of the inherent risk of injury that competition poses to student-athletes. Where appropriate, they shall inform event management of conditions of situations that appear unreasonably hazardous.

Officials shall take reasonable steps to educate themselves in the recognition of emergency conditions that might arise during the course of competition.

B. REQUIREMENTS OF A GOOD OFFICIAL

1. Authorization -- meet obligations of the profession.
   a. Dues
   b. Contracts / Schedules
   c. Meetings
   d. Clearances

2. Development -- continuously work toward broadening your knowledge of the game and its rules.

3. Presentation
   a. Character
   b. Conduct
   c. Attitude
MEETING #7: SCORING AND TRACKING

All volleyball officials must verify the score and upon occasion assist the scorekeeper in clarifying:
1. Proper score
2. Proper serve
3. Proper alignment

With the following pages of sample sheets- Instruct your officials and local scorekeeper (if requested) the proper techniques for scoring and tracking.

A. INSTRUCTIONS FOR SCORER
   The NFHS Official Volleyball Scorebook provides an accurate method of scoring. Scoresheets are designed to accommodate 2-out-of-3 or 3-out-of-5 set matches. There is a Comments sections for recording exceptional substitutions, equipment/uniform violations, unconscious player, warning, penalties and disqualifications.

B. SCORING
   The official scorer should record the numbers of the starting players of each team in the serving order submitted, in the appropriate spaces provided on the game scoring sheet (under Player No.). Each square represents one play or action such as a serve, a substitution, or a times-out. Each play should be recorded as such using the appropriate figure in the key accompanying the game scoring sheet. The squares, unless otherwise indicated, represent a serve. If a point is scored on the serve, the respective point shall be recorded. If the serve developed into a loss of rally, replay or penalty, the appropriate figure shall be inserted. As each point is scored, the appropriate number should be marked off in the running score section.

Penalties for illegal uniform/equipment, exceptional substitution, red and yellow cards or and unconscious/apparently unconscious player should be noted in the Comments section of the scoresheet. Uniform/equipment violations and cards for unsporting conduct carry over from game to game. A brief explanation including the team/individual, the violation and the score of the game should be noted [e.g. Red #4. (5-7)].

For further information see the NFHS Volleyball Rules Book and the sample scoresheets to follow.

NOTE: The 1st referee shall confirm the score after each set. The 2nd referee shall initial the scoresheet after each set. The 2nd referee shall sign the scoresheet at the end of the match.
**SAMPLE GAME**

**Visitors Serve:** V5 serves and scores first three regular points (1, 2, 3). Fourth serve results in loss of rally.

**Home Serve:** (loss of rally point 1) 23 serves, loss of rally. (Indicates rally points earned)

**Visitors Serve:** (point 4 received due to loss of rally) V4 inadvertently serves before referee’s signal, replay. V4 serves two straight aces for points 5 and 6 (5, 6). Next play is a Home substitution during which H25 substitutes for H23 (Sx 25/23).

**NOTE:** The number of the entering player is on the left of “/”. V4 serves two more points (7, 8) before a Red Card penalty for misconduct on V3 results in a loss of rally.

**Home Serve:** (loss of rally point P2) H24 serves three straight points (3, 4, 5) before Visitors call time-out (TX), then substitute 13 for 3 (SX 13/3). H24 serves three points (6, 7, 8) before V12 is given a yellow card for misconduct. Next serve is a loss of rally.

**Visitors Serve:** (loss of rally point 9) V13 serves and it results in a loss of rally.

**Home Serve:** (loss of rally point 9) H30 serves two points (10, 11). The next serve begins with a reserve; then a penalty point is awarded Home for a Red card on V12 (P 12). Visitors call time-out (TX). H30 serves point thirteen (13); then loss of rally.

**Visitors Serve:** (loss of rally point 10) Visitor libero replacement V7 replacement for V12. V7 serves three straight points (11, 12, 13). Next serve is a loss of rally.

**NOTE:** The running score column is marked as the set progresses. When there is a discrepancy between the running and individual scores, the individual score is considered official.

**Key:**
- c = Playing Captain
- 1 = Point
- –| = Loss of Rally
- □ = Point Scored Off Loss of Rally
- P = Penalty Point
- P = Penalty
- R = Replay
- RS = Re-Serve
- T = Time-out
- Tx = Time-out opponent
- ▲ = libero point
- Px = Penalty Opponent
- S = Substitution Serving Team
- Sx = Substitution Opponent
**SAMPLE GAME**

<table>
<thead>
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<th>First Serve</th>
<th>TIME-OUTS</th>
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<td>10 15 24</td>
<td>P2 3 4 23</td>
<td>5 24 26</td>
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</tr>
<tr>
<td>10 11 22 20 19</td>
<td>12 13 14 15 16 17 18</td>
<td></td>
</tr>
</tbody>
</table>

**Notes:** With each complete service rotation (all six players serve), a different color pencil/ink should be used for the next rotation (e.g. first rotation in black, second rotation in red, third rotation in black, etc.)

- **Home Serve:** (loss of rally point 14) H20 serves, loss of rally.
- **Home Serve:** (loss of rally point 15) H33 serves three straight points (16, 17, 18). Next serve results in a loss of rally.
- **Visitors Serve:** (loss of rally point 16) V10 serves three straight points (17, 18, 19); then has two reserves resulting in a loss of rally.
- **Home Serve:** (loss of rally point 19) H22 serves resulting in a loss of rally.
- **Visitors Serve:** (loss of rally point 20) V5 serves resulting in a loss of rally.
- **Home Serve:** (loss of rally point 20) H25 serves one point (21). Next serve results in a loss of rally.
- **Visitors Serve:** (loss of rally point 21) V4 serves one point (22). Home calls a team time-out (TX). V4 serves two points (23, 24). Next serve results in a loss of rally.
- **Home Serve:** (loss of rally point 22) H24 serves two points (23, 24). Visitor calls a time-out which is an illegal extra time-out resulting in a penalty point awarded Home (Px-25) Next serve results in a loss of rally.
- **Visitors Serve:** (loss of rally point 25) V3 serves, loss of rally.
- **Home Serve:** (loss of rally point 26) H26 serves one point (27).

Record final score in appropriate boxes.
C. DIRECTIONS FOR SCORER AND ASSISTANT SCORER

Recording Libero Serving:
The libero can serve in one rotation by replacing the player who is in the service position and who would serve the next ball. When the libero serves, a triangle is used in the scoring sections in each part of the scoresheet where score is reflected. In the score sheet and libero tracking sheet, examples provided below, #5 is the libero.

Appendix

Diagrams

A. Scoresheet Running Score

B. Scoresheet

Indicates points 6, 7, & 8 were scored by libero.

C. Libero Tracking Sheet

Δ - Indicates libero is in third serving
### D. LIBERO TRACKING SHEET

<table>
<thead>
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<th>L</th>
<th>TEAM</th>
<th>L</th>
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A. SCOREKEEPING EXAMPLES

Sample Game

Information: This is a match between Team A and Team B varsity teams and is played at the Hinkle Field House. Team A is the home team. The date is October 13, 2002, and this is game 5 (the deciding game). The First Referee is Bob Smith and the 2nd Referee is Julie Collins. You are the scorekeeper for the match.

