

# VOLLEYBALL

2005

Rules and Interpretations

**NCAA**<sup>®</sup>



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# **2005 NCAA WOMEN'S VOLLEYBALL RULES AND INTERPRETATIONS**

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**NATIONAL COLLEGIATE ATHLETIC ASSOCIATION**



THE NATIONAL COLLEGIATE ATHLETIC ASSOCIATION

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# NCAA Volleyball Rules Committee

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**Note:** At the time of publication, a Division II member was still to be named.

Members whose terms expire September 1, 2005, and attended the annual meeting.

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# Major Rules Changes for 2005

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*The figure below at the left refers to rule, section and article, respectively. The changed segment is identified in the rules by a shaded background.*

<b>Rule</b>	<b>Change</b>	<b>Page</b>
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# Points of Emphasis

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1. Correction to previous books, Rule 3: The conversion factor used for the circumference specifications for the ball was incorrect. The metric measurement of 65 – 67 centimeters is accurate; however, the imperial conversion has been corrected to 25.6 to 26.4 inches.
2. The rules state that, during play, coaches may stand **directly in front of and near their bench** or any portion of the scorekeeper's table that extends past the substitution zone, or in their team warm-up area, and may not be disruptive (See Rule 5-2-4-a). If the coach's position inhibits the line of vision from the second referee to the line judges, or if multiple coaches approach the sideline during play, it may be deemed to be disruptive.
3. After a timeout, the six players who were on the court when the timeout was granted must return to the court (See Rule 11-1-4-b). Substitutions and libero replacements can then occur.
4. When an improper request or team delay is assessed because of an improper substitution request or procedure, the substitution is denied and no further substitution request can be made until the next out-of-play ball or timeout occurs (See Rule 11-2-3). For example, if a substitute enters the court before the second referee authorizes the substitution, and a team delay is assessed for the improper procedure, the substitution will be denied.
5. A team delay may be assessed for improper libero replacement procedures (See Rule 6-3-2-1). Both players involved in a libero replacement must enter the court over their sideline between the attack line and the end line.
6. The language regarding libero rules has been moved to a separate portion of the book (See Rule 12). Subsequent rules have been re-numbered.
7. Screening includes preventing the opponent from seeing the server, before the beckon, as well as the path of the served ball (See Rule 13-2-4). When the serving team players assume positions that prevent the receiving team players from seeing the server, the first referee can reasonably

expect a receiving team player to change her position slightly. However, if the receiver is still prevented from seeing the server, a screen is occurring. The referee can choose to prevent a screen through warning, or call a screen on contact of the service (no warning is required, but this action must not be ignored).

8. The rules describing center line faults must have safety as the the highest priority (See Rule 15-2-4-b). If a player crosses the center line completely with a hand or foot, or encroaches onto the opponents' playing area with another body part, and any opposing player is moving or jumping in the area, or any other safety factor is introduced, the center line fault should be called.
9. The event management section now includes guidelines on when and how starting players and rotation orders can be distributed to statistics crew members, announcers and media.

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# Preface

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For ease of reference, rules are divided into sections and articles. The NCAA Women's Volleyball Rules have been designated as either administrative rules or conduct rules. Typically, administrative are those dealing with preparation for competition. The conduct rules are those that deal directly with the competition itself. No rules may be altered, unless flexibility is indicated in a specific rule.

All NCAA member institutions are required to conduct their intercollegiate contests according to these rules. Violations will be subject to NCAA enforcement procedures.

The administrative rules that cannot be modified are: 1-4-3, 1-4-5, 1-5-1, 9-1-1, 9-2-1, 11-2-7-b-1, 16-2-3 and 17-5-3. Administrative rules that can be changed by mutual consent of the institutions are: 1-1-1-a, 1-1-2, 1-2-2-c, 1-3-1, 8-5-2-a-1 and 9-1-2. All other rules deal with the conduct of volleyball competition.

