



## First Referee (R1) Guidelines

### *Pre-Match Preparation*

#### *Prepare Mentally*

1. Know the rules. (Study away from playing arena).
2. Be familiar with latest playing techniques and game strategies.
3. Review your officiating weaknesses to improve.

#### *Prepare Physically*

1. Be well rested and alert.
2. Wear proper uniform. (Wear civilian clothing for non-officiating activities).
  - a. Dark navy blue, all-polyester (not cotton or Dockers) slacks
  - b. Black or dark navy blue, leather belt (if slacks have belt loops)
  - c. White volleyball official's shirt
  - d. All-white socks
  - e. All-white shoes
  - f. Volleyball referee patch
3. Be punctual. Show up prepared at courtside by established report time (with second referee if one is assigned). Authority begins upon arrival.
4. Have basic equipment (in a referee kit bag).
  - a. Plastic whistle on lanyard
  - b. Red and yellow cards
  - c. Coin (size of quarter or larger)
  - d. Wrist watch
  - e. Rule book
  - f. Measuring chain
5. Carry optional equipment.
  - a. Ball needle
  - b. Ball pump
  - c. Pressure gauge

### *Pre-Match Duties*

#### *Preliminaries*

1. Report to head referee.
2. Obtain or define ground rules.
  - a. Inspect court markings, especially center line, attack line, and service area.
  - b. Verify 2 meters clearance from sides and ends of court.
  - c. Determine non-playable areas.

- Team benches and scorekeeper's table
  - Bleachers
  - Adjacent courts
  - Dividing nets
  - Change in playing surface area
- d. Examine basketball baskets and backboards for possible replay.
- e. Examine overhead and unusual obstructions. Determine replay ruling.
- 3. Identify officiating team.
- 4. Identify protest committee.
- 5. Introduce self and second referee to coaches of both teams without chatting.

### ***Captains' Meeting***

1. Introductions
2. Match format
3. Points per set
4. Court markings
5. Ground rules
  - a. Overhead and unusual obstructions (e.g. basketball baskets and backboards)
  - b. Change in surface area (e.g. Sport Court)
  - c. Bleachers
  - d. Dividing nets
  - e. Space between benches and scorekeeper's table
  - f. Adjacent courts
  - g. Pursuit
6. Warm-up procedures
  - a. Adults: 10 minutes shared court from end of previous match to first service beckon
  - b. Juniors: 2 minutes shared court, no hitting; 4 for serving team; 4 for receiving team
7. Questions from captains
8. Input from second referee
9. Coin toss
  - a. Identify both sides of coin.
  - b. Select caller (visiting or "away" team).
  - c. Toss, catch, and cover coin. Don't turn coin over.
  - d. Verify call made.
  - e. Winner's choice: serve, receive, court.
  - f. *Helpful hint: place coin in pocket on side of serving team.*

### ***Brief Officiating Team***

1. Brief scorekeeper.
  - a. Identify serving team and their side of court.
  - b. Furnish names of first and second referees.
  - c. Instruct scorekeeper to stop match if scoring problems arise during match.
2. Brief second referee.
  - a. If needed, review second referee's duties for:
    - Receiving team overlaps
    - Net violations
    - Center line violations
    - Ball out at antenna on second referee's side
    - Transition to blockers' side during rallies
    - Copying your signals at end of each play
  - b. Discuss and agree on whistle actions and communication signals for:
    - Illegal back row attacker

- Illegal back row blocker
  - Ball handling errors
  - Four hits on unsuccessful attack
  - Good/downed pancake
  - Issuance of individual sanctions
  - Issuance of improper request
  - Issuance of team sanctions
3. Brief line judges.
- a. Review ground rules.
  - b. Instruct them on court position, prompt signaling all the time, and preferred signals for:
    - Ball in
    - Ball out
    - Touch
    - Ball out at antenna
    - Service foot fault
    - Unsuccessful pancake
    - Ball hitting overhead object or dividing net
    - Player off court before serve
    - Didn't see play