Action: Prior to the game, the scorekeeper completes all heading information and writes in the first referee, 2nd referee, and scorekeeper names. The scorekeeper also fills in the game number.

2. Information: Team B has won the coin toss and elects to serve first. Team A chooses their playing area which is to the court left of the scorekeeper.

Action: The scorekeeper enters the team names on the appropriate sides of the score sheet and designates which team has the first serve.

3. Information: The lineup for the Team A is 13, 14, 15c, 20, 21, 22. The lineup for Team B is 5, 4, 3, 12, 11c, 10. The game begins at 7:00pm.

Action: Enter in the Player Number Column exactly as listed on the line-up sheet. Fill in the start time block.

4. Information: Team B #5 serves and scores the first three points. The fourth serve results in a loss of rally.

Action: Slash each point earned in Team B's Point Column after each serve. Record each point in the squares to the immediate right of the server (Team B #5) in the Player Number Column.

As a result of the lost rally, Team A receives a point and the serve. Place a hash mark in the box to the immediate right of the last point of the Team B #5 server. The point is recorded on the line of the next server's number of Team A (#13), and a box is drawn around it. Draw a box around the same point on Team A's running score in the Point Column. (Score: Team A - 1, Team B - 3)

5. Information: Team A #13 serves and the ball goes out of bounds.

Action: Team B receives the point and the serve. Place a hash mark in the box to the immediate right of the last point of the Team A #13 server. The point is recorded on the line of the next server's number of Team B (#4), and a box is drawn around it. Draw a box around the same point on Team B's running score in the Point Column. (Score: Team A - 1, Team B - 4)
6. Information: Team B #4 serves two straight aces for points 5 and 6.

Action: Slash each point earned in Team B's Point Column after each serve. Record each point to the immediate right of the Team B #4 server in the Player Number Column. (Score: Team A - 1, Team B - 6)

7. Information: The Team A coach requests a substitution - #5 replaces #13 (Sx5/13).

Action: In the Player Number Column of Team A, slash the departing player number and record the substitute player number on the same line. Record the substitution to the immediate right of the last point of the Team B #4 server, using "Sx 13/5". Slash the next available substitution (1) number beneath the Player Number Column of Team A to indicate total team substitutions.

8. Information: Team B #4 serves two more points (7, 8) before a penalty (red card) on Team B #3 results in a loss of rally.

Action: Slash each point earned in Team B's Point Column after each serve. Record each point in the box to the immediate right of the last point of the Team B #4 server in the Player Number Column.

As a result of the loss of rally, Team A receives the point and the serve. Place a hash mark to the immediate right of the last point of the Team B #4 server. The Penalty Point is recorded on the line of the next server's number of Team A (#14), and a box is drawn around it. Draw a box around the same point on Team A's running score in the Point Column. Record in the comments section the red card infraction (R #3 (8-1)). (Score: Team A - 2, Team B - 8)

9. Information: Team A #14 serves three straight points (3, 4, 5) before Team B calls a time out "Tx".

Action: Slash each point earned in Team A's Point Column after each serve. Record each point in the box to the immediate right of the last point of the Team A #14 server in the Player Number Column.

Record the score in the time out section above the Player Number Column for Team B. Record the "Tx" to the immediate right of the Team A #14 server in the Player Number Column. (Score: Team A - 5, Team B - 8)

10. Information: The Team B coach requests a substitution, #13 for #3 (Sx 13/3).

Action: In the Player Number Column of Team B, slash the departing player number and record the substitute player number on the same line. Record the substitution on the row of Team A #14 server, using "Sx 13/3". Slash the next available substitution number (1) beneath Team B's Player Number Column to indicate total team substitutions.
11. Information: Team A #14 serves points (6, 7, 8) before Team B #12 is given a yellow card for misconduct. The next serve is a loss of rally for Team A.

Action: Slash each point earned in Team A's Point Column after each serve. Record each point to the immediate right of the Team A #14 server in the Player Number Column. Record in the Comments section the yellow card infraction (Y #12 (8-8)).

As a result of the loss of rally, Team B receives the point and the serve. Place a hash mark in the box to the immediate right of the last point of the Team A #14 server. The point is recorded on the line of the next server's number of Team B (#13), and a box is drawn around it. Draw a box around the same point on Team B's running score in the Point Column. (Score: Team A - 8, Team B - 9)

12. Information: Team B #13 serves into the net.

Action: As a result of the loss of rally, Team A receives the point and the serve. Place a hash mark in the box to the immediate right of the last point of the Team B #13 server. The point is recorded on the line of the next server's number of Team A (#15), and a box is drawn around it. Draw a box around the same point on Team A's running score in the Point Column. (Score: Team A - 9, Team B - 9)

13. Information: Team A #15 serves two points (10, 11). A penalty point is then awarded to Team A for a red card on Team B #12.

Action: Slash each point earned in Team A's Point Column after each serve. Record each point in the box to the immediate right of the last point of the Team A #15 server in the Player Number Column.

As a result of the red card on Team B, Team A receives a penalty point. The penalty point is recorded as P12, to the immediate right of the last score of the Team A #15 server. Draw a box around P12. Also draw a box around point 12 in Team A's Point Column. Record in the Comments section the red card infraction (R #12 (9-11)). (Score: Team A - 12, Team B - 9)


Action: Record the time out in the time out section above the Player Number Column for Team B. Record the "Tx" to the immediate right of the last score of the Team A #15 server in the Player Number Column. (Score: Team A - 12, Team B - 9)
15. Information: Team A #15 serves one point (let serve), and then serves for a loss of rally.

Action: Slash each point earned in Team A's Point Column after the serve. Record the point in the box to immediate right of the last point of the Team A #15 server in the Player Number Column. Slash the next available number (1) in the let serve row under Team A's Player Number Column.

As a result of the loss of rally, Team B receives the point and the serve. Place a hash mark to the immediate right of the Team A #15 server. The point is recorded on the line of the next server’s number of Team B (#12), and a box is drawn around it. Draw a box around the same point on Team B's running score in the Point Column. (Score: Team A - 13, Team B - 10)

16. Information: Team B #12 serves two straight points (11, 12). The next serve results in a loss of rally.

Action: Slash each point earned in Team B's Point Column after each serve. Record each point in the box to the immediate right of the last point of the Team B #12 server in the Player Number Column.

As a result of the loss of rally, Team A receives the point and the serve. Place a hash mark to the immediate right of the Team A #12 server. The point is recorded on the line of the next server's number of Team A (#20), and a box is drawn around it. Draw a box around the same point on Team A's running score in the Point Column. (Score: Team A - 14, Team B - 12)

17. Information: Team A #20 serves and the result is a loss of rally.

Action: As a result of the loss of rally, Team B receives the point and the serve. Place a hash mark to the immediate right of the Team A #20 server. The point is recorded on the line of the next server's number of Team B (#11), and a box is drawn around it. Draw a box around the same point on Team B's running score in the Point Column. (Score: Team A - 14, Team B - 13)

18. Information: Team B substitutes #3 for #13 (S3/13). Team B #11 serves for a point (let serve). The next serve results in a loss of rally.

