

ARIZONA REGION OF USA VOLLEYBALL

2004-06 OFFICIAL'S CLINIC OUTLINE FOR JUNIORS

** Clinicians are assigned on website (juniors page).*

Time Schedule (Total 1.5-2.0 Hours)

Start - 0:10	Intro, New Rules (Signal changes #2, #21, #24, #29; Injured Libero out for match) Clinic Verification form – Handout to Coaches; Coach's must attend scorekeeping!!! 17's & 18's Players – Referees (30 minute review with Head Clinician, then Ref Test) Junior Referee Program – "Get your name/e-mail to Head Clinician or Ernie Vasquez" 17's & 18's Players – Scorekeepers (30 minute review w/ Score clinician; the Report to Head clinician for Review questions, then Score Test) 3 Most Important Things Today: "Pay Attention, Learn How to Do It, Ask Questions"
0:10 – 1:45	Station Rotation (4 x :20-25) OR Scorekeeping (0:10- 1:45)
1:45 - 2:00	Clinic Verification Forms, Gather Tests (Refs & Scorers); Jr Ref Development Program

PART 1: CONVERSATION WITH THE GROUP – by Head Clinician (10 minute icebreaker)

- A. New Rules – **Signal changes #2, #24, #29; Injured Libero out for match**
- B. Coaches – How to Divide Refs/Scorers – "Score - Neat Writers, Attentive, Detailed; Refs-Assertive, strong Whistle" ("Coaches...In 3 minutes...divide your team")
- C. "What characteristics make a good official/scorer/line judge/libero tracker/flipper?"
 - * Consistent
 - * Good Communicator
 - * Judgment
 - * Pay Attention
 - * Humility
 - * Decisiveness
 - * Professional Attitude

1) Look Like an Official - Quiz the Group

- * Own/Secure a Whistle (from your Coach) & know how to use it.
- * Learn officiating duties - What to do, when to do what, how to communicate, etc.
- * Mechanics – Where to stand, movement, signals, protocols, etc.
- * Pre-match conference - Intro, ground rules, protocols, warm-ups, subs, new rules, coin flip

2) Think & Act Like One

- * Study, Learn & Apply the RULES – Quiz the group
- * Prematch w/Ref Crew – Communication is the key.
- * Fair & Honest; Consistent; Good Communicator; Professionalism

E. Divide into 2-4 Ref Groups & 1 Score Group

- * Refs – Go to gymnasium, & divide into 2 or 3 groups.
- * Scorekeepers – Go to scorekeeping venue.

PART 2: STATION ROTATION (20-25 MINUTES EACH) OR SCOREKEEPING

A. Four Stations for Referees - Four (4) X 10 minutes each, then Short Court Games (30-40 min.)

- 1) R1 Duties, Court Protocols, & Pre-Match Conference, Whistle & Signals, Serving
- 2) R2 Duties – During Play, Bench/Table Mgmt, Libero & Line Judge Technique
- 3) Ball Handling and Judgment
- 4) Play At, Above and Within the Plane of the Net

B. Scorekeeping - Classroom, cafeteria, or gym; Use Overheads and/or & Videotape: 60-75 minutes

- 1) Introduction and Review (17's/18's can help 12's)
- 2) Practice set - Verbalize from the USAV Rulebook, or make up your own.

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Station 1 - R1 Duties, Protocols, Pre-Match, Whistle/ Signals, Serving/Screening

A. R1 Duties - Quiz the Group

- 1) Know the Playing Area - Check the court & facility (net ht, padding, balls, wall vs. ceiling obstructions)
- 2) Judge Every Contact 3) Loud & Assertive Whistle
- 4) Signal Sequence (Whistle, Loss of Rally, Result/Violation)
 *Scan Benches * Find Server * Ck Rec. Team * Beckon.
- 5) Tempo – Hustle (not Hurry) 6) Meet w/ R2 & Line Judges –

