



USAV Referee Uniform and Equipment

- The USAV volleyball uniform shirt is all white (grey or blue also acceptable), polo-style and must be purchased from an approved volleyball vendor. The shirt has the following specifications:
 - Approved official embroidered designation on the left sleeve
 - An optional pocket on the left side of the chest
 - Long or short sleeves
 - Appropriate USAV patch, which is worn on the right side of the chest
- Dark navy blue slacks that are pressed and in good repair (not faded)
- All white leather or leather-like shoes (with white crew socks), no exposed “coils” (i.e., the “Z-Coil” style)
- Black or dark navy blue leather belt
- Approved Vendors include:
 - Roof Sports (www.roofsportswear.com),
 - Great Lakes Apparel (www.greatlakesapparel.com)
 - Time Out for Sports (www.timeoutforsports.net).
 - The white/blue/grey shirt vendor is Brand Solutions (<http://vbofficialsgear.com/>).

Optional outer garments—currently approved (note new placement of the logo & patch):

- *Sport-Tek* ¼ Zip Sweatshirt (F253) fleece-cadet–white
- Also Lightweight Jacket (Men’s-M4009, Women’s-W4009)—white
- **Logo placement for outer garments:** Approved logo (“Volleyball Certified Official”) shall be embroidered centered on the left side of the left sleeve, and shall be located 6-7” from the shoulder/sleeve seam for men and 5-6” from the sleeve seam for women
- **Guidelines for wearing outer garments.** Both the fleece-cadet and the jacket will be worn following these guidelines:
 - If a patch is worn, it should be affixed in the right chest area
 - Uniform shirt must be worn underneath
 - Zipper in an appropriate location to allow the collar to be worn “polo-style” (not zipped to the top)
 - Sleeves not pushed up, nothing stored in the pockets

Referees should also carry these items:

- Current USAV RULE BOOK
- Whistle attached to a lanyard
- Tossing coin
- Red and Yellow sanction cards “concealed” from view
- Timing device that can track seconds and minutes
- Ball gauge and pump
- Net measuring device