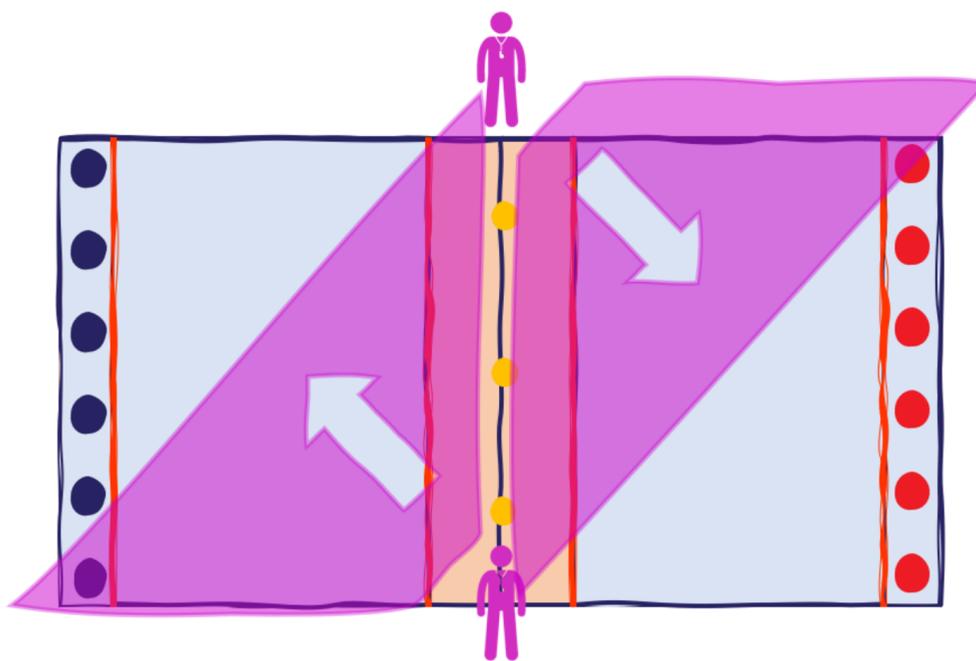


## ROLE OF REFEREES

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### Main Referees

#### Positioning:



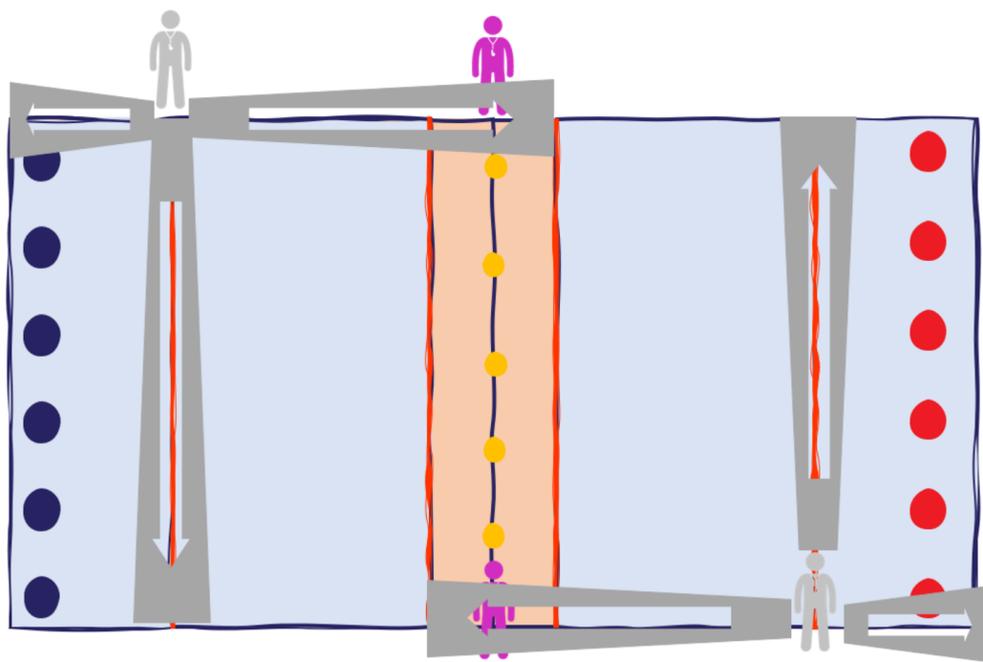
#### Role:

- **Timing & Scoring:**
  - Time set/half & keep track of time
  - Record scores
- **Rush:**
  - Start sets
  - Watch for false starts to the left
  - Watch for line infringements on the centre line
- **Gameplay:**
  - Manage the 'Play Ball' count to the left, and act as back up for the right
  - Watch all play for hits, catches, blocks, bounces and line faults
  - Independently & actively call players out
  - Watch for retriever errors/faults, such as retrievers crossing the centre line or stepping on court
  - Listen to assistant referees when they have a better viewpoint than you, and confer with all referees as required
- **Safety & Sanctions**
  - **Duty of care:** Monitor player safety at all times, notifying event coordinator immediately if you observe an issue
  - Manage & record sanctions as required

