

How To Referee Wallyball

This guide outlines the duties for two (2) referees per game. If the tournament director determines that one (1) referee is sufficient, then this referee must take on all responsibilities that were assigned to the second referee. In tournament play, the referees may change in the middle of a game during round robin play. However, when the playoff games begin, the tournament director should ensure that the referee's that are working a game continue in their roles throughout the entire game. A referee may leave the match after a game is completed. Whenever possible, the 1st referee should be a certified referee. If one is not available, the tournament director or the two referees' can decide who will perform which duties.

Referees will position themselves in such a manner that they have an unobstructed view of the entire playing area. On courts that do not allow for some type of spoken communication between the referee and the playing teams, a microphone, hand signals, or flash cards will be used during a game.

I Game Procedures

Duties of the 1st referee

Pre-event

- Find out tournament warm up procedures for the event
- Check game ball, net height, and the condition of the court

Before the Match Starts

- Introduce yourself and the second referee. Have the captains introduce themselves.
- Remind captains of the jewelry rules and to keep water/sweat off the floor whenever possible. Any taping or injury wrapping should be checked. No hard casts of any kind are allowed. Soft casts may be allowed at the discretion of the referee
- Go over the basic ground rules. Inform team captains how "close" you will call the game
- Review warm up procedures. Three (3) minutes will be allotted each team. If both teams are on the playing court at the same time, the referee will allow six (6) minutes for the warm-up
- Inform the teams of the match format and number of points needed to win
- Review substitution procedures
- Answer questions. When in doubt ask tournament director
- Coin toss (or use another method of selecting options) – choices are serve, side, or receive.
- Tell captains how much warm up time is left
- Remind captains to have line ups turned in two (2) minutes before first game of the match and one (1) minute before other games of the match
- Inform the 2nd referee who is serving and on what side

Warm ups

- Second referee times the warm up period
- Ensure safety during warm ups – no hitting into the other team, middle hits are taken out to the side. A captain may request that each team be allowed to warm up one team at a time
- Check for jewelry and remind players to remove it before the match starts
- Make sure captains turn in line-ups. If not ask for them before the match starts
- Ensure the lineups are entered correctly on the score sheet
- First and second referee should meet and be sure of their duties

Match Procedures

- Signal team to end warm ups

Substitutions

- 2nd referee check lineups on the floor. Make sure both are done checking before starting

- Two (2) substitutions per game are permitted. Only in case of injury, can a third substitution be made. If the substitution is not made during a time out, a time out will be charged to the team making the substitution. After the referee acknowledges a substitution request, the substitute may enter the court. A new substitution may not take place until after play has resumed and the ball becomes dead or when another time-out is called
- An injured player may re-enter a subsequent game of the match
- Make sure this is a legal substitution
- Make sure the 2nd referee has gotten the information and the information has been recorded

Time outs

- The second referee keeps track of the 60 seconds
- Only two (2) time outs are allowed per team per game
- Time outs can be taken consecutively
- A time out can only be called by the captain
- If team A calls a time-out and after twenty seconds Team A terminates the time-out period. Team B must return to play immediately or the referee will call a delay of game on team B, and charge team B with a time-out. If team B has no remaining time-outs, a point would be given to team A, and team A would get the serve.

Injuries

- Stop play immediately
- 60 seconds allowed to assess the injury
- If the player cannot play after 60 seconds the referee will call an injury time-out. The team will then have five (5) minutes to see if the injured player will be able to continue. If the injured player cannot continue, the team must decide to take a time out or request a substitution.
- If there is no player who can substitute, the game may be forfeited or the team play with a legal line up without the injured player
- If the game must be stopped or delayed to remove an injured player from the court, no time out will be called no matter how long it takes to remove the player safely

Blood Issues

- Stop the game at the sign of blood
- If clothing is blood saturated the player must change the clothing
- If blood is on the floor, have the tournament director clean the area
- If a player has blood on their body, they will get the same 60 seconds to evaluate the blood injury and then must go into the injury process

Protest Procedures

- The 1st referee must acknowledge and resolve all requests for a protest
- If the team captain cannot resolve a difference with a referee, the referee's decision will stand
- Captains may protest a misapplication of a rule or sanction. They may not protest a judgment call
- The team captain has the power to take the protest to the Tournament Director, however the Tournament Director's authority only involves non-game related situations
- In most cases the referee is not in a position to call a fault on a player that contacts the ball that is clearly on the defensive team's side of the net. In this situation, the playing captain can ask that the point be replayed. In most cases the referee is to grant the request, unless the referee senses that the defensive team is abusing this privilege

End of Game / Match Procedures

- The 2nd referee signals for last point. Give result and cause
- The 2nd referee will announce end of game
- The 2nd referee will announce change of side
- Teams are allowed two (2) minutes between first and second game, and five (5) minutes between the second and third games of a match. The 2nd referee keeps track of the time between the games
- On a deciding game, the referee will conduct a coin toss (or use another method of selecting options)

II The First Referee – Specific Duties

Has ultimate authority over the match.