Action: In the Player Number Column of Team B, slash the departing player number and record the substitute player number on the same line. Record the substitution on the row of Team B's server, using "S 3/13". Slash the next available substitution number (2) beneath Team B's Player Number Column to indicate total team substitutions. Slash each point earned in Team B's Point Column after each serve. Record each point to the immediate right of the Team B #11 server in the Player Number Column. Slash the next available number (1) in the let serve row under Team B's Player Number Column.
As a result of the loss of rally, Team A receives the point and the serve. Place a hash mark in the box to the immediate right of the Team B #11 server. The point is recorded on the line of the next server's number of Team A #21, and a box is drawn around it. Draw a box around the same point on Team A's running score in the Point Column. (Score: Team A - 15, Team B - 14)

19. Information: Team A takes a time-out. Team A substitutes #33 for #21 (S 33/21).

Action: Record the time out in the time out section above the Player Number Column for Team A. Record the "T" in Team A # 33 server in the Player Number Column. In the Player Number Column of Team A, slash the departing player number and record the substitute player number on the same line. Record the substitution on the row of Team A # 33 server, using "S 33/21". Slash the next available substitution number (2) beneath Team A's Player Number Column to indicate total team substitutions. (Score: Team A - 15, Team B - 14)

20. Information: Team A # 33 serves and wins game point. The end time of the game is 8:02pm.

Action: Slash each point earned in Team A's Point Column after the serve. Record the point to the immediate right of the Team A #33 server in the Player Number Column. Complete the final score at the bottom of the Point Column. Fill in the ending time of the game, and the game summary information. Record the end time of game. (Score Team A - 16, Team B - 14)
### Time-Outs

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**Comments:**
Subs: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

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**Referee:**

2nd Referee

Key: C = Playing Captain; T = Point; L = Loss of Rally; P = Penalty Point; R = Replay; MS = Re-Serve; S = Substitution; So = Substitution Opponent
T = Time-out; To = Time-out Opponent; R = Result of R's Serve

If the receiving team wins the rally, it receives a point which is recorded on the line of the next server's number and a square is drawn around it. Also, draw a square around the same point on the team's running score.
GENERAL INFORMATION

NFHS website has information, videos, etc. which may be helpful for use in your chapter meetings.

If your members are having difficulty with any particular concept, feel free to contact me and together we can work out some of the problems either with a video or worksheet.

There are many instructional videos online if you use computer and LCD Projector at your meetings.

You can find topics by your fellow Pennsylvania official on the PIAA website.

Periodically, all District and Chapter Interpreters should check the PIAA website for updates on Rules, Bulletins, etc.

You will be notified of topics of concern via email that requires immediate attention. Please check your email or PIAA website for any updates.
PREVENTATIVE OFFICIATING

NOTE: Remembering at all times that fouls **must** be penalized when they occur, officials frequently can eliminate certain violations by their actions and words. Such preventive officiating is encouraged.

1. **Pre-match**
   a. Verify with each coach the legality of players’ uniforms and equipment.
   b. Check the legality of all protective devices when requested by a coach.
   c. Remind coaches of their responsibility to turn in accurate rosters and lineups before the deadlines.
   d. Count the number of players on the court and compare that with the number of players on the team roster submitted by the coach.
   e. If the numbers are visible, verify the players’ uniform numbers with those on the team rosters.
   f. Make sure each coach has designated floor captain, and that it is listed on the lineup sheet and score sheet.
   g. Prior to each game, the lineup for each team is checked by the 2nd Referee. Corrections should be made so the players and the serving order on the court correspond with the written lineup when the game begins.

2. **During the set**
   a. Ask the coach who the captain is when a substitution removes the current floor captain.
   b. Warn the serving team of a possible screening situation.

3. The philosophy of preventive officiating is reflected in the rules which allow officials to:
   a. Inform the coach when a player makes a 15, 16, 17 or 18 substitution.
   b. Ignore a substitution or time-out request after the referee has signaled for the serve.
   c. Deny a request for a second substitution during the same time-out or dead ball.
   d. Correct without penalty an improper substitutions procedure when it is not excessive.

4. **Miscellaneous**
   a. Good officiating mechanics also prevent violations.
   b. An official can minimize bench and player fouls by:
      (1) Using the whistle correctly.
      (2) Using precise official volleyball signals.
      (3) Making eye contact with all other officials to verify readiness to resume play.
2018-19 Volleyball Exam Part I

NOTE: Team S = serving team; Team R = receiving team.

1. Upon entering the facility, the home team selects its team bench.
   A. True
   B. False

2. The volleyball shall be spherical with a laceless molded cover of 12 or more basic, rectangular-shaped panels of genuine or simulated:
   A. Smooth leather.
   B. Suede leather.
   C. Textured leather.
   D. All are correct.

3. The following equipment/accessories are permitted:
   A. Knee braces, which the player has altered from the manufacturer's original design/production.
   B. Unpadded hard and unyielding items on the wrist, elbow, upper arm or shoulder.
   C. Hair devices made of soft material and no more than 3 inches wide.
   D. All are correct.

4. The libero and/or his/her teammates shall wear a solid-colored uniform top. If both uniform tops are solid, they must be contrasting colors.
   A. True
   B. False

5. Prematch duties for the first referee shall include:
   A. Assign line judges to their positions.
   B. Call a captain(s) and the head coach from each team together for a prematch conference by sounding a double whistle and raising a coin in the air.
   C. Establish nonplayable areas and define any additional ground rules which may be necessary.
   D. All are correct.

6. The written lineup shall not be changed except between sets of a match (no later than one minute remaining in the timed interval or intermission when used), for a legal substitution prior to the start of the set, or to replace a starting player who is injured/ill prior to the start of the set.
   A. True
   B. False
7. After the first referee's signal to serve, a re-serve occurs when the server:
   A. Drops the ball and then serves it as it bounces off the floor.
   B. Allows the tossed ball to drop to the ground without it being touched.
   C. Swings, misses and the ball contacts his/her shoulder.
   D. Tosses the ball and it contacts a backboard or its supports hanging in a vertical position over the service area.

8. The first referee may utilize a team's video recording device to review a decision when requested to do so by the head coach.
   A. True
   B. False

9. A back-row player (on or in front of the attack line) may contact the ball completely above the height of the net and complete an attack.
   A. True
   B. False

10. It is a net fault when:
    A. A player's loose uniform touches the net.
    B. A player contacts the net when he/she is not involved in the play.
    C. A player contacts the antenna after attacking the ball but before the ball is played or becomes dead.
    D. All are net faults.

11. The only time a player can substitute into the set is when a head coach signals for a substitution.
    A. True
    B. False

12. A substitution is legal when:
    A. The substitute is not listed on the roster but is listed on the lineup.
    B. The substitute enters the set not in the original position in the serving order as recorded on the scoresheet.
    C. It is a team's 19th substitution.
    D. The substitute enters the set at the end of a time-out after the teams have returned to the court following the legal substitution procedure.

13. If using an intermission in a match that is the best three-of-five sets, it shall:
    A. Be no longer than seven minutes.
    B. Be scheduled for only a promotional or special recognition activity.
    C. Occur between Set Nos. 3 and 4.
    D. Be agreed upon by the host team, visiting team and officials before it can be used.