## ROLE OF REFEREES

### Return Line Assistant Referees

#### Positioning:



#### Role:

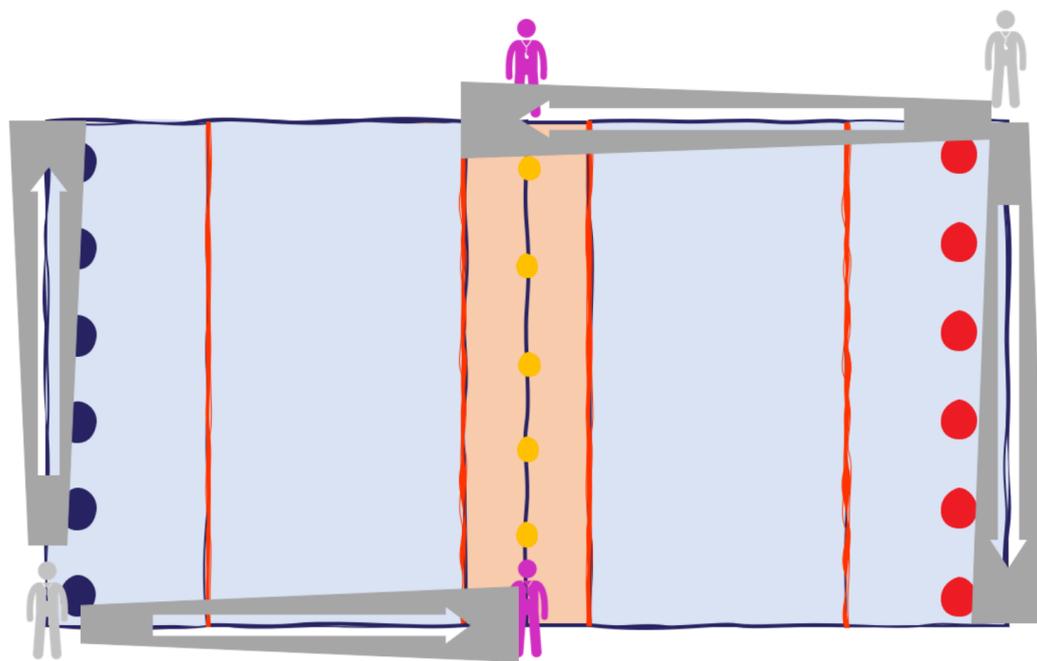
- **Starting Sets:**
  - Watch for false starts from the team on your half
  - Watch to ensure balls are made live on the opening rush
- **During Sets:**
  - Watch your half of the court for hits, catches, blocks, bounces and line faults
  - Follow balls thrown towards the other side of the court to assist with decisions
  - Independently & actively call players out
  - Confirm your point of view to main referees when you have a better viewpoint, and confer with all referees as required
  - Watch for retriever errors/faults, such as retrievers crossing the centre line or stepping on court
  - Keep track of the outbox queue order in case a catch is made
- **Ending Sets:**
  - Be aware of player numbers on court at the end of sets to help confirm set scores
  - Assist in resetting balls between sets
- **Safety:**
  - Monitor player safety at all times
  - Informing the main referee immediately if you observe an issue

## ROLE OF REFEREES

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### Back Line Assistant Referees

#### Positioning:



#### Role:

- **Starting Sets:**
  - Watch for false starts from the team on your half
- **During Sets:**
  - Watch your half of the court for hits, catches, blocks, bounces and line faults
  - Follow balls thrown towards the other side of the court to assist with decisions
  - Independently & actively call players out
  - Confirm your point of view to main referees when you have a better viewpoint, and confer with all referees as required
  - Watch for retriever errors/faults, such as retrievers crossing the centre line or stepping on court
- **Ending Sets:**
  - Be aware of player numbers on court at the end of sets to help confirm set scores
  - Assist in resetting balls between sets
- **Safety:**
  - Monitor player safety at all times
  - Informing the main referee immediately if you observe an issue

# Frequently Asked Questions

## What should assistant referees focus on during gameplay?

- Prioritise focusing on players and retrievers in your half of the court; this includes those in close proximity to the edge of the court and those being targeted by opponents.
- Assistant referees on the ball return line may have a particularly good angle on plays high up court such as pre-throws, and assistant referees on the back line may have a particularly good angle to view back line faults.
- If a player on your side of the court makes an attack, and you don't need to monitor anything on your side of the court, then follow the ball's flight into the other half of the court in order to assist with Hit or No Hit decisions.

## Should assistant referees call players out or tell the main referees if they see a hit?

- All assistant referees and main referees should 'Independently and actively call players out'.
- If you see something, then tell the player directly, with a quick explanation of why they are out e.g. 'hit'.
- Assistant referees should also make calls on non-hits in order to help play run smoothly and clarify events during gameplay e.g. 'bounce', or 'block'.
- Using non-verbal hand signals can help to show everyone your decision quickly.

## What if two referees disagree on a decision?

- Both referees that made the decision should try to solve the problem quickly without taking focus off the game and allowing other events to build up. This can often be as easily as the person viewing from the better angle saying "It definitely bounced." for example. The person who is less confident, or has a worse viewing angle, should go with the other's decision.
- The main referee may override an assistant referee's decision when they are themselves very confident in their observation, but it is good practice to listen and take assistant referees observations on board.
- If a quick decision cannot be reached, then the main referees should pause time, and have a quick discussion with all assistant referees to quickly make a decision.

## Can assistant referees give sanctions?

- Assistant referees cannot directly provide sanctions such as:
  - Giving players a warning
  - Calling players out for anything other than a gameplay event e.g. a hit, catch or line fault
  - Giving players a penalty set
  - Giving players a yellow or red card
- Assistant referees are encouraged to still be involved in the sanctioning process by reporting anything deemed as inappropriate or sanctionable behaviour to the main referees. Main referees can then use this information to provide sanctions as required.