

Match Protocol

- Arrive 30 minutes prior to match time
- Do not wear court shoes into site, do not walk on court in street shoes
- If jacket is necessary during the match, only the black MHSAA jacket is approved.
- Introduce yourself to anyone who will listen.
- Put your bag out of the way, do not leave it where someone can trip on it.
- Talk to your partner, who will be R1 for the first match, who will be R1 for the second.

Pre-Match Duties

R1

- Check net height, antennas, stand height, padding
- Check surrounding area for obstructions
- Make sure chairs for benches are properly aligned

R2

- Make sure there is score sheets, Libero tracking sheets, pen's pencils, Game balls
- Check ball pressure
- Know how to work the scoreboard
- Set Warm-up clock so match begins on time
- With 20 minutes left on the warm-up clock, Step in front of score table, stand together, R1, hold up your coin and give 2 or 3 sharp, loud whistles to call for captains and coaches.
- As many captains may attend the pre-match coin toss as they want. The Head Coach must attend the coin toss
- The Head Coach must bring their roster to the coin toss, the roster remain in the scoring table for the duration of the match....unless the coach needs it back briefly to add the line-up to the roster page.
- Quickly go over ground rules. Your meeting should last under 1 minute in total. Ask your R2 if they would like to add anything.
- Remind the captains that the line judges will not chase down the balls. The team must go and fetch them.
- Show both sides of your coin to the captains, if more than one visiting captain, ask which one is calling the coin in the air, ask the home captain to repeat
- Good toss, do not flip coin over, show both teams the outcome and then ask for the winner to choose serve or receive. Home team chooses their home bench prior to warm-ups so that is no longer an option
- Remind the home team that they have the first net at 16 minutes on the clock and the visiting at 12 minutes and wish them luck.
- Tell the scorekeeper or mark the score book with the serving team immediately

During the 16 minute warm-up, Both officials:

- Check the numbers of the player against the roster
- Give both coaches your name and MHSAA number
- Make sure there is a whistle at every 4 minute mark
- Find out if there is a National Anthem, will they be announcing the players (all the players, just the 7 starters). Ask what the last thing the announcer will be saying is.
- Get the line judges and have a very quick talk. Remind them that they are line-judges not ball shaggers
- Mark sure coaches turn the line-ups in before the 2 minute mark
- Make sure the line ups do not have any duplicate numbers and does have a captain and a libero
- After line-ups are in, write the numbers on your line-up card. Mark which team will be serving.
- Watch the scorer write the line-ups into the score book. Double check with the coach's line-up sheets, not your line-up card. Make sure the libero tracker writes the numbers down correctly.
- Have a pre-game with your partner, especially discuss what should happen when the R2 blows their whistle.
- Have a horn sound at the end of the timed warm-ups.
- Shake hands with your partner, each official stands at the sideline on their respective sides of the net with their line judge, and have the players stand along the back line of the court.
- Wait for any announcements to finish, R1 whistles once for the players to come to the net and shake hands, shake hands with your line judge and climb onto the stand.
- R2, shake hands with your line judge, go back to the scorers table and get the game ball and go to the receiving teams sideline to check their line-up with your line-up card. Indicate for the Libero to enter the court. Make a mental note of whom the Libero replaces. Have the captain acknowledge the R1.
- Go around the pole to the serving teams sideline, check their line-up. Indicate for the Libero to enter the court. Make a mental note of whom the Libero replaces. Have the captain acknowledge the R1.
- Give the ball directly to the server.
- Make sure the visual score board has 1:00 on it for time-outs.
- Make sure the entire table crew is ready.
- Stand on the receiving teams side of the pole, using the hand away from the net, give the court to the R1.....And GO!

End of Set

- Ask the scorer to let you know when one team has reached 24 points
- Indicate to R1 that it is set point by placing your index finger on your shoulder of the side that has set point.
- R1 does not give this informal signal back but should acknowledge it.
- After match point, both officials indicate set over and switch sides signal.
- R2, make sure the clock is started for the 3 minutes between sets.
- Give the line-up sheets to the coaches.
- Confirm that the scorer recorded the final score correctly.
- Have the scoreboard operator point the score to '0', advance it to the next set number and give the winning team a set on their side.
- Get Game Ball from line judge in preparation of next set.
- Line-ups must be turned in before there are 30 seconds left on the clock. Be proactive about getting the line-ups from coaches.
- Write the line-ups on to your line-up card.
- Double check that the scorer has written the line-ups correct from the submitted line-up sheet.
- Make sure the Libero tracker has recorded the line-up.
- With 15 seconds left on the clock, give a warning whistle.

- If the teams are ready early, have the clock stopped, blow the horn, take the game ball to check line-ups exactly like the start of the match.
- Remember to give the ball directly to the server.
- Make sure 1:00 is back on the clock in preparation for time-outs.
- Make sure your table is ready, position yourself correctly and give the court to the R1.

Prior to a deciding set

- After the indication of end of set prior to a deciding set, the R2 stays in front of the scorers table, whistles for a captain to approach.
- One captain from each team attends this coin toss, does not have to be the captain last on the court.
- Indicate who will be calling the toss, let the captains know that they have three choices at this coin toss (serve, receive or side), show they both sides of the coin and flip it.
- Have the player call the toss and the opponent repeat the call.
- Have the winner chose one option and the non-winner will make the other choice.
- Release the captains, indicate to your R1 who will be serving and from which side.
- Now make sure the clock is started for the 3 minutes.
- Tell the scorer who is serving from which side of the court, give out the line-up sheets.....

End of Match

- After the final point of the match, R1 indicates that the teams should shake hands, get off the stand, walk on the winning teams side (Duh!) and come to the scores table.
- After the final point of the match, R2 should check the scoresheet for an accurate final score.
- Both officials should thank the line judges and anyone seated at the table.
- If necessary, have a quick re-cap of anything that could have been better in your game or to help your partner.

Have a great rest of the season!