14. For a team requesting a time-out in a set after it has taken its allotted time-outs, unnecessary delay shall be assessed.
    A. True
    B. False
15. The numbers on the uniform top shall be:
   A. Not more than two digits.
   B. Semi-permanent to allow change of number(s) for a player.
   C. Located only on the back of the uniform top.
   D. Placed so the top of the number on the front of the uniform is no more than 2 inches down from the shoulder seam.

16. Substitution(s) during a time-out shall take place at the end of the time-out when both teams are on the court and the second referee:
   A. Confirms the end of the time-out and displays the number of time-outs used by each team.
   B. Administers the request(s) and substitutes.
   C. Turns the set back to the first referee, when all actions are completed.
   D. All are correct.

17. The out-of-bounds/antenna violation signal occurs when:
   A. The ball goes into the net and lands out-of-bounds on the attacker's side.
   B. A blocked ball returns to the attacker's side and lands on the court, the end line or a sideline and no other violations occur.
   C. The ball travels inside the net antenna.
   D. A served ball hits a teammate.

18. The first referee shall signal at the completion of each charged time-out how many time-outs each team has used.
   A. True
   B. False

19. The official scorer shall:
   A. Not count an illegal substitution as one of the 18 entries allowed per team.
   B. Notify the second referee when a team has requested a third time-out.
   C. Enter on the scoresheet all warnings/penalties for unnecessary delay.
   D. All are correct.

20. When a team plays with fewer than six players due to illness, injury or disqualification, a loss of rally/point shall be awarded to the opponent each time a vacant position rotates to serve in the right back position.
   A. True
   B. False

21. A potential screen exists, but is not limited to:
   A. Player(s) on the serving team waving arms, jumping, moving sideways or standing close to the server, and the ball is served over the player(s).
   B. Players on serving team taking action to prevent opponents from seeing path of served ball.
   C. When a group of two or more players on the serving team stand close together, and the ball is served directly over them and in a low trajectory.
   D. All are correct.
22. During the set, the libero tracker shall:
   A. Notify the second referee if the libero does not remain out of the set for one rally between replacements, unless the libero is replacing the player in the right back position and will serve the next rally.
   B. Inform the second referee of each team’s libero status at the beginning of each time-out.
   C. Notify the scorer to sound the audio device at the time the ball is contacted for the serve when there is an illegal replacement.
   D. All are correct.

23. Any cards issued for unsporting conduct prior to the first set or between sets shall be administered at the beginning of the set immediately following the violation.
   A. True
   B. False

24. Unsporting conduct forfeit results when:
   A. A disqualified individual violates conduct rules following disqualification.
   B. Coach is disqualified and removed from premises and no other authorized school personnel is available to take the bench.
   C. Team refuses to play when directed to do so by the first referee.
   D. All are correct.

25. An attack line shall be drawn across each playing area from sideline to sideline and shall be:
   A. A solid color.
   B. One clearly visible color.
   C. 2 inches (5 centimeters) wide.
   D. All are correct.

26. One of the second referee’s specific responsibilities during a time-out is to whistle a warning at 45 seconds and instruct the timer to sound the audio signal at 60 seconds to end the time-out.
   A. True
   B. False

27. Once a replay is signaled by the first referee, the following requests may be recognized:
   A. Time-out.
   B. Service order.
   C. Both a time-out and service order.
   D. None are correct.

28. The visiting team shall call both the pre-match coin toss and the deciding set coin toss, if necessary.
   A. True
   B. False

29. The winner of the pre-match coin toss selects its team bench.
   A. True
   B. False

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30. A match shall be forfeited when there is a power failure or when other unforeseen circumstances occur.
   A. True
   B. False

31. Players shall not wear body paint or glitter on their face, hair, uniform or body.
   A. True
   B. False

32. All teammates, with the exception of the libero, shall wear:
   A. A like-colored uniform top and bottom, one or two pieces.
   B. The uniform as the manufacturer intended.
   C. A uniform free of hard and unyielding items.
   D. All are uniform requirements.

33. The sleeves of the solid-colored uniform top shall be the same color as the body of the uniform top.
   A. True
   B. False

34. Each player, including the libero, shall be identified by a number that is:
   A. Multi-colored.
   B. Located on the back and lower front of the uniform top.
   C. At least 4 inches tall on the front and at least 6 inches tall on the back of the top.
   D. Located 7 inches down from the shoulder seam.

35. If a visible number is worn on the uniform bottom it does not have to be the same number as the uniform top.
   A. True
   B. False

36. The first referee and second referee:
   A. May use a monitoring or electronic device to review a decision.
   B. May exchange duties for any reason.
   C. Shall begin jurisdiction of the match with the first whistle for serve.
   D. Shall have the authority to make decisions on rule infractions.

37. Which of the following is correct concerning the second referee? The second referee must have:
   A. A coin and a watch.
   B. A lineup card.
   C. A set of red and yellow cards, pen/pencil.
   D. All are correct.
38. The first referee has the responsibility to:
   A. Inspect the game ball.
   B. Inspect the court markings.
   C. Establish non-playable areas and additional ground rules.
   D. All are correct.

39. The second referee has the responsibility to:
   A. Conduct the pre-match conference.
   B. Conduct the deciding set coin toss in front of the referee's stand.
   C. Verify that the starting lineups have been entered correctly on the official scoresheet.
   D. All are second referee responsibilities.

40. The second referee has the responsibility to determine -- and then notify -- the first referee of unsporting conduct violations by players, coaches or other team personnel.
   A. True
   B. False

41. Which of the following is not a responsibility of the second referee?
   A. Determining alignment of players on the receiving team at the moment of contact of the serve.
   B. Determining hand/foot faults at the center line.
   C. Controlling the entry of substitutes onto the playing area.
   D. Watch for foot faults on the server.

42. A line judge shall:
   A. Hold the same position relative to the court throughout the match.
   B. Assist in making illegal alignment calls.
   C. Stand at the center of the end line during time-outs.
   D. Signal when a back-row player makes an illegal play at the net.

43. At the moment of the contact of the serve, the center front may have a foot on but not over the center line.
   A. True
   B. False

44. The server shall:
   A. Serve within the serving area.
   B. Not touch the end line or floor outside the lines marking the width of serving area at the moment of serve.
   C. Serve within five seconds of first referee's whistle to serve.
   D. All are correct.

45. A tossed ball that contacts a backboard or its supports hanging in a vertical position over the serving area is a service fault and not eligible for a re-serve.
   A. True
   B. False

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46. For a deciding set, the first serve is determined by:
   A. A coin toss.
   B. The visiting team.
   C. The second referee.
   D. Mutual agreement between head coaches.

47. The following applies to court protocol of electronic devices during the match:
   A. A team may use electronic devices during the match.
   B. The first referee may restrict use of the devices if it is determined the device interferes with the contest.
   C. The location and use of devices shall not be in a restricted area as determined by host management.
   D. All are correct.

48. A "joust" is not a fault, and play continues as if the contact was instantaneous.
   A. True
   B. False

49. All of the following are accurate in relation to net play except:
   A. Blocking a served ball is permitted.
   B. Recovering a ball hit into the net shall be permitted.
   C. A player shall not contact a ball which is completely on the opponent's side of the net unless the contact is a legal block.
   D. A ball contacting and crossing the net shall remain in play provided contact is entirely within the net antennas.

