

EXPECTATIONS FOR GRADING VOLLEYBALL REFEREES UP TO THE LEVEL OF NATIONAL A

The following is a guide as to the expectations of each level of referee within the AVRC Level 1. This guide should be read in conjunction with the instructions on page 4 of the AVRC1 Referees Assessment Form.

	DISTRICT	REGIONAL	STATE
1. Service, Player Positions			
1.1 Execution of the service	Should pick up foot on line, obvious serve off hand.	Should call all faults.	Should call all faults.
1.2 Delay in service	Should call if over 8 seconds.	Should call if over 8 seconds.	Should call if over 8 seconds.
1.3 Screen	May not pick up	May not pick up except if very obvious	Should call most obvious deliberate screens
1.4 Positional faults (including Libero)	Should pick up obvious cases with players standing adjacent to each other.	Should pick up obvious cases with adjacent players and look for less obvious cases with players separated.	Should pick up almost all cases except where a complicated pattern is employed
1.5 Rotational faults	Should call as directed by the scorer.	Should call as directed by the scorer.	Should call as directed by the scorer.
2. Ball Contact Control			
2.1 First hit of the team	Should only call catch and throws.	Should only call catch and throws.	Should only call catch and throws.
2.2 Second hit			
2.2.1 Normal situation	Should call obvious double hits and catches.	Should call obvious and less obvious technical breaches and be relatively consistent with these calls	Should call technical breaches correctly especially at higher level games. Should be consistent with calls.
2.2.2 Extraordinary situation	Should not call minor technical breaches	Should not call minor technical breaches	Should not call minor technical breaches
2.3 Third hit	Should call obvious double hits and catches.	Should call obvious and less obvious technical breaches and be relatively consistent with these calls	Should call technical breaches correctly especially at higher level games. Should be consistent with calls.
2.4 Four hits	Should call obvious cases. Should call very obvious ones in a net/block situation.	Should call obvious cases. Should call correctly most in a net/block situation.	Should be correct in almost all cases especially near the net.
2.5 Double contact	Should call obvious double hits.	Should call all obvious double hits and some more technical cases.	Should call most double hits.
2.6 Simultaneous contacts	May not realise situation. Sometimes makes correct decisions.	Should call outcome correctly is majority of cases.	Should call outcome correctly is almost all cases.
2.7 Assisted hit	May not realise situation	May not realise situation	
2.8 Ball touched (or hit) by block or other players	Should call obvious cases.	Should be correct on obvious cases and most others	Should be correct almost all the time
2.9 Ball contact with floor, outside object	Should be correct almost all the time.	Should be correct almost all the time.	Should be correct almost all the time.
3. Play at the Net			
3.1 Crossing space (antennae, outside)	Should call obvious cases.	Should be correct on obvious cases and most others	Should be correct almost all the time
3.2 Reaching beyond the net	Should call obvious cases. May occasionally incorrectly call blockers.	Should call most obvious cases. May miss some more technical cases with play close to the net.	Should call most cases correctly. (May miss some very technical cases in a fast paced game)
3.3 Penetration (line, space) under the net	As second ref, should call most cases correctly. May miss some due to poor positioning.	As second ref, should call almost all cases correctly.	As second ref, should miss very few cases..