B. Court Protocols - Quiz the Group

- 1) Secure your Officiating team (2 Line Judges, R2, Scorekeeper, Flipper/Libero Tracker)
- 2) Clearly Inform Teams of Warm-up and Monitor the Time (or assign to R2)
 All teams 1st match - 5 min. ball handling; then 4 min. serving team; 4 min. receiving team.
 All other matches - 4 minutes serving team; 4 minutes receiving team.
- 3) Meet w/ R2 & Line Judges – Discuss Situations, R2 Help, Eye Contact
- 4) LJ Quiz - “Quickest & Correct Signal Earns Point” **DEMONSTRATE**
 (In, Out, Touch, Ft Fault, Antenna, Unable to Judge; Behind Close Server, TO-Middle of Endline)

C. Prematch Conference w/ Captains - Quiz the Group!

- 1) Explain Check the court & facility
- 2) Whistle for Captains - **DEMONSTRATE** with Groups of 3
 Introduce, Ground Rules, Legal Equipment (no jewelry), Captains –Coin Flip (or odd/even)
- 3) Inform scorekeeper of serve/side, etc

D. Whistle - Quiz the Group & DEMONSTRATE (Whistle, Loss of Rally/Replay, Fault Signal)

- 1) Loud so everyone stops...**IMMEDIATELY** when ball is dead
- 2) Do the signals and show the tempo & sequence of the signals used together!

E. Signals - Clear and Concise (Demo while they mimic you)

- | | | |
|--------------------------------|---|---------------------------|
| "Beckon for Serve" | "Side-out" (loss of service) | "Ball In" or "Ball Out" |
| "Ball Touched" and landing out | "Ball Held or Thrown" or "Held against net" | |
| "Four Contacts" | "Double Contact/Two Contacts" | "Substitution" |
| "Time-Out" | "Illegal Block or Screen" | "Net" |
| "Play Over" or "Re-serve" | "Illegal block or Attack" | "Illegal Back-row Attack" |
| "Loss of Rally" | "Change Courts" | "Authorize to Enter" |

F. Serve & Screen - Quiz the Group & DEMONSTRATE

- 1) The server has eight (8) seconds to put the ball in play after the whistle.
- 2) No service toss error (except for 14's & 12's - still OK; 5 seconds & 5 seconds)
- 3) At the moment of contact, the server must be in or taken off from the "Service Zone"; OK to start in the "Free Zone"; **DEMONSTRATE** show the "Service Zone"
- 4) The serving team may not "SCREEN" the opponents from seeing the server.
- 5) Violating the service order or the "service tossing error" rule and not executing the serve properly are "ILLEGAL SERVES", **Signal #17**.
- 6) "Service Faults" are: Ball touching serving team, not in the crossing space, landing out, or passing over a screen. Ball touching the net and falling on opponent's side is in play.

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**Station 2 - R2 Duties - During Play, Bench/Table Mgmt, Libero & Line Judge Techniques
(Discuss/Explain/Demo)**

A. R2 Duties - Quiz the Group

- 1) Monitor/Time the Warmups; Check Submitted lineup w/scoresheet & libero sheet
- 2) Whistle teams to lineup on endlines
- 3) Check lineups - Match Roman Numerals (Written lineup w/player on ct). (*Demo: On-Ct 1-6*)
 - If libero is waiting, Authorize to Enter; Indicate Captain's Jersey #'s; Release to R1

B. During Play – Position 3-5 ft Away from Pole

- 1) Check R team for Position Fault
- 2) Transition to Blockers Side & Look Through Net
 - a. Net & Line Fault - Off the pole and always on blocking team's side; movement, shuttle
 - b. Repeat R1 Signals (mirror) *EXCEPT Service Beckon*; Scan Benches then Start w/ "a" again.