50. For a simultaneous fault during a live-ball play, only one penalty is assessed.
   A. True
   B. False

51. A ball remains playable when it touches a non-team member who is not interfering with a player's legitimate effort to play the ball.
   A. True
   B. False

52. Unnecessary delay is charged to the offending team when a:
   A. Substitution is delayed.
   B. Team repeatedly uses improper substitution.
   C. Substitution is denied by the second referee after the request has been recognized because the substitute is wearing illegal equipment.
   D. All are correct.

53. A time-out will last for a maximum of 60 seconds, unless both teams are ready to play prior to the 60 seconds expiring.
   A. True
   B. False

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54. The head coach may stand only in the libero replacement zone to coach his/her players. During play, the coach shall be no closer to the court than 6 feet from the sideline.
   A. True
   B. False

55. Unsporting conduct shall be charged to a player for:
   A. Showing disgust with referees' decisions.
   B. Using profane language to a line judge.
   C. Abusing the re-serve rule.
   D. All are correct.

56. A fault whistled by the second referee will be indicated by blowing the whistle, showing the nature of the fault and then indicating the player committing the net fault by use of hand signals to indicate player's number. After the first referee awards the point and serve to the opponent, the second referee will mirror the signal of point (No. 18).
   A. True
   B. False

57. A player may cross the extension of the center line outside the court at any time provided he/she does not interfere with play by the opposing team.
   A. True
   B. False

58. A double hit occurs when a player's successive or multiple contacts are illegal.
   A. True
   B. False

59. The following action(s) results in an unnecessary delay.
   A. Illegal substitute attempting to enter the set.
   B. A coach not making a decision about an injured player within 30 seconds.
   C. A team requesting a time-out in a set after it has taken its allotted time-outs.
   D. All result in unnecessary delay.

60. Substitution requests are permitted:
   A. Prior to the start of the set.
   B. After a replay is signaled.
   C. After a re-serve is signaled.
   D. At the beginning of a time-out.

61. When a loss of rally occurs, the team preparing to serve rotates counterclockwise one position.
   A. True
   B. False

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62. A single, visible manufacturer's logo and/or single school name or insignia on each visible undergarment shall be:
   A. 4 by 4 inches
   B. 2¼ inches or less
   C. 2¾ inches
   D. 3 inches or less

63. When multiple courts are used, the second referee may end a time-out or interval between sets with a:
   A. Cowbell.
   B. Double whistle.
   C. Beckon for serve.
   D. Whistle.

64. During the set, the scorer shall:
   A. Record individual and team scoring, and supervise the operation of the visual scoring device.
   B. Notify the second referee during the first dead ball when there is a discrepancy with the score.
   C. Verify the serving order to the first referee or second referee.
   D. All are correct.

65. During the set, each line judge shall assist the referees by:
   A. Determining at the moment of contact for the serve whether the server touches the end line or floor outside the lines marking the width of the serving area.
   B. Indicating when the ball touches the net, net antennas and/or net supports not entirely between the net antennas.
   C. Indicating when a player touches a ball that is going out of bounds on the player's side of the net.
   D. All are correct.

66. During a dead ball, the playing captain may request the following for his/her team:
   A. Time-out.
   B. Verification of time-outs used.
   C. Verification of serving order.
   D. All are correct.

67. It is legal for a playing captain or head coach to request a time-out:
   A. After the first referee has signaled for the next serve.
   B. During a dead ball.

68. When used, a libero:
   A. May not be used as an exceptional substitution for an injured player if no other legal substitute is available.
   B. May replace a disqualified teammate.
   C. May not be designated as the playing captain.
   D. Shall be allowed to serve in one position in the serving order.

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69. Due to an injury, Team A will be completing the set with only five players. The vacant position is currently the LF. The LB will be coming up as the back-row setter. Correct procedure is:
   A. The LB must stay behind the 3-meter line until the ball is contacted for the serve.
   B. The LB may go all the way to net before the ball is contacted for the serve.
   C. The LB may start in the RB position before the serve.
   D. The LB may switch with CB before the ball is contacted for the serve.

70. At the moment of the serve:
   A. Each right-side player shall have at least part of one foot touching the floor closer to the right sideline than both feet of the center player in the corresponding row.
   B. The center back may be closer to the right sideline than the serving right back.
   C. Each front-row player shall have at least part of one foot touching the floor closer to the center line than both feet of the corresponding back row player.
   D. All are correct.

71. The team lineup lists a starting number that no team member is wearing. The team legally substitutes a player with a legal number into that position. The team is charged with a substitution.
   A. True
   B. False

72. If the same player number (not the libero) is listed more than once in the submitted starting lineup, the head coach may correct the error without being charged a substitution if the correction occurs prior to the first serve.
   A. True
   B. False

73. On a re-serve, after the first referee's signal for service, requests for ____ may be recognized.
   A. Time-outs.
   B. Service order.
   C. Substitutions.
   D. None are correct.

74. A serve is illegal and the ball remains dead if the server:
   A. Hits the ball illegally.
   B. Does not contact the ball to serve within five seconds.
   C. Is touching the endline or the floor outside the serving area when the ball is contacted.
   D. All are correct.

75. When a receiving team player is out of position on the serve and the ball is served illegally, which team is penalized?
   A. Serving team.
   B. Receiving team.
76. For teams with fewer than six players, each time a vacant position rotates to serve in the _____, a loss of rally/point is awarded to the opponent.
   A. Right back position
   B. Left front position
   C. Left back position
   D. Right front position

77. During the set, the _____ is permitted to stand in the replacement zone.
   A. Incoming substitute
   B. Assistant coach
   C. Head coach
   D. Team managers

78. A live ball becomes dead when:
   A. The receiving team makes multiple contacts with a served ball on their first hit.
   B. The serve contacts the net and enters into the receiving team’s court.
   C. The ball contacts the ceiling or an overhead obstruction and is not legally played next by the offending team.
   D. After touching the ball on a block, a team contacts the ball three times before returning the ball into the opponent’s court.

79. CF, LF and LB are very close to each other at the net, and all three are reaching higher than the top of the net. The ball is attacked by Team S and contacts LF’s hands. Which of the following statements is true?
   A. CF, LF and LB do not meet the definition of a collective block.
   B. Neither CF or LB contacted the ball, so it is a legal block.
   C. A blocking fault results because LB has participated in a completed collective block.
   D. All the statements are true.

80. A back-row setter, when in front of the attack line, may not:
   A. Send the ball into the opponent’s court when the ball is partially above the height of the net.
   B. Jump.
   C. Joust with any blocker when the ball is completely above the height of the net.
   D. Contact the ball below the height of the net.

81. Any action other than a block or a serve that directs the ball toward the opponent’s court is considered a(n):
   A. Attack.
   B. Pass.
   C. Dig.
   D. Set.

82. Blocking a served ball is permitted.
   A. True
   B. False
83. A referee shall stop play when a player gains an illegal advantage by contacting:
   A. Official's table.
   B. Team bench.
   C. Team members.
   D. All are illegal.