Those desiring interpretations of rules or play situations or who have suggestions regarding rules may contact the secretary-rules editor:

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**Note: Officials may find updates and interpretations on the Internet at [www.ncaa.org/champadmin/volleyball/index/](http://www.ncaa.org/champadmin/volleyball/index/) and [www.pavo.org](http://www.pavo.org)**

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# Rule 1

## Facilities and Equipment

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### Section 1. Playing Area

The playing area includes the playing court and the free zone. (See Figure 1.)

#### Playing Surface

ARTICLE 1. The court and a free zone area at least 2 meters (6 feet, 6 inches) adjacent to and surrounding the court must be flat, smooth, and free of obstructions. The additional playing area, if any, must not have a change of height greater than 1.25 centimeters ( $\frac{1}{2}$  inch).

- a. The recommended free zone area is 3.1 meters (10 feet) outside the side-lines and 4.6 meters (15 feet) beyond the end lines.
- b. Media equipment and personnel are restricted from the areas in front of the team benches, score table, and warm-up area and from the playable surface between the attack lines extended on the bench side of the court. In other areas, media equipment and personnel on the playable surface must be at least 2 meters (6 feet, 6 inches) away from the court, and within 1 meter (3 feet, 3 inches) of the boundary defining the playing area.

#### Overhead Clearance

ARTICLE 2. The playing space includes the playing area and the space above it. It is recommended that there be a clearance over the playing area free from obstruction to a minimum height of 12.5 meters (41 feet) measured from the playing surface.

#### Non-Playing Areas

ARTICLE 3. Non-playing areas are defined as:

- a. Walls, bleachers or other spectator seating areas;
- b. Team benches and any area behind them;
- c. Area between the scorekeeper's table and team benches; and

- d. Any other area outlined in the pre-match conference that is deemed by the first referee to be unsuitable or hazardous. (See Rule 1-4-2.)

## Section 2. The Court

### Dimensions

ARTICLE 1. The court is 18 meters (59 feet) long by 9 meters (29 feet, 6 inches) wide. (See Figure 1.)

### Court Markings

ARTICLE 2. All lines are 5 centimeters (2 inches) wide and must be a contrasting color from the floor and any other lines. No additional temporary markings other than those described below can be applied to the floor.

- a. **Court Boundary Lines**—Two solid (uninterrupted) sidelines (long lines) and two solid (uninterrupted) end lines (short lines) mark the playing court. These boundary lines are drawn inside the dimensions of the playing court.
- b. **Center Line**—The court is divided by a solid (uninterrupted) center line drawn across the court from sideline to sideline that lies in the plane of the net, with its axis dividing the playing court into two team courts measuring 9 meters by 9 meters (29 feet, 6 inches by 29 feet, 6 inches) each.
- c. **Attack Line**—A solid (uninterrupted) line is drawn in each team court between the sidelines, parallel to the center line. The edge of the attack line farthest from the center line measures 3 meters (9 feet, 10 inches) from the axis of the center line. Optionally, the extension of the attack lines may be marked outside the court with five 15-centimeter (6 inches) lines spaced 20 centimeters (8 inches) apart to a total length of 1.75 meters (70 inches). The attack line extensions will be required court markings beginning with the 2006 season.

## Section 3. Zones and Areas Within the Playing Area

### Service Zone

ARTICLE 1. The service zone is a 9-meter (29 feet, 6 inches) wide area behind and excluding the end line. At a point 20 centimeters (8 inches) behind and perpendicular to each end line, two lines, each 15 centimeters (6 inches) in length and 5 centimeters (2 inches) in width, are drawn to mark the service zone for each team. Those lines are extensions of the sidelines, and are included in the width of the zone. The service zone has a minimum depth of 2 meters (6 feet, 6 inches), but extends to the limit of the free zone.

