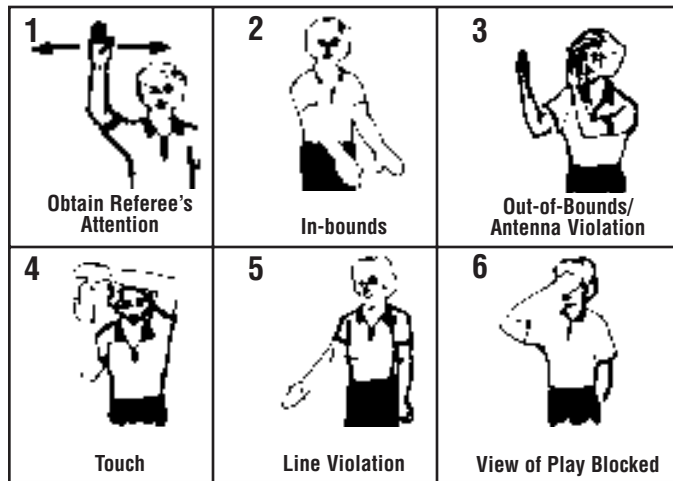


LINE JUDGE SIGNALS



HOW TO USE LINE JUDGE SIGNALS

- Obtaining Referee's Attention:** Wave arm overhead to obtain the referee's attention, when necessary.
- In-Bounds:** Arms extended in front of body, hand open (palm down) toward the floor area between the attack line and the net.
- Out-of-Bounds/Antenna Violation:** Raise both hands head-high, fingers together, palms toward face, elbows bent.
- Ball Touched:** Brush one hand with horizontal motion over fingers of other hand which is held in a vertical position to the side of the head.
- Line Violation:** Indicate the line where the violation occurred with outstretched arm, hand open (fingers together) and palm sideward. Used to indicate service line violation.
- View of Play Blocked:** Raise open hand (palm towards face) directly in front of eyes to indicate view of the play was blocked.

INSTRUCTIONS FOR SCORER

5-5-1 Designates prematch responsibilities . . .

The official scorer shall, at least 10 minutes prior to the end of timed prematch warm-up, receive each team roster. When any inaccuracy is discovered, report it to either official. Two minutes prior to the end of timed prematch warm-up, enter the numbers of the starting players in the proper floor position used to start the game. This information shall be made available to the assistant scorer.

The official scorer shall print the names of the referee and umpire on the official scoresheet.

5-5-2 Designates position . . .

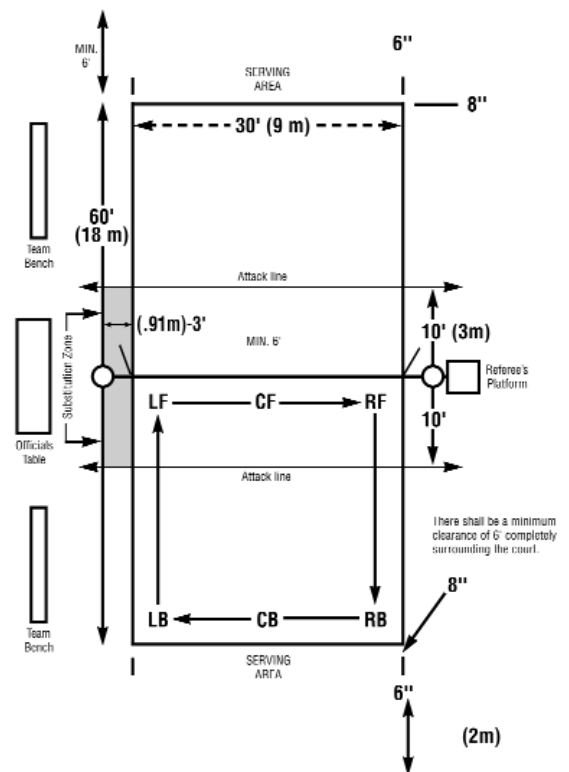
The official scorer, in addition to the assistant scorer, shall be seated next to the official timer at the officials' table, which shall be placed at least 6 feet outside the court sideline opposite the referee. An assistant scorer may be seated on the outside of the official scorer.

5-5-3 Designates duties during the game . . .

The official scorer shall:

- Record individual and team scoring and supervise the visual scoring device;
- Notify the umpire during the next dead ball when there is discrepancy with the score;
- Verify the serving order to the referee;
- Designate the proper serving order upon request of the referee or umpire during a dead ball;
- Sound a signal at the time the ball is contacted for the serve when there is an improper server;
- Keep a record of time-outs charged to each team and notify the umpire how many time-outs each team has used at the end of each team time-out;
- Record in the Comments Section of the scoresheet:
 - When a player is rendered apparently unconscious;
 - Abnormal substitutions;
 - Warnings, penalties and disqualifications for unsportsmanlike conduct and notify umpire of any previous conduct violations by the same individual;

COURT DIAGRAM



- Equipment and uniform violations, and notify umpire of any previous equipment/uniform violations by the same team during the match.
- Notify the umpire when a team has requested an illegal time-out;
- Record each substitution as it is reported by the umpire. Immediately notify the umpire if a substitution is a request for a:
 - 15th, 16th, 17th or 28th substitution;
 - 19th entry (illegal);
 - Re-entry in wrong service position;
 - Re-entry of a disqualified player;
 - Re-entry of an injured/ill player during the same game in which he/she was replaced by exceptional substitution;
 - Player not listed on the roster.
- Not count as an illegal substitution or as one of the 18 entries allowed per team when a starting player is injured in pregame warm-up.

INSTRUCTIONS FOR TIMER

5-6-1 Designates prematch responsibilities . . .

The official timer shall be designated and report to the referee at least 20 minutes prior to the first game.

The official timer shall inspect the timing devices and test it to be certain it is in proper working order, and time prematch warm-up.

5-6-2 Designates position . . .

The official timer, in addition to the assistant timer, shall be seated next to the official scorer at the officials' table, which shall be placed at least 6 feet outside the court sideline opposite the referee. An assistant timer may be seated on the outside of the official timer.

5-6-3 Designates duties during the game . . .

The official timer shall:

- Time the interval for each time-out beginning with the official's signal and give an audio signal at 45 seconds and 60 seconds if necessary.
- For injury time-outs, the timer shall begin timing with the official's signal and give an audio signal at the end of 30 seconds unless play has resumed or the official indicates a decision has been made.
- Time the interval between games (3 minutes) beginning when the referee signals teams to report to the appropriate team benches and given an audio signal at 2 minutes 45 seconds and at 3 minutes.