3.4 Net touch (legal, illegal)	Should call obvious net touches. May miss some late net touches due to following the ball too early. May call some legal net touches.	Should call most net touches. May miss some late net touches due to following the ball too early. Should call few legal net touches.	Almost all calls should be correct. Should miss very few net touches due to following the ball too early.
3.5 Front-row players			
3.5.1 Attack-hit control (also Libero set)	May miss Libero sets in the front zone.	Should recognise illegal hits from Libero sets in some cases.	Should recognise most illegal attack hits.
3.5.2 Blocking control	Will probably miss technical blocking breaches.	Will miss some technical blocking breaches	Should miss few technical blocking breaches.
3.6 Back-row players			
3.6.1 Attack hit control (also Libero)	Will probably miss most illegal back court attacks.	Should call illegal back court attacks at least 50% of the time.	Should call most illegal back court attacks.
3.6.2 Blocking control (also Libero)	Will probably miss illegal back court blocks (as second referee)	Should call illegal back court blocks at least 50% of the time.	Should call most illegal back court blocks.
4. Appearance and Personality			
4.1 Presentation: clean and formally dressed	Should be as is required for the competition.	Should be as is required for the competition	Should be as is required for the competition
4.2 Image and behaviour	Should present a positive image before during and after the game.	Should present a positive image before during and after the game.	Should present a positive image before during and after the game.
4.3 Reactions: hesitant or quick	May sometimes call late though correctly. Often may blow the whistle late. May try to do everything at once.	Should most times blow the whistle as soon as a fault is committed. Signals should follow in a confident manner.	Should most times blow the whistle as soon as a fault is committed. Signals should follow in a confident manner.
4.4 Attitude: unsure or decisive	May at times look indecisive but usually due to trying to do everything at once.	Should generally look decisive in most cases. May look indecisive when something odd or unexpected happens.	Should look decisive in almost all cases associated with their own duties.
4.5 External pressure: influenced or not	May occasionally be influenced by "oh's and ar's"	Should not be influenced by external pressure.	Should not be influenced by external pressure.
Game Management			
5.1 Co-operation	Often will look to linejudges and second referee for assistance well after the end of the rally. Will often try to make all decisions themselves	Will generally use linejudges and second referee in an appropriate manner.	Consistently works well with linejudges and second referee.
5.2 Game interruptions			
5.2.1 Time outs	Generally times correctly.	Always times correctly	Always times correctly.
5.2.2 Substitutions	May not always be in the correct position.	Should always be in the correct position. Should work well with scorer.	Should always be in the correct position. Should work well with scorer
5.2.3 Intervals, injury, external interference	Generally times correctly. Generally makes correct decisions on external interference.	Always times correctly. Generally makes correct decisions on external interference.	Always times correctly. Usually makes correct decisions on external interference
5.3 Libero	May get lost with libero if used.	Should be generally in control of libero play.	Should make few errors concerning the libero.
5.4 Improper requests and delays	May often allow improper requests then reverse decisions when error is informed or otherwise noticed. Will usually not use delays sanctions.	Should reject most improper requests. Should use delay sanctions where appropriate.	Should reject all improper requests. Should use delay sanctions where appropriate.
5.5 Misconduct warning and sanctions	Will often not use or be overzealous in the use of sanctions, often without a warning.	Warnings and sanctions are generally used appropriately.	Warnings and sanctions are generally used appropriately.
5.6 Optical position to judge	Will often not move to get best optical position especially as second referee.	Will generally move to get best optical position. Will almost always watch the net from correct side as second referee.	Will almost always move to get best optical position. Will always watch the net from correct side as second referee.
5.7 Use of whistle	May often blow whistle late. Should always blow whistle at the end of a rally.	Use of whistle is generally correct	Use of whistle is always correct.

5.8 Use of official hand signals	May sometimes try to do all signals at the same time. May sometimes signal the wrong way around. May sometimes give incorrect signal e.g. ball down instead of four hits with the ball out of the net.	Should always be correct way around and generally correct for the fault that ended the rally.	Signals should always be correct
5.9 Attention to details	May miss some details.	Should miss few important details	Should miss very few details in relation to the game.
6. Organisation			
6.1 Game preparation	Should be as expected for the competition	Should be as expected for the competition	Should be as expected for the competition
6.2 Playing protocol	Should be as expected for the competition	Should be as expected for the competition	Should be as expected for the competition
6.3 Punctuality	Should be present in adequate time to perform all duties required for the match.	Should be present in adequate time to perform all duties required for the match.	Should be present in adequate time to perform all duties required for the match.
6.4 Game completion	Should perform all duties required for after game protocols e.g. captains to sign, check scoresheet etc	Should perform all duties required for after game protocols e.g. captains to sign, check scoresheet etc	Should perform all duties required for after game protocols e.g. captains to sign, check scoresheet etc
6.5 Scoresheet control	Should correct any errors on scoresheet	Should correct any errors on scoresheet	Should correct any errors on scoresheet