

REFEREE AID

IMPROPER REQUESTS

- First Improper request is denied
- The second improper request of any kind is a Team Delay Warning
- Any Improper request after a team's first Team Delay Warning becomes a Team Delay Penalty and a point is awarded.
- Improper Request is enforced for the match.

EXAMPLES OF IMPROPER REQUESTS

- Request during rally after the whistle has been blown for serve.
- Request by someone who is not the captain or coach
- Attempt to enter more subs than requested.
- Request for third time out.
- Request for sub that would result in wrong position entry.

TEAM DELAYS

- The first Team Delay is a warning only - not points assessed
- The second Team Delay is a team penalty and result in a penalty and a point is awarded the other team.
- Team Delays are enforced for the match.

EXAMPLES OF TEAM DELAYS

- Delay of substitution
- Prolong game interruptions after call by either referee to resume the court
- Request for an illegal substitution
- Second or higher improper request in the same game.
- Delay of game by any team member.

INJURIES

- Stop play immediately
- 30-second allowed to assess the injury
- If player can not play after 30-second the team must decide to:
 - Take a time out or
 - Do a regular sub or an exceptional sub if no legal sub can be made
 - Player not already in the game
 - Player who was in that position
 - By any player on the bench who has played in another position
 - By the Libero player
 - An injured player replaced by exceptional substitution may not return to the match
- Or if team has only 6 player the could use a 3 minute injury time out
- Once a decision has made by the team they may take as much time as necessary to remove the injured player safely.

RE-DESIGNATION OF INJURED LIBERO

- Injured Libero must first be replaced by the player s/he replaced
- Re-designation does not have to happen immediately, but can occur at coach's discretion
- Only a re-designated Libero may wear a bib or vest; the number must be visible
- Re-designated Libero may be any substitute (players not in set at time of re-designation)
- Injured Libero may not return to the match once re-designation occurs

BLOOD ISSUES

- Stop the game at the sight of blood.
- If the uniform is blood saturated the player must change the uniform.
- If it is on the floor get a blood kit or tournament director to clean the area.
- If player has blood on body they get the same 30-sec to evaluate the blood injury and then must go into the injury procedures.

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PROTEST PROCEDURES

- Referees must acknowledge all requests for a protest.
- Captains may protest a misapplication of a rule or sanction. They may not protest a judgment call.
- During a protest the ref crew should get the Tournament Director, head referee or protest committee to settle the issue immediately.
- If none of these are available, the protest should be recorded by the scorekeeper and signed by the floor captains, first referee and scorekeeper.
- The match will continue from the point of protest if the protest is upheld.

INSUFFICIENT PLAYERS

- When the team has defaulted the first game of the match due to insufficient players, an interval of up to 10 minutes will be allowed to produce sufficient players to play the next game.
- If the team has six players prior to the expiration of this interval, play shall begin immediately.

WORN OBJECTS

- Not allowed during warm-ups.
- Should be removed during warm-ups without penalty.

NOT ALLOWED

Jewelry, hats, glitter, wigs
Religious or medical medals on chains
No taped earrings or body rings
Bandanas as dew rags
Cast or prosthetic that may cause injury or
Give artificial advantage

ALLOWED

Barrettes (no beads)
Rolled Bandanas
Head Bands

MISCONDUCT SANCTIONS

- Player to raise hand and acknowledge sanction.

INDIVIDUAL PLAYER WARNINGS

- Are given with a verbal warning and do not result in points

INDIVIDUAL PENALTIES

- Are given with a red card and result in a point or loss of rally.
- They are assessed for the second unsportsmanlike conduct in the same game.
- They accumulate over the match.
- Referee may not give two individual penalties to the same player- it must become an expulsion from the game.

EXPULSIONS

- Are given with red and yellow card together.
- They result in the person being kicked out for the remainder of the game.
- No point is awarded
- They are issued for rude behavior. You do not have to issue a warning or penalty first.
- Players go to penalty area or may sit on bench.
- Staff must leave the bench area.

DISQUALIFICATION

- Are given with red and yellow cards apart.
- They result in the person being kicked out of the match.
- The offending party must leave the playing area.
- No point is awarded.
- You do not have to issue a warning first.
- They are issued for aggressive acts or repeated extremely offensive conduct.
- Must leave competition control area.