### ***Check Match Equipment***

1. Ball pressure: 4.3 - 4.6 p.s.i.
2. Net height (tolerance: 3/4" higher at ends of net)
3. Placement of antennas and vertical tapes on net. (Plumb with net chain.)
4. Padding on net stanchions, support cables, and referee stand
5. Referee stand (located opposite scorekeeper's table)
6. Teams benches located outside attack zone

### ***Check Teams***

1. Uniforms (jersey and shorts)
  - a. Jerseys must have same color and be similar except for sleeve length. Libero must have contrasting jersey color from rest of team.
  - b. Shorts must be similar in color and style.
  - b. 1 – 99 numbers centered of front and back of jerseys. Colors for number and jersey must contrast.
  - c. Exposed garments under uniform must match for all teammates wearing them.
2. Allowable jewelry
  - a. Religious or medical medallion (taped to body or sewn under uniform)
  - b. Unremovable ring (taped)
  - c. Flat ring
  - d. No rings on ear, tongue or body part allowed (even if concealed with tape).
3. Allowable injury protection gear
  - a. Soft bandage
  - b. "Air-filled" cast (covered)
  - c. Knee brace (covered)
  - d. Plastic leg cast (covered)
4. Allowable head gear
  - a. Sweat band
  - b. Folded bandanna (but not head cover)
  - c. Barrette

## Pointers

1. Display one signal at a time.
2. Execute each signal with a crisp, smooth motion.
3. Hold all signals for same amount of time, long enough and high enough for everyone to see.
4. For any signal with raised arm and bent elbow, square up elbow and hold forearm vertical.
5. Hold hand and fingers together in straight line with arm.
6. Use hand on side of team being cited or making request.
7. Practice in front of a mirror.

## Signals

1. Authorization for service. *Arm and hand straight out sideway from shoulder, parallel to floor and sideline. Palm perpendicular to floor with fingers and thumb together. Blow whistle for service. When done, sweep palm over to touch other shoulder.*
2. Service foot fault. *Arm and index finger pointed straight at spot of foot fault by server.*
3. Player off court at service. *Arm and index finger pointed straight at spot where player is off court during serve.*
4. Loss of rally. *Same as service beckon starting position. Use arm on side of team winning serve.*
5. Ball lands in. *Arm and hand pointed straight to intersection of attack line and sideline. Palm perpendicular to floor with fingers and thumb together.*
6. Touch. *Hold forearm and hand closest to action vertical and to side of forehead with palm facing you. Place palm-side fingers of other hand on upright palm and brush upward over fingers.*
  - a. Ball lands out of bounds on side of team on its first, second or third contact
7. Out. *Elbows shoulder width, forearms and hands pointed straight up, fingers and thumb of each hand together, palms facing you.*
  - a. Ball hits or passes outside antenna on first, second or third contact.
  - b. Spike hits net or blocker's hand, and lands out of bounds on attacking team's side. *Then if there's any doubt of who made last contact, indicate player with entire hand.*
  - c. Player enters or plays ball in a non-playable area.
  - d. Ball hits an overhead object, and completely enters into opponent's court or is legally blocked by opponents.
  - e. Ball hits an overhead object over a non-playable area.
8. Ball goes under net into opponent's court. *Same as "ball in" signal, except arm and hand pointed straight at middle of center line.*
9. Player crossed center line. *Arm and index finger pointed straight at middle of center line.*
  - a. Entire foot or hand, or another part of a player's body, contacts opponent's inbounds side of court.
  - b. Player contacts ball in vertical plane under net and interferes with opponent's opportunity to play ball.
  - c. Player contacts ball under net completely on opponent's side of net.
10. Net. *Touch net (or side of net cable if net is too far) with palm of hand.*
  - a. Service fails to cross vertical plane of net to opponent's side of court.
  - b. Player (not hair) touches any part of net (not supports). Disregard net contact not involved in playing ball. *Then extend entire hand to player at fault.*
11. Double hit. *Forearm vertical to side of shoulder. Index and middle fingers raised, palm facing court.*
12. Four hits. *Forearm vertical to side of shoulder. Four fingers raised, palm facing court.*
  - a. Team's fourth contact, regardless of which player made third team hit.
13. Lifted or held ball. *Raise forearm and open palm up from waist level, and end at shoulder level.*

