## NATIONAL HOME SCHOOL TOURNAMENT REFEREE GUIDELINES

First day - If you are assigned to the first match of the day, please arrive at 7:15 am to be ready for a 7:30 am meeting. Subsequent days: Arrive at least 30 minutes before your first scheduled match time.

Keep all your personal items in the designated space. Keep all hospitality food in the hospitality room.
Each day starts with a prayer at 7:45; followed by Star Spangled Banner and then the coin toss/warm-ups.

## REFEREE UNIFORM:

1. High school uniform - white/gray/blue polo shirt, black pants, black shoes and black socks.

- Thursday - white; Friday - gray (or white); Saturday - blue (or white). It is not critical if referees do not match.

2. Store your bag, coats, etc in the designated officials room, not in the hospitality room.
3. Bring flags, if you have them.
4. Teams will NOT switch sides.

## FORMAT:

1. First round pool play
a. Most courts will play 2 sets to 25 points on the first day. Refer to the assignment sheet for specifics.
b. Information about the number of sets or match play for subsequent days will be noted on the scoresheet.
c. If auto 3 , play all 3 sets as if they were the first 3 sets in a best 3 out of 5 . No additional coin toss. The team who served first will serve first in third set.
d. On Thursday, ALL divisions will play 2 sets to 25 points, starting at 4.
e. On Friday, Varsity girls will continue in pool play and will play 2 sets to 25 points, starting at 4.
f. On Friday, Varsity boys will start pool play and will play 2 sets to 25 points, starting at 0 .
2. Bracket play
a. Junior High, Junior Varsity and JV Boys bracket play starts on Friday.
b. Gold; all matches will be best 2 out of 3 , (deciding set to 15 points) except for the final match which will be best 3 out of 5
c. Silver and Bronze; best 2 out of 3

## COIN TOSS/WARM-UP's:

1. The first team listed is designated as the home team.
a. The winner of the toss gets choice of serve, receive or side of court.
b. The losing team chooses the remainder.
c. The serving team has the court first.
2. Warm-ups
a. First match for every team (usually the first two matches of each wave): 2-4-4-1
b. Subsequent matches: 1-3-3-1
3. Teams must serve during their exclusive use of the court.
4. The scoreboard should always reflect the team on a specific side of the court (not home/visitor).
5. Lineups must be turned in to the score table (referee) 2 minutes prior to the end of the official warm-up.
6. When one team has exclusive use of the court, the other team must either be at their bench or helping to shag. They CANNOT be peppering, running drills or using a ball.

## OFFICIATING (WORK) TEAM

(home team provides 3 workers and visiting team provides $\mathbf{2}$ workers)

1. R1 refs will be provided for all matches. R2 refs will be provided for all Gold bracket matches on Day 3.
2. Home team (first team listed or team on top of bracket)
a. provides 1 line judge
b. provides a scorekeeper.
c. provides 1 person to track the Libero with our Libero Tracker Sheet.
3. Visiting team
a. provides 1 line judge
b. provides 1 scoreboard operator. In the event the scoreboard malfunctions, the score will be shown with a manual flip chart corresponding to the side the team is on.

## SCORESHEETS

1. Always use the correct scoresheet for each game. Verify the two team names before you conduct the coin toss.
2. If a game/match starts with points on the board (ie, starting at 4), make sure you have slashed the first 4 points on the scoresheet for both teams. The first point that is scored is point 5.
3. A new written lineup must be turned in before each match.
4. After the match/sets are completed, verify the winning and losing team names and scores are entered on the scoresheet.
5. Mobile Score entry will be used this year. Go to advancedeventsystems.com/scores/mobile/ password:2023vb
a. Enter the match code found in the heading of the scoresheet.
b. Pick the winning team (or if the teams split, choose 'Tie').
c. Enter the scores for each team. Make sure the correct scores are entered for EACH team.

## GROUND RULES

1. The angle support beam on each court on the R1 side will be played like a basketball backboard.
a. If the ball contacts the beam (anywhere), you will whistle the ball 'dead'. And then decide if the ball could have been played or not had that angled piece not been there. You will then declare a 'replay' or the ball is 'out'.

## GENERAL

- Pay attention to your business and not to anyone else. Do not fraternize with the teams and coaches too much. Remember you can be friendly, but you cannot 'be their friend'. At some time you will need to make a fair judgment for a team, but if the coach thinks you are their friend, it can put you in a difficult position.
- If I get any reports from coaches or tournament management that you are fraternizing with the players (ie, asking them personal questions (age, what they like, where they will go to college, etc) or being too friendly, you will be dismissed from the tournament immediately.


## Pay amounts for National Home School Tournament

$\$ 20$ for 2 sets starting at 0 (or 4) to 25 points
$\$ 25$ for all best 2 of 3 matches (or auto 3)
$\$ 40$ for best 3 out of 5 matches to 25 points (includes support crew)