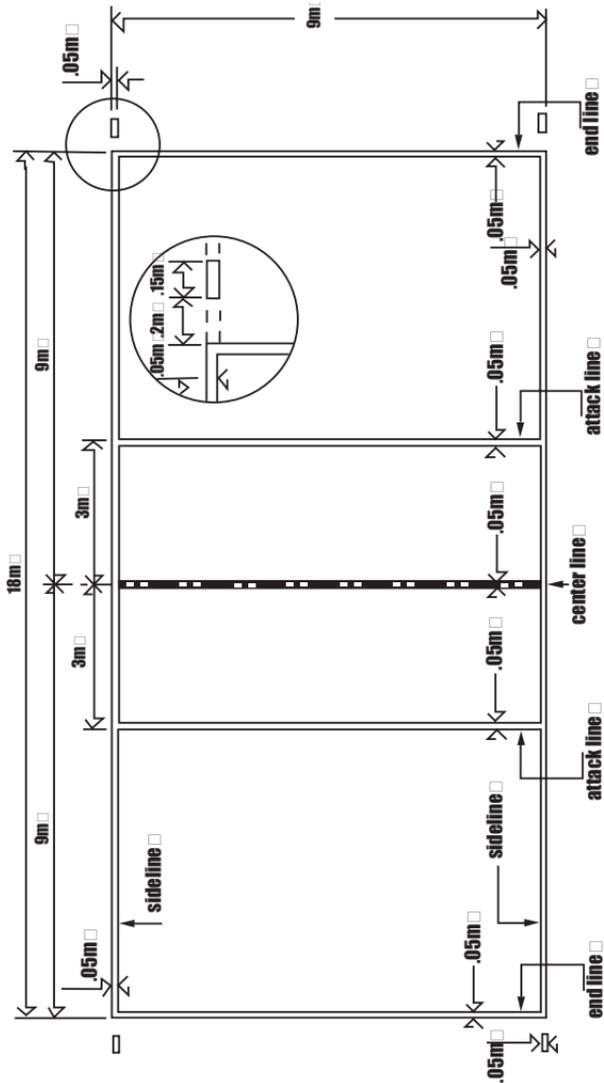


Fig. 1—THE COURT

**Substitution Zone**

ARTICLE 2. The substitution zone is the area defined by the imaginary extension of both attack lines, the sideline and the scorekeeper's table.

**Front Zone**

ARTICLE 3. On each team court, the front zone is defined by the axis of the center line and the attack line. The front zone, center line and attack lines are considered to extend indefinitely beyond the sidelines.

**Warm-Up Area**

ARTICLE 4. The warm-up area begins at the end line, and is located no closer to the sideline than the team bench.

**Team Area**

ARTICLE 5. The team area includes the team court, the free zone surrounding it, the team bench, and the warm-up area. Team benches or chairs are to be placed outside the free zone on the right and left of the scorekeeper's table not nearer the center line than the attack line.

## Section 4. Safety

**Surface**

ARTICLE 1. The playing surface must not present danger of injury to the players. Play shall not be conducted on any surface that is wet, slippery, or constructed of abrasive material. The playing surface may be wood or a synthetic material that is smooth and free of any abrasive surface.

**First Referee Discretion**

ARTICLE 2. The playing area, in all cases, must be under the control of the first referee before and during a match. The first referee is responsible for deciding whether the playing area is suitable for play.

**Divider Nets**

ARTICLE 3. It is recommended that partitions or divider nets be used to define the playing space when adjacent courts are in use.

**Special Ground Rules**

ARTICLE 4. Any special ground rules for a match must be specified in the pre-match conference by the first referee.

*Note: The event administration and officials should take all reasonable precautions to ensure the safety of the participants.*

**Lighting**

ARTICLE 5. The court should be uniformly and adequately lighted. For information on recommended specifications for lighting, contact the

Illuminating Engineering Society of North America, 120 Wall Street, 17th Floor, New York, New York 10005; phone 212/248-5000.

Overhead strobe lights are allowed. Courtside flash photography is prohibited within 2 meters (6 feet, 6 inches) of the court. Flash photography outside the 2-meter area is allowed unless it presents a safety hazard.