14. Illegal serve. *Raise extended arm and open palm up from thigh level and end at shoulder level.*
15. Delay of serve. *Palms facing court, forearms vertical. "Five" in one hand, "three" in other hand.*
  - a. No contact of ball for service within 8 seconds after beckon for serve.
16. End of set or match. *Forearms crossed in front of chest with open palms.*
17. Time-out. *Hold one forearm and hand vertical, form a "T" above eye level with other hand.*
  - a. Team time-out. *Then drop top hand and extend lower hand toward requesting team.*
  - b. Referee time-out. *Then tap shoulders with fingertips of both hands.*
18. Substitution. *Rotate wrists around each other once at shoulder level.*
19. Replay or re-serve: *Raised thumbs at shoulder level.*
  - a. Foreign player or object enters court, and interferes with play or becomes a safety factor.
  - b. Net is torn by ball during play.
  - c. Illegal back row attacker and illegal back row blocker (double fault).
  - d. Ball lodges in overhead object above 15'.
20. Screen or illegal block. *Elbows out sideways of shoulders, forearms vertical, palms facing court above head level. Then extend entire hand to player(s) at fault.*
  - a. Screen. Receiving player's view of server and flight of ball was obstructed.
  - b. Serve is blocked.
  - c. Libero attempted to block.
21. Overlap. *Circular motion with arm and index finger pointed to floor; indicate player(s) at fault.*
22. Reaching over net. *Forearm horizontal across body and over net cable, palm face down.*
23. Illegal back row attacker. *Forearm and open palm to side of shoulder and vertical. Downward motion with forearm and palm toward court. Then extend entire hand to player at fault.*
  - a. Attack is blocked by opponent or completely crosses vertical plane of net after:
    - A back row player attacks ball completely above height of net with last floor contact on or in front of attack line.
    - A serve in front of attack line is attacked completely above height of net.
    - Ball is contacted completely above height of net by a back row player in front of attack line and is blocked in vertical plane of net by opponents.
    - Libero attacks ball from anywhere on court.
    - Libero on or in front of attack line finger sets ball and set is attacked from anywhere on court.
24. Illegal contact (coed). *Palms together directly over head.*
  - a. Attack made after more than one team hit without contact by a female player (or male player if reverse coed).
25. Team delay warning. *Hold palm on outside of other wrist raised above eye level.*
26. Team delay (penalty). *Hold yellow card on its bottom end on outside of other wrist raised above eye level.*
27. Yellow card. *Beckon offender to stand. Hold yellow card on its bottom end vertical above head.*
28. Expulsion. *Beckon offender to stand. Hold red card on its bottom end vertical above head.*
29. Disqualification. *Beckon offender to stand. Hold red and yellow cards together on their bottom ends vertical above head.*
30. Change of courts. *Right arm across front of body, left arm across back.*
31. Advance techniques not in referee's handbook
  - a. Ball in vertical plane of net contacted legally. *Elbow bent, point entire hand parallel to top of net.*
  - b. "Safe" play.
    - Legal back row attack behind attack line. *Push with palm from in front of chest toward attack line.*
    - Legal back row hit in front of attack line. *Elbow bent, forearm and hand horizontal, palm face down.*
  - c. "Set point" notification by second referee. *Index finger on opposite shoulder.*
  - d. "Ball." *Both hands holding sides of an imaginary ball at chest height.*
  - e. Floor needs to be wiped. *Circular polishing motion, palm down.*
  - f. Player numbers. *Elbows out sideways from shoulders, forearms vertical.*
    - 10: *closed right fist.*
    - 11 - 15: *closed right fist and 1 - 5 on left hand.*
    - 16 - 19: *closed right fist followed by 6 - 9.*

