NOTE:  Use the following code to analyze these situations:

<table>
<thead>
<tr>
<th>R = RECEIVING TEAM</th>
<th>S = SERVING TEAM</th>
</tr>
</thead>
<tbody>
<tr>
<td>R1 = RIGHT BACK</td>
<td>S1 = RIGHT BACK</td>
</tr>
<tr>
<td>R2 = RIGHT FRONT</td>
<td>S2 = RIGHT FRONT</td>
</tr>
<tr>
<td>R3 = CENTER FRONT</td>
<td>S3 = CENTER FRONT</td>
</tr>
<tr>
<td>R4 = LEFT FRONT</td>
<td>S4 = LEFT FRONT</td>
</tr>
<tr>
<td>R5 = LEFT BACK</td>
<td>S5 = LEFT BACK</td>
</tr>
<tr>
<td>R6 = CENTER BACK</td>
<td>S6 = CENTER BACK</td>
</tr>
</tbody>
</table>

**RULINGS/INTERPRETATIONS**

1. Team S players leave the court area and go behind a curtain just prior to introductions. When the Team S players are introduced, they run out from behind the curtain to the court. The referee’s allow this method of introductions.

   **Ruling:** The referees’ decision is incorrect. The teams must be introduced from their bench or end line. The Event Management section of the rule book (Page 80) outlines the teams options for introductions.

   **Option No. 1:** Players move from the team bench to the end line as their names are announced. The national anthem may be played before introductions (while the teams are at their benches) or after introductions (while the players are on the end lines).

   **Option No. 2:** Players stand on the end lines of their respective courts. The announcer introduces the visiting team first, followed by the home team. The national anthem may be played before or after player introductions.

2. The first referee beckons for serve, and then realizes that a Team R player is wiping the floor. The referee whistles and indicates replay. Team R requests a substitution. The second referee denies this request.

   **Ruling:** The referee’s decision is correct. Since there has been an authorization for service all team requests are denied.

3. Prior to the start of the first set the second referee notices the announcer asking the visiting team coach for their starting lineup. The second referee tells the announcer they cannot ask for the team’s lineup until there is 1-minute left in the timed warm-up.

   **Ruling:** The second referee’s decision is incorrect. The officiating team (first referee, second referee, scorer and assistant scorer) must protect the lineup until 1-minute left in the timed warm-up. The coach can decide whether or not to provide their lineup to the announcer or statistician. However, it is important to note that coaches are under no obligation to do so.

4. Team R was assessed a delay warning in the first set for returning late to the court after a timeout. During the third set Team R is again late returning to the court after a timeout. The first referee assessed a delay penalty to Team R.
**Ruling:** The referees’ decision is incorrect. Sanctions are not cumulative from set to set. Since the delays occurred in different sets, the referee should have assessed another delay warning to Team R.

5. The referees are working a non-media match and notice a camera attached to the top of the net. When asked, the home team coach informs the referees that the camera is placed there to help with block training. The referees ask event management to remove the camera.

**Ruling:** The referees’ decision is correct. Teams are not allowed to place cameras in the playing area or on the equipment.

### TECHNIQUES

1. **Touch during a rally/touch ending a rally**
   - The use of the touch signal for communication between referees should be discussed prior to the match.
   - If the first referee determines that the second referee will assist with touches during the rally, the appropriate technique is to use a discreet signal in front of the chest. This applies to the situation where a four hits/touch decision must be made. Some referees prefer to see only the four hits signal from the second referee.
   - When there is a touch at the end of a rally and there is a chance that the first referee is in need of that information, the second referee should step forward and give an overt touch signal. However, this technique should be used sparingly. For example, this assistance is given when the ball glances off an outside blocker on the second referee’s side or other situations where the first referee and line judges may not be able to see the touch.

2. **Exit Plan for Intermission and End of Match**
   The referees should discuss the exit plan with the line judges and event management prior to the match. With safety as a priority, it is highly recommended that a member of the event staff be near the first referee’s stand at the end of the second set, if there is an extended intermission, and at the end of the match. The staff member escorts the officiating crew directly to the officials’ locker room (or designated area). The exit plan should avoid entering or crossing the court. The second referee should walk down a sideline to the end line to meet the escort and first referee.

   After the second set, the line judges use normal end of set protocol. As usual, line judges meet at the attack lines on the first referee’s sideline with the game balls and walk across the court to place the volleyballs on the scorer’s table before going to the locker room or meeting area. At the end of the match, the line judges exit the court immediately with the referees and escort - gathering the game balls is an event management responsibility. It is imperative that an event staff member escort the officiating crew, especially when the exit route is through the crowd. The event staff should have a key to the secure locker room or meeting area for immediate access. In some facilities, the officials’ locker room may be a significant distance from the playing area. In that case, the institution will ideally provide a designated area closer to the court for the officials, for use both at intermission and for the post-match debriefing.

   If there is no event staff, the officials need to discuss their exit plan and ensure that none of the officials walks alone to enter or exit the playing site. If the referees need assistance with crowd control issues, the responsibility lies with the head coach.
3. **Media Timeouts**
   When a media timeout is taken, the horn is used to indicate the timeout. The second referee does not need to whistle, unless the facility does not have a horn.

4. **Media Timeout (Rule 11.2.3.1, Page 41)**
   When time expires on the clock for a media timeout, the horn will sound, even if the "red hat" (timeout coordinator) is not ready to resume play. The second referee will move to the receiving team's side of the court and wait until the timeout coordinator gives the signal to resume play. The second referee then gives the game back to the first referee. At the end of a media timeout, the second referee does **not** signal the number of timeouts taken, since the signal would be zero/zero.

   For non-media timeouts during a broadcast match (15pts sets 1-4 and 8 points set 5). The second referee will move to the receiving team's side of the court and wait until the timeout coordinator gives the signal to resume play. The second referee will indicate the number of timeouts taken then gives the game back to the first referee.

5. **Pre-match Coin Toss**
   Prior to the match, the first referee whistles at the 30-minute mark on the clock and holds up a coin. The clock operator does not sound a horn. Both referees meet with each team's representatives and the first referee conducts the coin toss.