## **Section 5. Other Equipment**

### **Scoreboard**

ARTICLE 1. A visible scoreboard must be provided. It should be divided into two parts with large numbers to provide a running score for each team. A device displaying running time and a visual display of timeouts remaining and substitutes used is recommended. Information shown on the scoreboard is not official and may not be used as a basis for protest.

### **Officials Seating**

ARTICLE 2. Seating should be available at or near the score table for match officials' use.

### **Measuring Device**

ARTICLE 3. Each court should have a measuring device to check the height of the net. The measuring device should be marked at a height of 2.24 meters (7 feet, 4 $\frac{1}{8}$  inches).

### **Referee Platform**

ARTICLE 4. A referee's platform is required. The platform must be on a support and should be adjustable; the first referee's eye position should be approximately 50 centimeters (19 inches) above the top of the net. It should be constructed so that it provides the least potential obstruction to player safety. The front and sides of the platform and supports must be padded. (See Rule 2-3-2-b.)

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# Rule 2

## The Net and Related Equipment

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### Section 1. Net Measurements

#### Size and Construction

ARTICLE 1. The net is 1 meter (39 inches) in width throughout the full length when stretched and at least 9.5 meters (32 feet) in length, and is placed vertically over the axis of the center line.

- a. A double thickness of white canvas or vinyl 5 to 8 centimeters (2 to 3 $\frac{1}{8}$  inches) wide must be sewn along the full length of the top of the net. A net "sleeve" with a maximum width of 8.6 centimeters (3 $\frac{3}{8}$  inches) may be installed along the top of the net provided it is secured in a way that it does not affect net height or inhibit play.
- b. A bottom tape, if used, will be white and no more than 5 centimeters (2 inches) wide. A net sleeve is not allowed at the bottom of the net.
- c. The net must be constructed of 10-centimeter (4 inches) square dark mesh only.
- d. The top and bottom of the net must be fastened to the posts so that the net remains taut throughout and maintains its specified dimensions.
- e. Metal clamps and any exposed steel cable at the bottom of the net must be covered.

*Note: Advertising (print or decal) may be placed on the top tape, top net sleeve, bottom tape, and/or tape outside the antenna.*

#### Net Height

ARTICLE 2. The height of the net measured from the center of the court is 2.24 meters (7 feet, 4 $\frac{1}{8}$  inches). The two ends of the net must be at the same height from the playing surface and cannot exceed the regulation height by more than 2 centimeters ( $\frac{3}{4}$  inch).

## Section 2. Related Equipment

### Net Antennas

ARTICLE 1. The net antennas are flexible rods, 1.8 meters (6 feet) in length and 10 millimeters ( $\frac{3}{8}$  inch) in diameter, made of fiberglass or similar material. The upper half of each antenna is marked with alternating white and red or orange bands not less than 10 centimeters (4 inches) and not more than 15 centimeters (6 inches) in width. Antennas are considered part of the net and laterally define the crossing space.

- a. Perpendicular to the outer edge of each sideline, an antenna is fastened to the net at a distance of 9 meters (29 feet, 6 inches) from each other.
- b. The antennas will be affixed to the net with fasteners that provide for quick and easy adjustment of the antenna. The fasteners must be smooth-surfaced and free of any sharp edges that are hazardous to players.

### Vertical Tape Markers

ARTICLE 2. Vertical tape markers are optional. If used, bands of white material 5 centimeters (2 inches) wide and 1 meter (39 inches) in length are fastened to the net at each end, over and perpendicular to each sideline and the center line. Vertical tape side markers are part of the net. If vertical tape markers are used, logos, markings and advertising are permitted.

## Section 3. Net Supports

### Location

ARTICLE 1. The posts, uprights or stands (including their bases and padding) that support the net should be at least 1 meter (3 feet, 3 inches) from the nearest point of the sidelines and should not interfere with the officials in the performance of their duties. Net supports should present the least possible hazard for players.