- 20 and above: *two separate numbers, closed fist for zero.*
- g. Overrule ("my call"). *One entire palm placed on chest.*

## **Whistle**

### **Pointers**

1. Blow hard and loud.
  - a. Cover whistle tip with tongue then force out a blast of air from stomach.
2. Blow whistle as soon as play ends or an infraction occurs.
  - a. Don't wait for line judge's call.
3. Start and end each play with same volume and length throughout match.
4. Keep whistle in mouth except to speak or during long breaks in action.
5. Vary from a single "toot" technique, i.e., two or more toots, for interruptions of play.
  - a. Foreign object or player on court
  - b. Injured player
  - c. Whistle warning to a player or bench member
  - d. Stopping play if a previous whistle to stop play wasn't heard.
  - e. Time out or substitution requests that the second referee doesn't recognize.

### **Unnecessary Whistles by First Referee**

1. Second referee blows whistle during playing action.
2. Ending time-outs, warm-ups, or intervals between sets (unless second referee fails to do so).

### **Situations**

1. If first and second referees blow whistles about same time, promptly decide whose whistle has precedence. Don't call a replay.
2. For an inadvertent whistle, play stands if outcome isn't affected, else call a replay.
3. For an illegal back row blocker or attacker, blow whistle *when play becomes illegal*. A delayed whistle is permitted if unsure.

## **Ball Handling**

### **Judgment Criteria**

1. What happened to ball at moment of contact? Nothing else matters.
2. Ball can never be caught at contact, held during contact, or thrown during release.
  - a. Ball popping right out upon contact can't be a "held ball" violation regardless of ball action.
  - b. If ball comes to a discernible stop or isn't instantly released when contacted, call "held ball."
3. On first team contact, ball may be double contacted if it's one continuous effort to play it.
4. On second or third team contact, ball must be contacted cleanly and can't be double contacted.
  - c. Just because a ball spins after contact doesn't mean it's a "two hits" violation.
  - d. Call "two hits" if ball slips out or slides off of hands, or there are two distinct contacts.

## **Pointers**

1. Ugly isn't a violation.
2. Nor is poor technique, awkward body positions or funny sounds.
3. The ball or player not doing what was expected isn't a violation.
4. Call only violations you (and second referee) actually see. No phantom or guess calls.
5. Watch setters and hitters during warm-ups so their peculiarities don't surprise you.
6. Develop a base level to judge ball handling that's comfortable for you and correct.
7. Teams adjust to whether you call tight or loose. Be consistent. Trouble starts when you vary.
8. If teams differ in skills, call to the level of the better team.
9. A call made on a legally handled ball upsets teams more than a missed violation.

## **Judging The Action**

1. Slow it down.
  - a. Don't follow or look up to track a ball as it travels through the air.
  - b. Flash your eyes ahead to where ball is headed.
2. Open up your view of court.
  - a. Identify who might play ball.
  - b. Watch players transition.
  - c. Be alert for a back row attacker or blocker.
3. As ball is contacted, zoom in with tunnel vision on only the player's body parts making contact.
  - a. Ignore player's body position.
  - b. Be stationary and situated with the best possible view of ball contact.
  - c. Observe the entire contact. Don't rely on peripheral vision.
4. Anticipate a violation, but hold your whistle in check. Read and react.
  - a. Do a quick mental review of contact action before deciding to blow whistle.
  - b. For questionable plays at net, quickly glance at second referee for input.
  - c. For a ball possibly hitting antenna, quickly glance at line judges for input.
5. When a ball is spiked, use rapid eye movements to stop at three focal points: contact by attacker, contact by blockers, dig by defensive players.
6. Direct your immediate attention to next ball contact.
  - a. Leave possible violations at net to second referee.

