

The Officials

The officials are a team R1, R2, Line Judges, Scorekeeper

Just like the teams on the court, we will be at our best when we all know our responsibilities, we do our jobs, and we communicate with our teammates.

Communication	Live Ball	Dead Ball
R1 and R2	<ul style="list-style-type: none"> ● Nets ● Antennas ● 4 Hits/Touches ● Back row fouls ● Ball handling when R1 is screened 	<ul style="list-style-type: none"> ● Subs/Time outs ● Score, etc. ● Line up checks ● Conduct ● Alignment ● Libero Exchanges
R1 and Line Judges	<ul style="list-style-type: none"> ■ In/Out/Touch ■ Pancakes ■ Antennas ■ Foot faults 	<ul style="list-style-type: none"> ■ Confirmation ■ Encouragement
R1 and Scorekeeper	Hopefully none.	Signals & Emergencies
R2 and Line Judges	None.	Encouragement
R2 and Scorekeeper	None. Unless the R1 screws up and puts the ball in play when the R2's back is turned.	<ul style="list-style-type: none"> ■ Book check during time out ■ Confirmation of score after each game ■ Line up checks ■ Possible errors
Officials, Coaches and Captains	<ul style="list-style-type: none"> ■ Legal Back Row ■ Occasional nod or head shake 	<ul style="list-style-type: none"> ■ Signals and Information on the play just concluded ■ Answers to requests ■ Conduct reminders ■ Numbers [players, subs, T/Os] (not required)

The Scan

The R1	The R2
The R1 scans from: line judge to players to bench to partner to scorekeeper to bench to team to line judge before each serve. The ref scans the benches during each time out.	The R2 scans both benches/ coaches each time the ball becomes dead. The ump pays particular attention when a side out occurs, or during a long run of points.

Hints

As the R2

- you manage the match – important to be efficient
- you have ten foot line to ten foot line, not just net
- adjust your position as the play moves to and away from the net
- after a play at the net, hold your position until all the players are clear
- if there is trouble at the top of the net and the floor, you have the floor first – BUT – use your judgement to pick the best spot!
- See all six players at the moment of the serve
- Work with the scorekeeper
- really read the book during timeouts
- SCAN!!!! Communicate!!!!

As the R1

- Make sure everything gets done well before the match: brief the lines, rosters, lineups, etc., etc.
- Get mentally prepared during the warmup. You can't ease in to making calls.
- Consistent from the beginning to the end
- Consistent from side to side. Both teams get to make exactly the same plays and both teams get whistles for exactly the same plays – this means there will often be more whistles on one side than on the other