### Padding

- ARTICLE 2. a. Net standards must be padded to a minimum height of 1.58 meters (5 feet, 6 inches) with at least 1.25-centimeters ( $\frac{1}{2}$  inch) thick, resilient, shock-absorbing material (such as polyethylene foam) to encase the uprights and all tensioning devices.
- b. The front and sides of the referee's platform and its support system must be padded using the same specifications as the net standards.

- c. Any guide cables, rigid braces or wire supports must be padded using the same specifications as the net standards and marked for visibility for the players.

*Note: When net supports and the referee's stand are not padded as specified, the match will not be played at that site.*

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# Rule 3

## The Ball

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### Section 1. Size and Construction

#### Size and Weight

ARTICLE 1. The ball is not less than 65 centimeters (25.6 inches) or more than 67 centimeters (26.4 inches) in circumference, and shall weigh not less than 260 grams or more than 280 grams (9 to 10 oz.).

*Note: The previously published circumference specifications of 25.5 inches to 27 inches will be allowed until the start of the 2007 season. Starting in August 2007, the required circumference will be as stated in the rule.*

#### Construction

ARTICLE 2. The ball must be spherical with a flexible, smooth leather or leather-like cover of 12 or more panels with a separate bladder. It will be uniform and light in color, or a combination of colors; at least one-third of the surface must be white or light.

#### Pressure

ARTICLE 3. The pressure of the ball must be between 0.3 and 0.325 kg/sq. centimeters (4.3 to 4.6 lbs./sq. in.).

### Section 2. Uniformity

All volleyballs used in a match must have the same characteristics regarding color, circumference, weight, inside pressure and manufacturer.

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# Rule 4

## Playing Space

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### Section 1. Areas of Play

#### Playing Area

ARTICLE 1. The playing area includes the playing court and the free zone (Figure 1). Each team must play within its own playing area and space (*Exception*: Rule 15-1-1-a).

#### Non-Playing Areas

ARTICLE 2. Players may play the ball over a non-playing area if they have a body part in contact with the playing area at the time the ball is contacted, and may enter the non-playing area after playing the ball (*Exception*: Rule 4-1-3).

#### Adjacent Courts

ARTICLE 3. When competition (including warm-ups preceding a match) is occurring on adjacent courts, no player may enter the adjacent court before, during or after playing the ball. The free zone, including the service zone, of the adjacent court is playable area. The position of the player is the determining factor, not the position of the ball.

- a. When adjacent courts are in use at the start of a match, the courts are considered in use until the conclusion of the match.
- b. During tournament competition, an adjacent court scheduled for use is considered in use whether the court is occupied or not at the start of a match. During subsequent matches, if play is completed on the adjacent court, players may enter this court as legal playing area. Adjacent court rules will not change during a match.

### Section 2. Obstacles and Obstructions

#### Obstacles to Play

ARTICLE 1. a. Should the ball strike a wall or floor obstacle more than 2 meters (6 feet, 6 inches) from the court, the ball becomes out of play.

- b. Walls, benches, bleachers or other floor obstacles that are less than 2 meters (6 feet, 6 inches) from the court boundaries require establishment of a ground rule. A play-over will be directed if, in the judgment of the first referee, the ball would have remained in play if the obstacle had not been present.

### **Divider Nets or Other Partitions**

ARTICLE 2. When divider nets or other partitions of a movable nature separate adjacent courts, only the player(s) actually making an attempt to play the ball may go into the partition or move it. It should be ruled a ball out of play and a fault if a teammate, substitute, coach or other person moves the partition to assist play.

### **Overhead Obstructions**

ARTICLE 3. a. A served ball is out of bounds on contact with any overhead obstruction.