C. Bench Management – Players or Coaches Only!

- 1) Substitutions – Sequence (Only Players in Sub Zone – No Coaches!)
 - a) Recognize sub in the zone, or coach's request
 - b) Whistle loud and signal
 - c) See Numbers
 - d) Authorize to Enter (*New Signal #29*).
 - e) Tell scorer "On your right, 12....5, score 10-12"
 - f) Point to the R1 with Overt hand signal - Release court back to R1
- 2) Time-outs - Scan benches after every sideout; whistle and signal; 30 seconds; release to R1
- 3) Mirror all signals of the R1 (except Beckon for Serve, Service Fault)

DEMONSTRATE

- 1) Check lineups - Start with Position I, II, III, etc.
- 2) Non-Net contact – Outside the net (cables, ropes)
- 3) Incidental Contact - By Hair
- 4) Insignificant Contact - A player not involved with playing the ball
- 5) Subs - Groups of three
- 6) Libero - Replacement and the exchange zone (attack line to endline)

D. Libero - Quiz the Group

- 1) Contrasting jersey w/number
- 2) Check lineup's Libero box (confirm with coach)
- 3) Replacement occurs between attack line and endline
- 4) Discuss Libero rules/situations from USAV Rulebook

E. Line Judge Techniques - Quiz the Group

- 1) Position - 1 ft off the court, corners
- 2) Watch ball during play, not just when it lands.
- 3) Look for Touches – See the ball hit the blockers hands
- 4) Focus on the Line and see the ball contact floor - **DEMONSTRATE**
- 5) Signals – With and without flags – **DEMONSTRATE**

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Station 3 - Ball Handling & Judgment (Discuss/Explain/Demo)

A. Ball Handling - Quiz the Group

- 1) 3 Contacts (not counting Block)
- 2) Ball may contact any part of body - Yes you may intentionally kick the ball
- 2) Two teammates contact the ball "simultaneously", either may play the ball next
- 3) Two opponents contact the ball "simultaneously", (joust), the team receiving the ball gets 3 hits
- 4) If a ball caught or thrown on any contact - **ALWAYS A LIFT/ILLEGAL HIT**
- 5) FAULTS - a) 4 Hits b) Catch c) Double Contact d) Illegal hit - Player plays ball in nonplayable area
- 6) 1st Ball - Double Contact is legal, play on.
- 7) R1 Get your eyes to setters hands before ball arrives

B. Judgment – DEMONSTRATE 10-15 REPS EACH

- 1) Clinician toss to setter in setting zone on the net, set to target on sideline, 3 ft off net -
Toss at difficult angles; Quiz group on set - legal, lift, or double contact?
- 2) Clinician toss to non-setter in setting zone on the net, set to target on sideline, 3 ft off net
Toss at difficult angles; Quiz group on set - legal, lift, or double contact?
- 3) Clinician (or player) receive serve; Quiz group on contact - legal, lift, or double contact?
- 4) Clinician (or player) – Intentionally Kick Ball
- 5) Clinician - Hold ball against net; Quiz group on contact - legal, lift, or double contact?
- 5) Clinician – Tip Ball Around Block, change direction & angles

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Station 4 - Play At, Above and Within the Plane of the Net (Discuss/Explain/Demo)

A. Centerline & Net Violations - Quiz the Group DEMONSTRATE

- 1) Hand & Foot – On or above is okay
- 2) Any other body part contacting court across centerline - fault
- 3) Contact across centerline, but outside the court lines – okay, play on
- 4) Where does the net end/begin?

B. Vertical Plane - Play on Your Own Side - Quiz the Group DEMONSTRATE

- 1) Except – Opponent attacking; Opponent 3rd contact; Opponent has no player playing the ball

C. Illegal BR Attack by Setter - Quiz the Group & DEMONSTRATE

- 1) Player Location & Ball Location

D. Illegal BR Attack by Player on or in Front of Attack Line; DEMONSTRATE

- 1) Player Location & Ball Location

15's – 17's only

A ball in the "vertical plane of the net" can be played by either team. It is a complicated situation when you have a blocker and a back-row setter, but it might be good to explain it relative to who contacts the ball FIRST.

E. Illegal BR Block - Quiz the Group & DEMONSTRATE

- 1) Player location
- 2) Who contacted the ball first & ball location

F. Illegal BR Block vs 1st contact - Quiz the Group & DEMONSTRATE

- 1) Player location (above net, or below)

NOTE: At present, it is a legal play for a front row player to intentionally position their hands or arms to deflect a rebound of a ball that is passed into the body of the net, as long as they don't actively push their hands toward the net before the ball pushes the net into them.