

## New York State Certified Volleyball Officials' Inc. Practical Rating Second Referee

| Varsity            | 85 |
|--------------------|----|
| Junior Varsity     | 75 |
| Modified           | 65 |
| Candidate's Rating |    |

| Place ————                                       | Dat  | e_    |          |      |          | Camo        | ulty ( ) Numerous Decisions ( ) Average Match ( ) |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |     |
|--------------------------------------------------|------|-------|----------|------|----------|-------------|---------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|
| (30) A. Game Control                             | GAME | 1 0,1 | GAM<br>2 | 1E 2 | GAN<br>2 | ИЕ 3<br>0,1 | (12) B. Mechanics GAME 1 GAM 2 0,1 2              | e e                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | E 3 |
| 1. Warm-up administration                        |      |       |          | 5    |          |             | Correct signals and techniques                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |     |
| 2. Line-ups, rosters, scoresheets and signatures |      |       |          |      |          |             | 2. Proper signal sequence                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |     |
| 3. Pre-game line-up check                        |      | Ī     |          |      |          |             | 3. Mimics signals initiated by R1                 |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |     |
| 4. Pre-game conference with scorekeeper          |      |       | 6        | 8    |          |             | 4. Whistle quality and technique                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |     |
| 5. Pre-game conference with first referee (R1)   |      |       |          |      |          |             | 5. Reaction time                                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |     |
| 6. Attentive to bench personnel needs            |      |       |          |      |          |             | 6. Scans the court                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |     |
| 7. Administration of substitutes                 |      |       |          | -    |          |             | COMMENTS:                                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |     |
| 8. Administration of replacement players         |      |       |          |      |          | 10          |                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |     |
| ). Control of benches                            |      |       |          |      |          |             |                                                   | is an Toron apparen                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |     |
| 0. Time-out procedure                            |      |       | 6        | i    |          |             | (14) C. Positioning GAME 1 GAM                    | Name of the state |     |
| Appropriate verbal warning                       |      |       |          |      |          |             |                                                   | 0,1 2                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | 0,1 |
| 2. Appropriate sanctions                         |      |       |          |      |          |             | Clear view of receiving team                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |     |
| 3. Game tempo                                    |      |       |          |      |          |             | 2. Focus on blockers                              |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |     |
| 4. Ball possession                               |      |       |          |      |          |             | Proper distance from net support                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |     |
| 5.Between game control                           |      |       |          |      |          |             | 4. Quick transitions                              |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | _   |
| COMMENTS:                                        |      |       |          |      |          |             | 5. Clear view of blockers and attackers           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |     |
| SOMMENTS.                                        |      |       |          |      |          |             | Ability to stay with net play (not follow ball)   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |     |
|                                                  |      |       |          |      |          |             | 7. Clearly visible to R1 (eye contact)            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |     |

| 1. Net violations 2. Center line violations 3. Insignificant net contact                                 | 2    | 1 0 4 |          | 1    |          | 1    |
|----------------------------------------------------------------------------------------------------------|------|-------|----------|------|----------|------|
| . Center line violations                                                                                 |      | 0,1   | 2        | 0,1  | 2        | 0,1  |
|                                                                                                          |      |       |          |      |          |      |
| 3. Insignificant net contact                                                                             |      |       |          |      |          |      |
|                                                                                                          |      |       |          |      |          |      |
| 4. Illegal alignments on receiving team                                                                  |      |       |          |      |          |      |
| 5. Back row players                                                                                      |      |       |          |      |          |      |
| 6. Touches                                                                                               |      |       |          |      |          |      |
| . Antennas                                                                                               |      |       |          |      |          |      |
| B. Adjustments to level of play                                                                          |      |       |          |      |          |      |
|                                                                                                          | _    |       |          | 7    | 1        |      |
|                                                                                                          | S GA | ME 1  | GAN<br>1 | 1E 2 | GAN<br>1 | /E 3 |
| Respectful attitude     Courteous                                                                        |      | 1     |          | 1    | 400      | 1    |
| Respectful attitude     Courteous     Communications with players                                        |      | 1     |          | 1    | 400      | 1    |
| 1. Respectful attitude 2. Courteous 3. Communications with players 4. Communications with team personnel |      | 1     |          | 1    | 400      | 1    |
| Respectful attitude     Courteous     Communications with players                                        |      | 1     |          | 1    | 400      | 1    |
| 1. Respectful attitude 2. Courteous 3. Communications with players 4. Communications with team personnel |      | 1     |          | 1    | 400      | 1    |