May overrule another official if they are sure the other official made an incorrect decision.

Service

- After the receiving team is ready, the 2nd referee announces the score. This will signal the start of the service
- 5 seconds are allowed for the service
- After the ball is tossed into the air, the ball must be struck for service. If the server catches the ball after being tossed, or lets the ball drop to the floor, this action will be counted as a faulted service and side-out will be called
- The server will put the ball in play by striking it with one hand (the fingers must be touching each other, they may not be spread, if the hand hits the ball) or with any part of the arm in an attempt to send the ball over the net and into the opponent's court
- 1st referee should watch the serving team during the serve
- A serve may not be blocked
- A serve may not hit the net or net hardware
- Play begins with the 2nd referee announcing the score. In four-person play, players must be in their designated serving positions. After the service, players may move to an alternative offense or defensive position
- A served ball may contact a wall on either the serving team's side or the receiving team's side of the net. The ball must not contact two or more walls before being played or landing on the floor
- A served ball must be cleanly struck. No paintbrush serves are allowed. A paint-brush serve is executed by contacting the ball in such a manner that the ball rolls off the fingers or hand
- An underhand serve is legal. The ball can only be in contact with one hand at a time.
- A jump serve is legal
- A spin serve is legal
- A serve that is attempted before the referee calls the score will be cancelled and replayed
- When serving, no part of the server's body can be in contact with the service line. The server may step onto or over the service line only after the serve has been executed. The server's body may be entirely in the air over the service line at the moment of contact with the ball, as long as the last contact between the server's body and the floor were within the legal serving area
- A player may serve anywhere behind the service line
- The game will stop immediately when the server has been discovered to be out of the designated serving order. Any points earned while the server was in an illegal position will be canceled and a side-out declared. All points will count if a side-out has been called before the server was determined to be out of the designated serving order
- A verification of the service order may be requested from time to time by the teams captain

Screens

- No member of the serving team may block the server from the view of the opposing team
- Players on the serving team who deliberately switch their positions to block the server from the view of the opposing team will be subject to penalty
- If applicable, a defensive player should clearly state before the serve that an offensive player is blocking the view of the server. The defensive player may ask the offensive player to move, and if asked, the offensive player must move out of the way until the instant the ball is served.
- All offensive players, except the server, will have both feet fully on the floor at the instant the ball is served

Ball Handling Calls

Sets (overhead handling of the ball) – This is a judgment call by the referee

- Prolonged contact with the ball is not legal
- If the ball rolls off the fingers, it is not legal
- One hand sets are not legal
- When the hands contact the ball, the lowest part of the hands (usually the thumbs) must be at or above the forehead. At no time during the setting action are the lowest part of the hands to drop lower than the forehead
- When contacting the ball, the hands should move in only one direction
- When the ball is released it can slowly rotate (not spin) forward or backward. Side rotation or side spin indicates that the ball came off the setter's hands at different times and this is not a legal set
- Side sets are legal if done in a clean setting motion
- Setting over the net is legal if done in a clean setting motion
- A ball coming to rest momentarily in the hands, arms or any other part of the body at, or above the player's waist, or against the wall (s), will be considered as having been held. Pushing the ball over the net is illegal (looks like an overhead set, but the lowest part of the hands are below the forehead)

Passes and Digs

- Each team is allowed up to three (3) successive contacts of the ball in order to play the ball
- Foot kicks/digs are illegal
- Players cannot climb the walls
- A ball may be passed with any part of the body above the waist as long as the ball "pops off" the body
- Any player that makes contact with the ball either intentionally or unintentionally will be considered as having played the ball, and that will be counted as one of the three allowed touches of the ball unless the contact is a block
- A player may not make multiple contacts with the ball except when playing a hard driven spike, unless during the effort the ball is held, thrown, or there is finger action. The multiple contacts must be above the waist. A spike has no arc
- The ball must be played in such a manner that it rebounds cleanly after contact with a player. Throwing, scooping, lifting, pushing or carrying the ball with one or two hands or arms (either underhand or overhand), will be considered to be a form of holding or throwing, and a point will be given to the other team if the team is serving, or, if the offending team is serving, a side-out will be called
- If two (2) players on the same team contact the ball simultaneously, one contact with the ball will be called and either player may contact the ball on the next play
- If a player lands on the centerline and intentionally or unintentionally interferes with an opponent, a point or side-out will be called. If there is a double fault, the point will be replayed