84. A stray volleyball rolls onto the court during the set and disrupts play. The referees:
   A. Give the team that was interfered with the option of either (1) accepting the outcome of the play or (2) a replay.
   B. Stop play and signal a replay.
   C. Allow the rally to continue to its natural end. The rally will be replayed only if players from the team that lost the rally complain that they were distracted by the stray volleyball.
   D. Allow the result of the rally to stand regardless of any distraction, interference or interruption the ball may have caused.

85. A team has been assessed a second administrative unnecessary delay. The penalty is:
   A. A second administrative yellow card.
   B. An administrative red card, loss of rally/point.
   C. The head coach must remain seated during play for yellow or red administrative cards.
   D. All are correct.

86. The head coach must remain seated during play after being assessed any unsportsman conduct card.
   A. True
   B. False

87. Unnecessary delay occurs when:
   A. An illegal replacement attempts to enter the set.
   B. A team repeatedly uses an improper substitution procedure.
   C. A coach does not make a decision about an injured player within 30 seconds.
   D. All are unnecessary delay.

88. The first unnecessary delay by a coach, player, substitute, replacement or team results in a warning (administrative yellow card), but shall not result in the head coach being required to remain seated during play.
   A. True
   B. False

89. To signal an unnecessary delay, raise the hand on side of the offending team beside head, palm facing in, hold the appropriate card on the wrist of the raised hand.
   A. True
   B. False

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90. During a time-out, when should a substitute enter the set?
   A. When beckoned by the scorer's table.
   B. When beckoned by the first referee.
   C. When team is released by the coach.
   D. After the time-out when both teams have returned to the court.

91. The player and substitute shall remain in the substitution zone until the second referee releases them.
   A. True
   B. False

92. A team is allowed ______ substitutions per set.
   A. 15
   B. 18
   C. Unlimited
   D. 12

93. The libero cannot serve for:
   A. A middle blocker who has rotated to the back row.
   B. A designated back row player.
   C. The first server.
   D. Multiple positions in the serving order.

94. Between sets, teams may:
   A. Serve into opponent's court.
   B. Hit into opponent's court.
   C. Warm up with volleyballs on their own side of the playing area.
   D. Jog around the entire playing surface.

95. If using an intermission, it shall occur between the first and second set.
   A. True
   B. False

96. After an injury a coach has 30 seconds to:
   A. Request a substitution for the player.
   B. Leave the player in the set with play beginning immediately.
   C. Take a team time-out if the team has not used its allotted time-outs.
   D. All are correct.
97. When a player seated on the bench receives a yellow card for conduct, the head coach must:
   A. Have the player escorted out.
   B. Remain seated during play for the rest of the match.
   C. Remain seated for the rest of the set.
   D. None are correct.

98. Prior to entry into the set, it is legal for a teammate to leave the team bench to warm up in a nonplayable area without volleyballs.
   A. True
   B. False

99. At the end of the first set, Team A is angry after losing. Team A refuses to follow end-of-set procedures for changing team benches. An unsporting conduct card is issued to the head coach.
   A. Correct procedure.
   B. Incorrect procedure.

100. A spectator becomes unruly and disruptive to the orderly progress of the set. The individual responsible for resolving the situation is:
    A. The first referee.
    B. The second referee.
    C. Host management.
    D. Official scorer.
### 2018-19 Volleyball Exam Part I