- b. A ball (other than a served ball) contacting the ceiling or other overhead obstruction that is 4.6 meters (15 feet) or more above the playing area is ruled a fault (out of bounds) in the following situations:
1. The ball contacts the obstruction over a non-playing area;
  2. The ball contacts the obstruction above the team's playing area and crosses the plane of the net into the opponent's court or is legally touched by an opponent;
  3. The ball contacts the obstruction after a team's third contact;
  4. When Rule 15-1-1 is in effect, a ball that can no longer be legally pursued into or retrieved from the opponent's free zone contacts the obstruction above the opponent's playing area; and
  5. When Rule 15-1-1 is not in effect, the ball contacts the obstruction above the opponent's playing area.
- c. A ball (other than a served ball) is out of play if the ball comes to rest on an overhead obstruction above that team's playing area and is still a playable ball. A play-over is directed.
- d. A ball (other than a served ball) contacting an unusually low overhead obstruction that is less than 4.6 meters (15 feet) above the playing area (such as a vertically hanging backboard) is immediately out of play and is ruled a play-over or loss of rally. A play-over is awarded only if, in the referee's judgment, the obstruction interfered with a play that could have been made, or if the ball would have remained in play had the

obstruction not been over the playing area. This includes a ball that crosses the net before striking an unusually low obstruction over the opponent's playing area that prevents the ball from remaining in play. The ground rule for an unusually low obstruction includes all of the obstruction and its supports up to a recognizable mark above 4.6 meters (15 feet).

**Non-Player Interference**

ARTICLE 4. When an official (line judge or referee), media equipment or personnel, or spectator interferes with a legitimate effort to play the ball in the playing area, a play-over is awarded.

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# Rule 5

## Teams

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### **Section 1. Rules of the Game**

All team members are required to know the rules of the game and abide by them.

### **Section 2. Team Members**

Team members are defined as all official representatives of the team, which include, but are not limited to, coaches, players, substitutes, trainers and managers.

#### **Players**

ARTICLE 1. Players are defined as the team members on the team court. Players who are on the same team are teammates.

- A team consists of six players. The right-back position is designated as position No. 1 and the positions are numbered counterclockwise through No. 6.
- Under no circumstances may a team play with fewer than six players.
- The rules do not limit the number of team members or players who may participate in a match. (See Rule 11-2-2-a.)

#### **Substitutes**

ARTICLE 2. Substitutes are team members in uniform who are eligible to enter the match and are located on the team bench or in the team warm-up area (except for medical necessity).

- In the warm-up area, substitutes may stand directly in front of the team bench, chairs or equipment. (See Rule 1-3-4.)
- Stationary exercise equipment (for example, exercise bicycles) is prohibited from the warm-up area and the opponent's bench area.
- Balls may not be used by substitutes, except between games and during time outs. (See Rule 9-1-2-d and Rule 9-2-3-b.)

**Playing Captain**

- ARTICLE 3. a. The player designated as captain on the lineup sheet for each game remains the playing captain at all times while in the game. When the playing captain is not on the court, a coach or outgoing captain designates another player to assume the duties of playing captain until she is replaced or until the original playing captain returns to the game.
- b. The playing captain is the only player who may address the referee(s) and is the spokesperson for that team. The playing captain may only address the second referee on matters concerning the second referee's duties. (See Rule 18-3.)
  - c. The playing captain may ask the first or second referee for a timeout, substitution or lineup check when the ball is out of play. (See Rule 13-1-3-h).
  - d. The playing captain may ask for an explanation of the application or interpretation of the rules. If that explanation is unsatisfactory, the coach or captain may lodge a protest. (See Rule 17-2-1-b.)

**Designated Coaches**

- ARTICLE 4. a. During play, designated coaches may not enter the substitution zone. Coaches may stand directly in front of and near their bench or any portion of the scorekeeper's table that extends toward their end line past the substitution zone, or in their team warm-up area, provided they are not disruptive.
- b. When the ball is out of play, designated coaches may approach the court briefly to instruct players on the court in a non-disruptive manner, provided they are in the bench or warm-up area and do not enter the court or substitution zone.
  - c. When the ball is out of play, designated coaches may address the referees for the purposes of quickly clarifying a non-judgmental ruling, confirming the number of timeouts or substitutions their team has used, requesting a substitution, lineup check, or timeout, or lodging a protest. (See Rule 17-1-2.) Coaches may not enter the substitution zone to address the referees concerning judgmental decisions.
  - d. Designated coaches must be near the substitution zone to request timeouts, substitutions or lineup checks.