Attacking (spiking the ball)

- Any player may spike the ball in 2 or 3 person team play. In 4 person team play the player in the serving position cannot attempt to spike or block
- A player may not attack spike a ball coming from the team on the other side of the net until the ball breaks the vertical plane of the net.
- As long as the spiker's hand or arm does not contact the net or an opponent, the hand or arm may cross over the net as a part of the spiker's natural follow-through motion
- A spike cannot be thrown, scooped, lifted, pushed or carried
- Teammates will not hold or assist one another while making a play

Net Violations

- A player or any part of the body or uniform that touches the net while the ball is in play will be charged with a fault and a point or side-out will be declared

- If a player touches the net after a spiked ball touches the floor, no fault will be called
- Hair in the net is not a violation
- If the net is brought into a player by the ball of an opponent it is not a violation
- All net hardware is considered to part of the net
- In returning the ball, a player's arm may follow-through over the net providing the player first makes contact with the ball on their side of the playing court or when the ball is within the vertical plane of the net
- Players attempting a block may reach over the net, but they may not touch the ball until an opponent strikes the ball in an attempt to send it into the defensive court
- A player cannot block an opponent's set or pass unless it breaks the plane of the net
- A ball may be recovered from and played off the net
- If opposing players contact the net simultaneously, a double fault will be called and the point will be replayed
- A ball that crosses beneath the vertical plane of the net may be played or returned by the attacking player provided the player does not interfere with an opponent

Blocking

- To qualify as a block, the player must be at the net with hands raised above the head. "At the net" means in close proximity to the net (usually within two feet of the net)
- A player may not attack a ball during a block
- Players attempting a block may reach over the net, but they cannot touch the ball until an opponent strikes the ball in an attempt to send it into the defensive court. A player cannot block an opponent's set or pass
- A blocked ball counts as having crossed over the net. Therefore, if the ball is blocked back into the court of the team that originally hit the ball, that team is allowed three more contacts with the ball
- Any player may block the ball in 2 or 3 person team play. In 4 person team play the player in the serving position cannot attempt to spike or block
- A serve cannot be blocked
- If two (2) players on the same team block the ball simultaneously, one contact with the ball will be called and either player may contact the ball on the next play
- At the instance of contact with the ball, a blocker may not redirect a spiked ball by rotating the wrists to cause the ball to return to the offensive court at a location selected by the blocker
- Since a block is not considered one of the three (3) hits allowed a team, a player who blocks a ball may contact the ball on the next hit
- If the duration of contact is too long it is a lift
- The ball may have multiple contact with the blocker or between blockers and still be counted as a block
- When two opposing players contact the ball simultaneously above the net causing the ball to momentarily come to rest; the point is replayed if the referee calls a held ball. If the referee does not call a held ball, play will continue. The team that gains possession of the ball after this play will be allowed up to three (3) additional contacts with the ball

Authority

- Has ultimate authority over the match
- May over rule other officials
- Inspects playing area and equipment
- Conducts coin toss (or any other method of selecting options)
- Controls team warm ups
- Determines serving faults and screens
- Determines ball handling violations
- Assesses sanctions
- Awards points and side outs

III Second Referee – Specific Duties

Before the Match

- Should have a watch to track time during warm-ups, time outs, injuries, and the time between games
- Keep track of score, service order, and substitutions

Centerline violation

- A player may step on, but cannot go over the centerline. If a player lands on the centerline and intentionally or unintentionally interferes with an opponent, a point or side-out will be declared. No part of the body, other than the foot can touch the centerline.

Position Faults on Serve Receive

- Second referee should watch the receiving team during the serve
- Go over position faults if this is a 4 person team game

Authority

- Announcing the score to begin the service
- Tracks time during warm-ups, time outs, injuries, and the time between games
- Centerline violations
- Position faults on service
- Determines out of position on serving team
- Keep track of score, serving order and substitutions
- Keep track of time for time outs and time between games
- Crowd control
- Monitors floor conditions and any wipe ups by players
- Determines if another ball is needed due to faulty air pressure, a damaged or a “wet” ball

Thank you to the **Iowa Volleyball Region** for their assistance in preparing this document.