<table>
<thead>
<tr>
<th>Question</th>
<th>Answer</th>
<th>Answer Text</th>
<th>Rule Reference</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>A</td>
<td>True</td>
<td>1-6-1</td>
</tr>
<tr>
<td>2.</td>
<td>A</td>
<td>Smooth leather.</td>
<td>3-2-1</td>
</tr>
<tr>
<td>3.</td>
<td>C</td>
<td>Hair devices made of soft material and no more than 3 inches wide.</td>
<td>4-1-2, 4-1-3, 4-1-5</td>
</tr>
<tr>
<td>4.</td>
<td>A</td>
<td>True</td>
<td>4-2-2, 4-2-2a</td>
</tr>
<tr>
<td>5.</td>
<td>D</td>
<td>All are correct.</td>
<td>5-4-1d, g, h</td>
</tr>
<tr>
<td>6.</td>
<td>A</td>
<td>True</td>
<td>7-1-2</td>
</tr>
<tr>
<td>7.</td>
<td>B</td>
<td>Allows the tossed ball to drop to the ground without it being touched.</td>
<td>8-1-1, 8-1-6</td>
</tr>
<tr>
<td>8.</td>
<td>B</td>
<td>False</td>
<td>11-3-2</td>
</tr>
<tr>
<td>10.</td>
<td>D</td>
<td>All are net faults.</td>
<td>9-6-7</td>
</tr>
<tr>
<td>11.</td>
<td>B</td>
<td>False</td>
<td>10-2-1b</td>
</tr>
<tr>
<td>12.</td>
<td>D</td>
<td>The substitute enters the set at the end of a time-out after the teams have returned to the court following the legal substitution procedure.</td>
<td>10-2-5, 10-3-7</td>
</tr>
<tr>
<td>13.</td>
<td>B</td>
<td>Be scheduled for only a promotional or special recognition activity.</td>
<td>11-5-2</td>
</tr>
<tr>
<td>14.</td>
<td>A</td>
<td>True</td>
<td>11-2 PENALTY 2</td>
</tr>
<tr>
<td>15.</td>
<td>A</td>
<td>Not more than two digits.</td>
<td>4-2-4a, b, d, f</td>
</tr>
<tr>
<td>16.</td>
<td>D</td>
<td>All are correct.</td>
<td>10-2-5, Officials Manual: Substitution Procedure, Time-out</td>
</tr>
<tr>
<td>18.</td>
<td>A</td>
<td>True</td>
<td>5-4-3c(5)</td>
</tr>
<tr>
<td>19.</td>
<td>D</td>
<td>All are correct.</td>
<td>5-6-3h, l, n</td>
</tr>
<tr>
<td>20.</td>
<td>A</td>
<td>True</td>
<td>6-4-5</td>
</tr>
<tr>
<td>21.</td>
<td>D</td>
<td>All are correct.</td>
<td>6-5-2</td>
</tr>
<tr>
<td>22.</td>
<td>D</td>
<td>All are correct.</td>
<td>5-7-3b, d, e</td>
</tr>
<tr>
<td>23.</td>
<td>A</td>
<td>True</td>
<td>12-2 Procedure for Unsporting Conduct Violations #11</td>
</tr>
<tr>
<td>24.</td>
<td>D</td>
<td>All are correct.</td>
<td>12-2 PENALTIES 1d</td>
</tr>
<tr>
<td>25.</td>
<td>D</td>
<td>All are correct.</td>
<td>2-1-5</td>
</tr>
<tr>
<td>26.</td>
<td>A</td>
<td>True</td>
<td>5-5-3b(13)</td>
</tr>
<tr>
<td>27.</td>
<td>D</td>
<td>None are correct.</td>
<td>9-8-2</td>
</tr>
<tr>
<td>28.</td>
<td>B</td>
<td>False</td>
<td>1-2-4b</td>
</tr>
<tr>
<td>29.</td>
<td>B</td>
<td>False</td>
<td>1-6-1, 1-6-3</td>
</tr>
<tr>
<td>30.</td>
<td>B</td>
<td>False</td>
<td>1-7a, c</td>
</tr>
<tr>
<td>31.</td>
<td>A</td>
<td>True</td>
<td>4-1-7</td>
</tr>
<tr>
<td>32.</td>
<td>D</td>
<td>All are uniform requirements.</td>
<td>4-2-1; 4-2-1c, d</td>
</tr>
<tr>
<td></td>
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</tr>
<tr>
<td>33.</td>
<td>A</td>
<td>True</td>
<td>4-2-2b</td>
</tr>
<tr>
<td>34.</td>
<td>C</td>
<td>At least 4 inches tall on the front and at least 6 inches tall on the back of the top.</td>
<td>4-2-4c, d, e, f</td>
</tr>
<tr>
<td>35.</td>
<td>B</td>
<td>False</td>
<td>4-2-5</td>
</tr>
<tr>
<td>36.</td>
<td>D</td>
<td>Shall have the authority to make decisions on rule infractions.</td>
<td>5-1-2, 5-1-3, 5-1-4</td>
</tr>
<tr>
<td>37.</td>
<td>D</td>
<td>All are correct.</td>
<td>5-3-2b</td>
</tr>
<tr>
<td>38.</td>
<td>D</td>
<td>All are correct.</td>
<td>5-4-1b, c, d</td>
</tr>
<tr>
<td>39.</td>
<td>C</td>
<td>Verify that the starting lineups have been entered correctly on the official scoresheet.</td>
<td>5-4-1h, k; 5-5-1d</td>
</tr>
<tr>
<td>40.</td>
<td>A</td>
<td>True</td>
<td>5-5-3b(21)</td>
</tr>
<tr>
<td>41.</td>
<td>D</td>
<td>Watch for foot faults on the server.</td>
<td>5-5-3b(4)(6)(8), 5-9-3a</td>
</tr>
<tr>
<td>42.</td>
<td>A</td>
<td>Hold the same position relative to the court throughout the match.</td>
<td>5-9-2b</td>
</tr>
<tr>
<td>43.</td>
<td>A</td>
<td>True</td>
<td>6-4-3a</td>
</tr>
<tr>
<td>44.</td>
<td>D</td>
<td>All are correct.</td>
<td>8-1-1, 8-1-2</td>
</tr>
<tr>
<td>45.</td>
<td>A</td>
<td>True</td>
<td>8-1-6</td>
</tr>
<tr>
<td>46.</td>
<td>A</td>
<td>A coin toss.</td>
<td>8-2-4</td>
</tr>
<tr>
<td>47.</td>
<td>D</td>
<td>All are correct.</td>
<td>9-2-1a, b</td>
</tr>
<tr>
<td>48.</td>
<td>A</td>
<td>True</td>
<td>9-4-6c</td>
</tr>
<tr>
<td>49.</td>
<td>A</td>
<td>Blocking a served ball is permitted.</td>
<td>9-6-1, 9-6-2, 9-6-3, 9-6-5</td>
</tr>
<tr>
<td>50.</td>
<td>A</td>
<td>True</td>
<td>9-7 PENALTY 4</td>
</tr>
<tr>
<td>51.</td>
<td>B</td>
<td>False</td>
<td>2-3e</td>
</tr>
<tr>
<td>52.</td>
<td>D</td>
<td>All are correct.</td>
<td>10-2 PENALTY 1</td>
</tr>
<tr>
<td>53.</td>
<td>A</td>
<td>True</td>
<td>11-2-3</td>
</tr>
<tr>
<td>54.</td>
<td>A</td>
<td>True</td>
<td>12-2-6</td>
</tr>
<tr>
<td>55.</td>
<td>D</td>
<td>All are correct.</td>
<td>12-2-9d, e, i</td>
</tr>
<tr>
<td>56.</td>
<td>A</td>
<td>True</td>
<td>5-2-1b</td>
</tr>
<tr>
<td>57.</td>
<td>A</td>
<td>True</td>
<td>9-5-8</td>
</tr>
<tr>
<td>58.</td>
<td>A</td>
<td>True</td>
<td>9-7-5</td>
</tr>
<tr>
<td>59.</td>
<td>D</td>
<td>All result in unnecessary delay.</td>
<td>9-9-1e, h, k; 11-4-1 NOTE 2</td>
</tr>
<tr>
<td>60.</td>
<td>A</td>
<td>Prior to the start of the set.</td>
<td>8-1-6, 8-9-2, 10-1-4, 10-2-5</td>
</tr>
<tr>
<td>61.</td>
<td>B</td>
<td>False</td>
<td>6-4-4</td>
</tr>
<tr>
<td>62.</td>
<td>B</td>
<td>2½ inches or less</td>
<td>4-2-1e</td>
</tr>
<tr>
<td>63.</td>
<td>D</td>
<td>Whistle.</td>
<td>5-8-3 NOTE</td>
</tr>
<tr>
<td>64.</td>
<td>D</td>
<td>All are correct.</td>
<td>5-6-3a, b, c</td>
</tr>
<tr>
<td>65.</td>
<td>D</td>
<td>All are correct.</td>
<td>5-9-3a, c, e</td>
</tr>
<tr>
<td>66.</td>
<td>D</td>
<td>All are correct.</td>
<td>6-3-2</td>
</tr>
<tr>
<td>67.</td>
<td>B</td>
<td>During a dead ball.</td>
<td>6-3-2, 11-2-1</td>
</tr>
<tr>
<td>68.</td>
<td>D</td>
<td>Shall be allowed to serve in one position in the serving order.</td>
<td>6-4-2b, c, d, e</td>
</tr>
<tr>
<td>69.</td>
<td>B</td>
<td>The LB may go all the way to net before the ball is contacted for the serve.</td>
<td>6-4-3b, c; 6-4-5 NOTE</td>
</tr>
<tr>
<td>70.</td>
<td>D</td>
<td>All are correct.</td>
<td>6-4-3b</td>
</tr>
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<tr>
<td>71.</td>
<td>A</td>
<td>True</td>
<td>7-1-4a</td>
</tr>
<tr>
<td>72.</td>
<td>B</td>
<td>False</td>
<td>7-1-4b(2)</td>
</tr>
<tr>
<td>73.</td>
<td>D</td>
<td>None are correct.</td>
<td>8-1-6</td>
</tr>
<tr>
<td>74.</td>
<td>D</td>
<td>All are correct.</td>
<td>8-2-5a, b, c</td>
</tr>
<tr>
<td>75.</td>
<td>A</td>
<td>Serving team.</td>
<td>8-2-7a</td>
</tr>
<tr>
<td>76.</td>
<td>A</td>
<td>Right back position</td>
<td>8-1-4</td>
</tr>
<tr>
<td>77.</td>
<td>C</td>
<td>Head coach</td>
<td>9-1-1, 12-2-6</td>
</tr>
<tr>
<td>78.</td>
<td>C</td>
<td>The ball contacts the ceiling or an overhead obstruction and is not legally played next by the offending team.</td>
<td>9-3-3c</td>
</tr>
<tr>
<td>79.</td>
<td>C</td>
<td>A blocking fault results because LB has participated in a completed collective block.</td>
<td>9-5-1(c)3</td>
</tr>
<tr>
<td>80.</td>
<td>C</td>
<td>Joust with any blocker when the ball is completely above the height of the net.</td>
<td>9-5-1c NOTE, 9-5-4, 9-5-5</td>
</tr>
<tr>
<td>81.</td>
<td>A</td>
<td>Attack.</td>
<td>9-5-1(b)</td>
</tr>
<tr>
<td>82.</td>
<td>B</td>
<td>False</td>
<td>9-6-5</td>
</tr>
<tr>
<td>83.</td>
<td>D</td>
<td>All are illegal.</td>
<td>2-4-1b</td>
</tr>
<tr>
<td>84.</td>
<td>B</td>
<td>Stop play and signal a replay.</td>
<td>9-8-1g(1)</td>
</tr>
<tr>
<td>85.</td>
<td>B</td>
<td>An administrative red card, loss of rally/point.</td>
<td>9-9-1 PENALTIES</td>
</tr>
<tr>
<td>86.</td>
<td>A</td>
<td>True</td>
<td>12-2-6</td>
</tr>
<tr>
<td>87.</td>
<td>D</td>
<td>All are unnecessary delay.</td>
<td>9-9-1f, g, h</td>
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<tr>
<td>88.</td>
<td>A</td>
<td>True</td>
<td>9-9-1 PENALTY 1</td>
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<tr>
<td>89.</td>
<td>A</td>
<td>True</td>
<td>Official Signals No. 21</td>
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<tr>
<td>90.</td>
<td>D</td>
<td>After the time-out when both teams have returned to the court.</td>
<td>10-2-5</td>
</tr>
<tr>
<td>91.</td>
<td>A</td>
<td>True</td>
<td>10-2-4</td>
</tr>
<tr>
<td>92.</td>
<td>B</td>
<td>18</td>
<td>10-3-2, 10-4-1d</td>
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<tr>
<td>93.</td>
<td>D</td>
<td>Multiple positions in the serving order.</td>
<td>10-4-1a</td>
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<tr>
<td>94.</td>
<td>C</td>
<td>Warm up with volleyballs on their own side of the playing area.</td>
<td>11-5-3</td>
</tr>
<tr>
<td>95.</td>
<td>B</td>
<td>False</td>
<td>11-5-2</td>
</tr>
<tr>
<td>96.</td>
<td>D</td>
<td>All are correct.</td>
<td>11-4-1</td>
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<td>97.</td>
<td>B</td>
<td>Remain seated during play for the rest of the match.</td>
<td>12-2-6</td>
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<tr>
<td>98.</td>
<td>A</td>
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<td>12-2-7b</td>
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<tr>
<td>99.</td>
<td>A</td>
<td>Correct procedure.</td>
<td>12-2-6d, 12-2-9b, 12-2 PENALTIES 1</td>
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<td>100.</td>
<td>C</td>
<td>Host management.</td>
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<td>Rule Reference</td>
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<td>Rule Reference</td>
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PIAA VOLLEYBALL OFFICIALS' EVALUATION FORM