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# Rule 6

## Individual and Team Sanctions

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### Section 1. Individual Sanctions

#### Definition of Misconduct

ARTICLE 1. Misconduct is any behavior, action or conduct by a team member toward officials, opponents, teammates or spectators that is deemed inappropriate by the referees. Misconduct is subject to sanction by the first referee.

#### Individual Misconduct Sanctions

ARTICLE 2. Misconduct results in one of four sanctions (See Table 1) according to the degree of the offense. Repeated misconduct by the same team member in the same game is sanctioned progressively. However, assessing any sanction does not require the prior assessment of any other sanction. Similar unsporting acts by two different team members should be sanctioned separately to each team member.

- a. **Warning**—For minor unsporting offenses such as inappropriately addressing opponents, spectators or officials, shouting or disrupting the conduct of the game, a warning (individual yellow card) is issued and is recorded on the scoresheet. A second minor offense during the same game by the same team member results in a penalty (individual red card).
- b. **Penalty**—For rude conduct, a second minor offense or other serious offenses, a penalty (individual red card) is issued by the first referee and is recorded on the scoresheet. A penalty automatically entails a loss of rally by the offending team resulting in a point for the opponent. A second act warranting the issuance of a penalty to the same team member during the same game results in expulsion.
- c. **Expulsion**—Extremely offensive conduct (such as obscene or insulting words or gestures) or repeated rude conduct toward officials, opponents, other team members or spectators results in expulsion (red and

yellow cards held together) of a team member from the game in which the offense occurred, and is recorded on the scoresheet. Additionally, an expulsion automatically entails a loss of rally by the offending team, resulting in a point for the opponent.

1. Expelled players or substitutes must remain on their team bench for the remainder of the current game. (They may participate in team timeouts). Expelled coaches or support staff must leave the playing and spectator areas for the remainder of the current game. The expelled team member is subject to further individual sanctions for continued misconduct.
  2. A second expulsion assessed to the same team member during a match must result in the disqualification of that team member for the remainder of the current match and that team's entire next match (red and yellow cards held apart).
- d. **Disqualification**—Any simulated, attempted or actual physical aggression toward officials, opponents, other team members or spectators, or a second expulsion of one team member during a match results in the disqualification of the team member for the remainder of the current match and that team's entire next match (red and yellow cards held apart), and is recorded on the scoresheet. Additionally, a disqualification automatically entails the loss of rally by the offending team, resulting in a point for the opponent.
1. Disqualified team members cannot be present in playing or spectator areas.
  2. Disqualified team members will be permitted up to one minute to pick up belongings from the bench area provided they refrain from further misconduct. If the team member has not departed the team and spectator areas within one minute, the playing captain will be warned that further delay will result in a default of the game. If the team member has not departed within 15 seconds after this warning, the game is defaulted.

*Note: An expelled or disqualified player must be replaced by means of legal substitution. If this is not possible, the team is declared incomplete. (See Rule 8-5-2-b.)*

### **Team Discipline**

ARTICLE 3. The head coach and playing captain are responsible for discipline and proper conduct of their team members. If a non-playing team member is guilty of misconduct but cannot be identified by the referees, the sanction will be imposed against the head coach.

### **Disruptive Coaching**

ARTICLE 4. Engaging in disruptive coaching is not permitted (individual sanction). Examples of disruptive coaching include but are not limited to:

- a. Coaching from a position outside the designated coaching area. (See Rule 5-2-4.);
- b. Loud or abusive language;
- c. Inappropriate comments to officials;
- d. Comments to the opposing team;
- e. Throwing objects;
- f. Displaying disgust in an overt manner;
- g. Entering the court while the match is in progress, except during a time-out;
- h. Entering or remaining in the substitution zone while the ball is in play;  
or
- i. Entering the substitution zone to address the referees about a judgmental decision.