## **Situations**

1. Hand set on first team hit. *Mangled or under controlled ball isn't a violation, e.g., "ugly" or ball slips through or off hands. Call a massaged or over controlled ball, i.e., ball comes to a stop.*
2. Soft tip or setter dump. *Watch for extended contact in time or distance, change in direction during release, contact with palm, or baseball throwing motion.*
3. Power tip. *Similar to a soft tip. Hand must already be moving forward before contacting ball.*
4. Pancake. *Look for space between hand and ball. Look to second referee and line judges for help.*
5. Stuff block. *Watch for extended contact in time or distance, or change in direction during release. Hands must contact ball in front (not above) of head.*
6. One-hand set. *Judge like a two-hand set. Double contact is improbable.*
7. "Deep dish" set. *Duration of contact must be quick. Watch for extended contact in time or distance. Hands must stay beneath ball.*
8. Simultaneous contact by teammates. *Consider as one hit.*
9. Simultaneous contact by opponents, i.e., joust. *Survival of the fittest. No replay.*
10. Multiple contacts on first attempt to play ball. *Effort must be one continuous action.*
11. Save of ball at net after block or going into net. *Player will likely be in an awkward position.*

12. *Focus on part of body contacting ball, nothing else. Look to second referee for help. Spectacularity. Give benefit of doubt to a player making a hustling, outstanding effort.*

## **Plays at Net**

### **Pointers**

1. Watch ball contact, but don't track its flight toward net. Zoom your eyes ahead to plane of net where action will be.
2. Know where ball is in relation to vertical plane and top of net.
3. Focus on action at top and above net and players involved. Let second referee watch lower net and center line.
4. Watch offensive players, but be aware of defensive players in the action.

### **Legal Plays**

1. Opponent blocks ball on attacking team's side of net and attacking team has no legal chance to play ball.
  - a. Block
    - One meter or closer to net.
    - Hand movement to intercept ball.
    - Some part of body above net during contact of ball.
  - b. Attack
    - Player contacts ball completely above height of net and directs it toward opponent's court.
    - Or, ball completely crosses vertical plane of net into opponent's side.
    - Or, third team hit.
2. A back row setter at net sets or contacts ball (especially overpass) not completely above height of net, which then is blocked by opponent or enters opponent's court.
3. A front row player of either team plays ball in vertical plane of net.
4. Opponent contacts overpass in plane or on respective side of net, which then is contacted below height of net by other team's back row setter at net: *first team hit*.

### **Violations**

1. Opponent attacks ball on attacking team's side of net: *reaching over*.
2. Opponent blocks ball (especially set or an overpass) on attacking team's side of net while attacking team still has a legal chance to play ball: *reaching over*.
3. Back row setter at net contacts ball (especially overpass) completely above height of net, which then is legally blocked by opponent or enters opponent's court: *illegal back row attack*.
4. Back row setter at net and front row opponent contact ball in plane at same time: *illegal back row block*.
5. Overpass in plane or on opponent's side of net is contacted by an opponent, then is contacted above height of net by a back row setter at net: *illegal back row block*.

### **Other Possibilities**

1. Attack hits top of net and returns to attacking team side: *determine if blocker touched ball. Glance at second referee for input.*

2. Front row opponents joust for ball in plane: *play continues*.
3. Attacked ball is blocked into attacker who still has a body part above height of net: *block by attacker, three more hits allowed*.
4. Attacked ball is blocked into attacker who has no body part above net height: *first team hit*.
5. Blocker pins ball against side of net: *held ball*.
6. Spiker swings and misses third team hit and an opponent blocks ball on attacking team's side of net: *play continues*.
7. Player not involved in playing ball contacts net: *play continues*.

## **Match Calling Techniques**

### **Before Each Set (Game)**

1. Let second referee terminate warm-ups or interval between sets.
2. Allow time for player preparation and a short team huddle.
3. Before first set, have starting teams line up at end lines then whistle and beckon them onto court. (After first set, players come directly onto court.)
  - a. Prompt teams to end lines if needed.
    - Failure to report to end line: *team delay warning*.
    - Refusal to report to end line: *default match*.
  - b. Insufficient players to start match: *forfeit* (time-outs allowed).
    - Declare forfeit at match start time, 10 minutes later for second set, 10 minutes later for third set.
4. Have second referee verify lineups.
  - a. Lineup not submitted on time: *team delay warning*.
  - b. Player on court different from lineup: team has option to put in listed player or do a substitution.
  - c. Obtain playing captains' identities from second referee.
5. Inspect player gear.
  - a. Removal of prohibited items: *team delay warning*.
6. Scorekeeper ready?

