



# Scorer and Line Judge roles

## VC National Championships

### Scorer and Assistant Scorer

Each team will be required to provide one (1) volunteer per match to act in the role of Scorer or Assistant Scorer. This role may be completed by a parent or any supporter of the team. This individual should not be changed once the match protocols have been started.

The Assistant Scorer will be responsible for the manual scoreboard while the Scorer will be responsible for the scoresheet. For further details on how to complete the scoresheet please review the following:

The following summarizes the requirements of the **Assistant Scorer**:

- Report to the 2<sup>nd</sup> referee a minimum of 10 minutes prior to the start of the match
- Maintain focus on the match
- Remain impartial and avoid cheering
- Accurately display the score on the flip chart throughout each set in accordance with the data on the scoresheet
- Pick up the flipchart and show the score to all spectators on a regular basis
- Cross reference at the conclusion of every rally with the Scorer to ensure that the manual scoreboard matches the recorded data on the scoresheet
- Change the score on the manual scoreboard at the appropriate time should teams reach a 3<sup>rd</sup> set
- Support the Scorer managing the scoresheet as needed
- Sign the scoresheet at the completion of the match

The following summarizes the requirements of the **Scorer**:

- Report to the 2<sup>nd</sup> referee a minimum of 10 minutes prior to the start of the match
- Maintain focus on the match
- Remain impartial and avoid cheering
- Collect and hold the official rosters for both participating teams
- Check that the numbers on the line-up sheets can also be found on each team's official roster (if not, please report to the 2<sup>nd</sup> referee).
- Report to the 2<sup>nd</sup> referee the number of time-outs the team has taken upon completion of each time out (each team is permitted a maximum of 2 time-outs per set).
- Accurately track the score of the match
- Accurately track the service rotation for each team. If an incorrect player completes the serve notify the 2<sup>nd</sup> referee immediately
- Accurately record each substitution
  - Ensure that the number of the player being substituted into the match is listed on the team's official roster
  - Write the number of the incoming player below the number of the outgoing player
  - Signal to the 2<sup>nd</sup> referee that the substitution has been noted on the scoresheet



- Upon completion of match ensure that the official rosters are collected by each team and that the scoresheet is signed.

## LINE JUDGES

Each team will be required to provide one (1) athlete per game to act in the role of line judge. Should the team not have sufficient athletes to fill this role, the opposing team will be asked to supply a second athlete. If this is not possible, the referees will manage the match with no line judges.

The following summarizes the role of the **Line Judge**:

- May or may not have a flag. If flags are not provided for the match, hand signals mimicking flag movements are to be used.
- Report to the 2<sup>nd</sup> referee prior to the start of the match
- The athlete line judge will call lines for their own team throughout the entirety of the match. They will be responsible for the end line to their right and the sideline in front of them and any calls listed below on their side of the court. Athlete line judges will be placed on opposite corners from each other.
- If the athlete acting as line judge is to be subbed into the match, the referee will provide adequate time for this change.
- The line judge will signal:
  - The ball 'in' and 'out' whenever the ball lands near their line(s)
  - The touches of 'out' balls by the team receiving the ball
  - The ball touching the antenna, the served ball and the third hit for the team crossing the net outside the crossing space. *The crossing space is defined as the top of the net, the antennae (plus imaginary extension to the ceiling, and the ceiling itself).*
  - Any player (except the server) stepping outside of his/her playing court at the moment of the service hit
  - The foot faults of the server
  - Any contact with the top 80 cm of the antenna on their side of the court by any player during his/her action of playing the ball or interfering with the play
  - Ball crossing the net outside the crossing space into the opponent's court or touching the antenna on his/her side of the court. *The crossing space is defined as the top of the net, the antennae (plus imaginary extension to the ceiling, and the ceiling itself).*
- Faults should be signaled clearly, to ensure beyond any doubt that the first referee sees them.

For further details, please review the Volleyball Canada Line Judge Presentation:

<https://volleyball.ca/en/development/referee/rules-amp-guidelines#line-judgetraining>