

SDFVOA Coaches / Captain Meeting

The coaches / captain meeting should take place 25 min. prior to the start of the match. If less than 25 min. is available for warm ups then conduct the coaches / captain meeting as early as possible. Remember, The serving team will have the court from 15 to 9 and the receiving team will have the court from 9 to 3.

The coaches/captain meeting will take place between the score table and the court or near that location. The umpire will stand with back to the pole and the referee will stand facing the umpire. The referee will conduct the proceedings. The head coach must attend this meeting.

- 1.) Ask the participants to introduce themselves. If the participants extend their hand to the referee and umpire then shake their hand.
- 2.) Ask coaches if their players are dressed according the required rules. Tell the captians to double check for you when they go back to make sure. Remind coaches if rule infractions are found while their team is on the floor warming up that they will be required to stop their warm up until the infraction is corrected The warm up clock will not stop.
- 3.) Explain the ground rules. You should have asked the home coach of any special rules for this court, prior to this meeting.
- 4.) Explain that the captains are in charge of their team on the court and that only captians may approach the officials with questions.
Remind the captians that it is their responsibility after each game to take their team to the back line and follow the referees instructions for end of game protocol
- 5.) Remind all that the changing of uniforms in public view is against the rules. Do not offer your thoughts as to the place they might go to change.
- 6.) Remind both coaches and captains that Sportsmanship is expected and unsportsmanship will not be tolerated.
- 7.) Ask the umpire if they have anything to add.
- 8.) Ask the captians if they have any Questions.
- 9.) Ask the coaches if they have any questions.
- 10.) Remind the coaches that :
 - a. Line ups are to be given to the umpire with 2 min on the clock.
 - b. Have line judges to report to the referee with 10 min. on the clock.
 - c. Have score table people to report to the umpire with 10 min. on the clock.
- 11.) Flip the coin. The visiting team calls it and gets choice of serve or receive.
(do not turn the coin over when you catch it.) (if you drop the coin, toss it again.)

Wish both teams good luck and remind who will be taking the floor at 15 and who at 9.