### **Scan Entire Court Before Each Serve**

1. Any requests for time out, substitution or line up check from team benches?
2. Second referee ready?
3. Line judges ready?
4. Receiving team (Do this while serving walking back to serve.)
  - a. Players ready?
  - b. Is setter front or back row?
5. Serving team
  - a. Players ready?
  - b. Any screen?
  - c. Any overlap?
  - d. Is setter front or back row?
6. Does server have ball? Is server behind end line? Is server facing any part of court?

### **Sequence for Each Rally**

1. Extend arm to "ready" position for serve. Blow whistle. When done, beckon for serve.

- a. For any request made after service whistle: *blow whistle, replay, improper request.*
- b. Team may switch to proper server during time allowed for serve.
- c. Watch for an illegal serve, foot fault, or delay of service.
2. During playing of ball, stay focused but relaxed.
  - a. See pointers in previous “Whistle,” “Ball Handling” and “Plays at Net” sections.
3. To end each play:
 

- Blow whistle hard.
  - Indicate which team won rally.
  - Signal reason play ended.
- a. Blow whistle the instant play ends, especially when ball lands on floor.
- b. Check second referee for possible input before making your call.
- c. For plays involving line calls or possible touches, check **both** line judges for input.
- d. Don't glance at signals. Keep view on net, players at net and second referee.

### ***End of Set or Match***

1. When second referee signals set point, nod that you've seen it.
2. After signaling winning point, whistle and signal end of set.
3. If next set is a deciding set, i.e., last set in “best of” match:
  - a. Whistle and excuse teams from court without switching sides.
  - b. Have second referee conduct coin toss.
4. If next set is a non-deciding set:
  - a. Whistle and signal teams to switch courts.
  - b. Supervise players on court warming up. They must hit into own court.
5. If end of match:
  - a. Whistle and direct teams to end lines.
  - b. Whistle and beckon teams to net for a hand shake.
  - c. Thank your support officials.
  - d. Promptly leave playing arena accompanied by second referee.

### ***Deciding Set or One-Set Playoff***

1. Deciding set is 15 points, one-set playoff 25.
  - a. At mid-set (8 or 13), whistle and signal teams to switch courts directly (no end lines).

## ***Match Conduct***

### ***Do's***

1. Look professional.
  - a. Be spic and span in uniform and appearance.
  - b. Sell your calls by looking confident and polished.
2. Act professional.
  - a. Be all business and take care of the little details.
  - b. Create a positive setting for those affected to enjoy what's going on.
  - c. Manage your support officials as a team.
    - Respect their abilities to do their jobs. Prompt them as needed.
    - Maintain continual eye communication. Visually solicit their signaled input before making your play decision. Confer with them only to clarify.
    - Support their decisions. Overrule as needed.

- Protect them from harassment.
- 3. Judge professional.
  - a. Be impartial, correct and consistent.
  - c. Apply rules with common sense.

### ***Don'ts***

1. Call match based on pre-conceived notions.
2. Create match delays.
3. Do a replay on judgment calls.
4. Change mind on ball handling calls.
5. "Make up" for mistakes.
6. Dwell on errors.
7. Be influenced by reactions from teams or crowd.
8. Argue with or confront anyone involved in match.
9. Hold personal grudges.

