NOTE: Use the following code to analyze these situations:

R = RECEIVING TEAM
S = SERVING TEAM
R1 = RIGHT BACK
S1 = RIGHT BACK
R2 = RIGHT FRONT
S2 = RIGHT FRONT
R3 = CENTER FRONT
S3 = CENTER FRONT
R4 = LEFT FRONT
S4 = LEFT FRONT
R5 = LEFT BACK
S5 = LEFT BACK
R6 = CENTER BACK
S6 = CENTER BACK

RULINGS/INTERPRETATIONS

1. Two Team R players collide while trying to save a ball. Player #5’s nose starts to bleed, and blood is on the court. Player R #5 immediately goes to the trainer for assistance. It takes event management 2 to 3 minutes to clean up the blood on the court. Once the floor is cleaned, player #5 has returned to the court to play. The second referee does not allow #5 to play since she was still under the trainer’s care at the end of the :30 second evaluation period.

   Ruling: The referees’ decision is incorrect. Since the player was ready to go when the playable area was cleaned and the game balls checked, there was no delay in the resumption of play. The referees should allow her to play.

2. Between points, electronic music continues to play after the first referee’s arm is extended to beckon for service. The second referee instructs the music technician to stop the music when the first referee’s arm is extended. The music continues to play after the first referee prepares to beckon. The second referee assesses a delay sanction to the home coach.

   Ruling: The referee’s decision is allowed by rule. However, preventative officiating should be used to avoid the delay sanction. The second referee should seek assistance from the event manager, or (if necessary) the home coach to avoid the delay sanction.

3. A Team R player attacks the ball. The Team S blockers contact the ball, but the ball continues to Team S’s playing area. When the Team R attacker lands, her heels are legally on the center line but she bends backwards with knees bent to avoid touching the net. A Team S player contacts the ball, which then hits the part of the Team R attacker’s leg that is over Team S’s playing area. The second referee whistles and signals interference.

   Ruling: The second referee’s decision is correct. The contact by the Team R attacker hindered an opponent’s ability to make a play on the ball. If the Team R attacker’s contact is inadvertent (and does not affect Team S’s attempt to play the ball), interference should not be called.

4. During the intermission between sets 2 & 3 Team S changes from their blue jerseys into dark grey jerseys. All the players have the same numbers. The second referee allows them to play.

   Ruling: The referee’s decision is correct. As long as the player’s uniform number remain the same the team may change into a different color/style jersey.
**CRS (Challenge Review System) interpretations**

5. During a broadcast match the 15th point is scored by Team S on an attack hit close to the line. The timer sounds the horn for the media timeout. During the media timeout the Team R coach challenges that the ball was out. The second referee denies the challenge, stating that the challenge had to be requested before the media timeout was taken.

   **Ruling:** The second referee’s decision is incorrect. A coach can challenge any time before the referee extends their arm to authorize the next service. Once the timeout is over the second referee should whistle and indicate accepted challenge. The teams will remain in their free zone until the end of the review protocol is completed. The second referee will then whistle the teams on to the court.

6. During a challenge review all the substitutes in the warm-up area join the coaches along the sideline to talk to the players on the court. The second referee tells the substitutes to return to the warm-up area.

   **Ruling:** The second referee’s decision is incorrect. Substitutes should be allowed to participate in team discussion along the sideline during the challenge. Teams must be ready to immediately resume play as soon as the challenge has been decided.

**CRS (Challenge Review System) technique reminder**

**Communicating the Result of a Challenge**
When communicating the result of a challenge, the second referee needs to be very clear with their signals.

- **If the original decision is confirmed:**
  The second referee faces the court, blows a single whistle, and only need repeat the original point signal.

- **If the original decision stands due to an inconclusive video review:**
  The second referee faces the court, blows a single whistle, repeats the original point signal, and then gives the “inconclusive” signal, using the arm on the side of the team that challenged.

- **If the original decision is reversed:**
  The second referee faces the court, blows a single whistle, signals the fault, and then mimics the first referee in their point signal. Note: This is the reverse of the “usual” end-of-rally signal sequence used when the first referee’s whistle stops play.

- **If the original decision is reversed, resulting in a replay:**
  The second referee faces the court, blows a single whistle, and only signals replay.

**Challenge Review System (CRS) Point of Emphasis**

**Net Faults**
When you are judging a net fault live, during play, several factors in addition to just the physical touch of the net by a player must be considered. Did the net contact occur outside the antenna? Had the
player completed their action of playing the ball when they touched the net? Did the ball land on the court prior to the net touch, thus negating any fault that may have occurred after the ball lands? Any of these may cause the touch of the net by a player not to be judged a net fault.

Be sure to apply this same judgment as you review a play in a CRS situation. Do not get so caught up in looking for the physical touch of the net that you forget to consider the other requirements that need to be met that make a net touch a net fault.