

CHVA Duty Guide

- The Referee is always right
- Only the Team Captains can approach the Referees
- Mark the roll during warm-up
- 10 minute warm-up broken down to; 5min general, 4 min spiking, 1 min serving
- Start the match within 1 minute of the end of warm-up
- Finish the match after the buzzer and the final rally is completed
- Be made aware of any holes on the court (div 1 only)
- Any net touch while the ball is in play is a net touch
- Note any injuries that occur on the score sheet
- Each set is to 25 by 2 points with up to 5 sets available for play
- Players must accept the referee's decision and continue game play
- Players can contest a referee's conduct via the committee

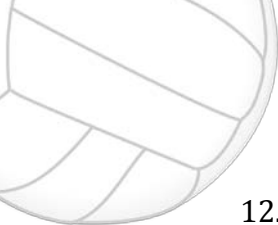


Warm-Up and Match Start

1. Mark the roll during the warm-up of the match and mark down any substitutions in the comments section.
2. Warm-up consists of;
 - a. 5 minutes of general warm-up,
 - b. 4 minutes of spiking; and
 - c. 1 minute of serving.
3. Games should be started 10 minutes after the allocated match time.
4. Holes, where applicable need to be stated to the ref and the scorer, if available, before the first serve when it's time for the allocating spot to serve a point will be rewarded to the other team and they will win back the serve and rotate as usual.

Game Play

5. The referees call is always right, but they can change their minds after they have made a call and before the next rally is started.
6. There should only be 20 seconds between points with a player given 8 seconds to serve once the referee has indicated the start of the rally. If the ball leaves the court, a player is having troubles with their shoes or there is a wet spot on the court, etc. this time can be extended until the issue is rectified.
7. Allow 2 minutes between sets with players given 30 seconds to get on the court and ready to play once the referee has called the players back to the court.
8. **Any net touch while the ball is in play is a fault**, call these but only if you can point out the individual player who touched the net. If you can't tell if the spiker or blocker touched the net continue the play.
9. A foot fault will occur at any time while the ball is in play if;
 - a. the player who is serving the ball touches any part of the base line before hitting the ball.
 - b. a player **completely crosses** the center line and it's vertical axis, i.e. no part of the player's foot **is touching OR is directly above** the center line when the player lands.
 - c. A back court player plays an attacking shot on a ball that is completely above the net at the point of contact from within the front court. They are allowed to jump from the back court and land within the front court.
10. A reach occurs if a player makes contact with a ball that hasn't partly crossed the vertical axis of the net and directly affects the play of the other team as deemed by the referee, i.e a reach may not occur if the referee deems that no player could have realistically attempted to play at the ball had it been allowed to continue its natural course. A reach cannot be called after the third shot has been played. Note that reaches can occur from both the attackers and defenders.
11. Any injuries that occur must be noted in the comment section with the player injured, the type of injury, which set the injury occurred in and preferably the time at which the injury occurred.

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12. Once the final buzzer has gone allow the rally to be completed and call time. Don't start a new rally unless the final rally is interrupted and a replay call must be made as per by-law 10.2.

Scoring

13. It's preferable if teams provide a scorer who marks off each point as it is played but if not available each point should be marked off on the score sheet before the start of the next incase the scoreboard gets disrupted and you forget the score.
14. Each set is to 25 by 2 points. For a set to count a team must reach 13 points. During each set when a team reaches thirteen the scores should be circled on the score sheet in case a count back is needed to decide a winner.
15. A maximum of 5 sets is playable if time allows.

Player Rights and Responsibilities

16. Players must accept the referee's decision and continue playing the match. If they feel a need to contest a referee's conduct they have the right to apply to the committee in writing within 7 days of the match for a review which will happen either via email corroboration or at the next committee meeting.