### ***Misconduct and Sanctions***

1. Pointers
  - a. Stay calm.
  - b. Talk to captains only.
  - c. Don't chat during a match. (Invites trouble.)
2. Administering misconduct.
  - a. Don't ignore any misconduct, no matter how trivial.
  - b. Act to settle situation with least penalty to a team. Don't make it worse.
3. Practice preventive officiating.
  - a. Take action to keep a team from being sanctioned or penalized.
  - b. Take action to keep a potential problem from becoming one.
  - c. Use a cautionary whistle, "settle down" motion, or verbal warning for any inconsequential remarks; incidental misconduct, spontaneous reaction not directed at you, your support officials, or opponents and not delaying set; or "trash talking" across net.
  - d. Issue an official warning if forewarned action is repeated.
4. Be approachable.
  - a. Let captains have their say about a decision.
  - b. Briefly explain the ruling for your decision then get on with match.
  - c. If a complaint continues, issue an official verbal warning.
  - c. Admitting you missed a violation may placate a displeased captain just once in a match.
5. Issue an individual sanction for the following.
  - a. Second referee requests one.
  - b. Any demonstrative, abusive, or unsporting conduct.
6. Sanctions are cumulative and progressive for an entire match.
  - a. For a succeeding team sanction issue next higher order sanction.
  - b. For a succeeding individual sanction issue any higher order sanction.
  - c. Individual sanctions may be issued after pre-match coin toss and between sets.
  - d. Administer serving team first to offset simultaneous sanctions.

### ***Procedural Interruptions***

1. Foreign player or object on court. Stop play immediately if a safety hazard is created or play action is affected: *replay*.
2. Overlap. Place team at fault into proper rotation and alignment. Avoid calling an overlap on two consecutive serves.

3. Time-out.
  - a. May be consecutive.
  - b. Lasts 30 seconds, regardless.
  - c. Request not by playing captain or head coach: *improper request*.
  - d. Third time-out request
    - *Improper request* unless deliberate, then *team delay*.
    - Granted inadvertently: *team delay*.
  - e. Wiping of liquids spilled near sideline delays match: *team delay*.
  - f. Failure to return to court: *team delay*.
4. Substitution.
  - a. Change in team's request is allowed if referee changes mind on call.
  - b. *Improper request*
    - Request not by playing captain or bench coach(es).
    - Second request in same "dead ball" period.
    - Request will result in excessive team or player substitutions.
  - c. *Team delay*
    - Refusal to complete substitution.
    - Substitute not ready.
    - Incoming substitute is an illegal player.
5. Illegal player in set, wrong position entry, or wrong server.
  - a. Assure team at fault has proper players placed in right order.
  - b. Ensure score is corrected for error.
    - If discovered before opponent's serve, cancel points made during term of service by team at fault. Opponent serves.
    - If discovered after opponent's serve, team at fault retains points. If illegal player or wrong position entry, award opponent one point unless opponent scored a point during its term of service. Opponent keeps serving.
  - c. Confirm scorekeeper has corrected score sheet for player and team substitutions.
6. Protest.
  - a. Allowed on rules, not judgment or sanctions.
  - b. Made by captains only. (Coach for 14s and under team may file one.)
  - c. Procedure
    - Get off stand. (Only time allowed off stand.)
    - Scorekeeper records pertinent facts.
    - Both captains, first referee and scorekeeper sign score sheet.
    - Protest committee makes decision.
    - Decision recorded on back of score sheet.
7. Injured player.
  - a. Stop play immediately.
    - Signal replay.
    - Resolve injury situation before allowing substitutions for other positions.
  - b. Give injured player 30 seconds to recover.
    - If more time needed, team must substitute for injured player, or call a time-out.
  - c. If player is definitely hurt, give team all time needed to safely remove player from playing area. Charge no time-out. The following exceptional substitution priority applies.
    - Player played position previously or player never in set.
    - Any player.
    - Libero in game is first replaced, then changes shirt to match team's uniform.
    - If only six players:
      - Grant special 3-minutes referee time-out for recovery.
      - Grant regular remaining time-outs.
      - If injured player doesn't recover, *default match*.
      - If second time for same player during match: *default match*.
8. Bleeding player. Handle in same manner as injured player.