Game Site/Tournament: ____________________________________________

Teams/Scores: ____________________________________________ Date: ____________

Each section below is worth the number of points listed ( ) . Please observe each
umpire and award points appropriately. Be critical, but fair in your evaluations. Do
not give points, make sure they are earned. List comments at bottom, or in each
block, based on your observations. Add total points earned and enter in space
provided. Submit report to fax (717) 918-1981 or ngebhart@piaa.org "Evaluators are
couraged to visit with officials after each match to review the contest"

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<th>Name: 2nd Referee</th>
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<td>COMMUNICATION WITH PLAYERS/COACHES</td>
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<tr>
<td>ABILITY NOT TO BE AFFECTED BY CROWD/COACHES AND ENFORCEMENT OF COACHING RULE</td>
<td>(5)</td>
<td></td>
</tr>
<tr>
<td>TOTAL</td>
<td>(100)</td>
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</table>

COMMENTS:

________________________________________________________________________
________________________________________________________________________
________________________________________________________________________
________________________________________________________________________
________________________________________________________________________

DATE: __________________________ EVALUATOR/OBSERVER __________________________
FOOD FOR THOUGHT

Many times when your presentation is ALL lecture, the only one learning or listening is YOU. INVOLVE THE AUDIENCE

1. Instead of discussing the court markings – hand out a sheet of paper with a rectangle on it. Have the official fill it in with correct positioning and measurements of court markings.
2. Instead of talking about overlapping use six people and put them in various positions – ask officials to verify OVERLAP or LEGAL
3. Partner up officials to practice signals – with the partner critiquing the technique
4. Using the sample scoring text in your lesson plan book – have the officials fill in the blank score sheet.
5. Use role playing for: a) pre-match conference; b) R1 instructions to line judges; c) R2 instructions to scorer, timer, and libero tracker.
6. Use a video of a match to have officials recognize ball handling, net play, back row attacks, etc.

The more you involve the officials the less work you must do and it is a great way to evaluate the knowledge of your local officials
OVERLAP

Questions: What position most likely to overlap?

Define Overlap as per Rule Book:

Of the following write who they may not overlap:

1. Left Front-
2. Center Front-
3. Right Front-
4. Left Back-
5. Center Back-
6. Right Back-
COMMON OCCURRENCES WORKSHEET

1. At what time frame must the roster be submitted? ______

2. At what time frame must the line-up be submitted:
   a. First Set
   b. Second, third, fourth, or fifth set

   Penalty for late submission ______

3. Can a coach change the line-up after it is given to the score keeper?

4. Player moves before the serve is contacted and is standing completely off the Court. What is the call? ______________

5. Back row player steps on the 10 foot line and spikes the ball over the net. Violation or legal? If violation, what is the call?
   ______________

6. Describe the correct procedure for libero who is in the set at LB positions and is going to serve on the next loss of relay.
   ___________________________________________________________________

7. What is the penalty if the libero replacement occurs after the arm is up for the serve? ______________________________

8. What is the penalty if the libero replacement occurs after the whistle? ______________________________

9. When a delay of game is called, must the team take the time-out? ______________________________

10. If a team bench has a carpet under the chairs and in front of the bench, what is the correct ground rule for this situation?
    ______________________________

11. List the three most frequent violations that YOU have seen during this volleyball season.
    A.)
    B.)
    C.)
GETTING STARTED

1. ARRIVAL TIME-

2. INTRODUCTIONS-
   A. 
   B. 

3. CHECKING FACILITY
   A. Court Markings, what is required

   B. Playable-non playable area

   C. Net System
      1. What protection is needed on net system Standards

      Net

      Referee Stands

      2. Height of net?

      3. Location of net antennas

   4. RI- Instructions to ?

   5. R2- Instructions to ?

   6. Roster Verification: By whom? What time frame?
7. Line up verification: By whom? What time frame?

8. Score keeper and Score Sheet verification/Libero Tracking/Audio Signal/Timing Device

9. Preventative Officiating- What can be done?

Pre-match Conference:

1.

2.

3.

4.

5.

6.

7.

Sportsmanship message: