

R2 Mechanics

When you have received the lineup from a coach, check to see that a captain is indicated and that a Libero is indicated. If not check back with the coach for a captain and if they intend not to use the Libero. Check to see that each player on the lineup sheet has a unique, legal number.

At the start of the match you need to check each team's on court lineup. This is done after the teams have taken their positions on the court. From as close to the side line as possible check to see that each team is lined up correctly. Be as careful as possible not to give any information to the opposing team concerning which players are front and which players are back row. However be sure that they are in the correct order as this is the time that R1 views each team's starting lineup.

Obtain the game ball from the scorer's table and roll it to the server. Then step back from the pole approximately 4-6 feet or as far as possible. Scan each bench to see that the teams are ready to start play. See that the line judges are ready. Check with the scorers to see that they are ready. Be sure that you are on the receiving team side of the net and give the signal to R1 that you are ready to begin.

At the start of each rally you should be positioned on the receiving side of the net with your shoulders parallel to the side line. You should be about 1-2 feet from the center line extended and 4-6 feet from the pole if the space allows. As the play progresses, you need to transition to the side of the net opposite the ball. This is done by using a big slide step, a cross-over step in front or behind and a smaller slide step or a small slide step a cross-over and another small slide step. You need to decide which is most comfortable for you to use. There may be times when one is more comfortable than another. You should always be positioned 4-6 feet away from the pole if possible and 1-2 feet away from the extension of the center line. However as you set up on each side to watch the play at the net your feet and shoulders should be angled toward the net at approximately 30 degrees. You should watch hits 1 and 2 being made by the attacking team to be able to assist R1 but you must focus your attention on the blockers at the net before the attack occurs so that you do not miss any of the net action and possible violations. Watch the blockers go up, focusing first on their hands then transition down. Watch their landing. Especially if the attack is near to your side of the net you need to stay back so that you can get as wide a frame of focus as possible. You will in all likelihood not see the receiving team's first contact as you will still be focused at the net. You should however be able to pick up the play again as the second contact is being made.

When a violation occurs that is your call, you need to whistle immediately as the timing of your whistle in relation to R1's whistle if they also have a violation may be critical. Then transition to the fault side of the net and indicate the violation. You should not move closer to the court, rather remain at the distance you have been keeping. You then indicate the violating player, if needed and mimic R1 as they indicate the result.

When a violation occurs that is whistled by R1 you need to immediately make eye contact with them. Make a slight step away from the pole so that when you indicate the result of the violation your hand which ever it might be is not hidden from R1 by the pole. It is preferable but not mandatory that you step to the side of the violation to do this.

When you need to whistle for set interruptions such as time outs or substitutions do so as soon as you are aware that a request has been made. (Note a player standing at the sideline waiting to come out of the set is not a legal request for anything.)

If the request is for a substitution, administer the substitution by stepping out of the site line of the scorer and as soon as you have the numbers, authorize the entry of the sub or subs and then be sure that the scorer has the numbers as well. When the scorer is ready, return to the receiving side of the court and take your position. Scan both benches to be sure no other requests are being made and that nothing else at the benches needs your attention. Check to see that the line judges are ready and that the server has a ball to start play. Then give the court back to R1 with the appropriate signal.

If the interruption is a timeout, whistle the timeout, step to the team's side of the court that made the request indicating timeout with the hand closes to the requesting team in a vertical position and the other in a horizontal position. Indicate the number of timeouts taken by each team to R1 with your hands at about eye level. Check with the scorer to see that they have all of their information correct. Then turn to R1 and make eye contact to see if they need anything from you. Blow a warning whistle at 15 seconds prior to the expiration of the timeout segment and prompt the teams to hurry up. At the end of the timeout segment blow a long whistle or have a horn sound. At the same time make a sweeping motion forward with both hands as though you were authorizing subs on both sides. Again indicate to R1 the number of timeouts taken by each team. Now go through the same series of events that you went through after the authorization of a sub; move to the receiving side, scan the benches the line judges and see that the server has a ball. Now give the court back to R1.

At the end of each set except the last set, see that each coach gets their lineup sheet back so that they can fill it out for the next set. It is not acceptable for them to state that they want the same lineup. They need to write it down so that there is no chance for misunderstanding. Be sure that this lineup sheet remains at the scorer's table at all times during the match except when the coach is filling it out with new information.

It is your job to control the players and especially the coaches at the benches. If a coach wants to argue or question R1's calls you need to step between the coach and R1 and take control of the situation. Issue a sanction card if it is warranted. Do not allow the coach to yell across the court at R1.