### **Use of Electronic Aids**

ARTICLE 5. Electronic audio or video devices that transmit information from any location in the facility to the bench or court are illegal, and will result in an individual penalty (red card) to the coach.

- a. Electronic video devices may be used as aids for post-game analysis; video may be viewed between games of a match outside the bench area, playing area and spectator areas.
- b. Computers may be used in the bench areas during the match for statistical purposes.

## **Section 2. Improper Requests**

### **Definitions**

ARTICLE 1. Improper requests are requests for timeouts, substitutions and lineup checks not following proper procedure.

### **Consequences**

ARTICLE 2. An improper request will be denied and noted on the score sheet without a sanction being charged. Any additional improper requests by the same team during the same game are sanctioned as a team delay. (*Exception:* If a change in request is due to a referee's mind change, the request will be honored and no improper request charged.)

**Examples**

ARTICLE 3. The following are considered improper requests:

- a. A request for a timeout, substitution, or lineup check after the first referee's whistle for service;
- b. A request for timeout, substitution or lineup check by someone other than designated coaches or the playing captain;
- c. A request for timeout, substitution or lineup check by a designated coach not positioned near the substitution zone;
- d. A second request for substitution during an interval when the ball is out of play without an intervening timeout;
- e. A request for substitution that would result in an excess team substitution; or
- f. A request for substitution that would result in a wrong position entry.

**Substitutions**

ARTICLE 4. a. When an improper request results from a request for substitution, that substitution is denied and a new substitution request may not be made until the next interval when the ball is out of play or until a timeout is granted.

- b. Any improper substitution request will be sanctioned with a team delay if the player actually enters the court in preparation to play. Once play begins with a player illegally in the game, no improper request or team delay is given; a position fault is the result instead. (See Rule 10-3-2.)

**Referee Procedures**

ARTICLE 5. a. If a playing captain or designated coach makes an improper request, the second referee will use the following procedures:

1. If, in the official's judgment, a team's first improper request of a game does not interrupt play, it is denied by signal and play continues. After the play, the team at fault is notified of the improper request, and it is signaled and noted on the scoresheet.
  2. If, in the official's judgment, a team's first improper request of a game interrupts play, it is whistled at the time of the request, denied by signal and noted on the scoresheet.
- b. An improper request following the first team delay in a game is charged as a team delay penalty (team red card—loss of rally). (See Rule 6-3-2-b and 6-3-3-b.)

## Section 3. Team Delays

### Definition

ARTICLE 1. A team delay is any action by a team that delays resumption of the game. Such delays will be sanctioned and must be noted in the comments section of the scoresheet.

### Examples

ARTICLE 2. The following are team delays:

- a. Failure to submit a lineup at the end of the final pre-match timed warm-up period on the court or 30 seconds before the expiration of the intermission between games;
- b. A second improper request during the same game;
- c. Delay in completing a substitution or a substitute entering the court before authorization by the referee;
- d. A request for entry of an illegal player (illegal number or uniform, disqualified or expelled player, injured player replaced by exceptional substitution, etc.);
- e. Failure to report to the end line when directed to do so at the start of game one and to the court at the start of games two, three, four and five;
- f. Requesting a third timeout in a game;
- g. Delay in returning to play after a timeout, or delay caused by clean up of liquids or powders at the end of a timeout;
- h. Delay in moving to positions for serving or receiving service after completion of a rally;
- i. Action by a team member that creates an unnecessary delay in the start of play;
- j. A player on the court wearing jewelry or illegal equipment, including during the warm-up period; or
- k. An incorrect player attempting to replace the libero. (See Rule 12-2-1-b);
- l. Improper libero replacements. (See Rule 12-2-2-a and 12-2-2-c)

### Team Delay Procedures

ARTICLE 3. a. If a team delay sanction is assessed as a result of a substitution issue (Rule 6-3-2-b, c and d), that substitution is denied and no further substitution request may be made by the team at fault until the next interval when the ball is out-of-play or until a timeout is granted.

- b. A team delay is sanctioned with a warning (team yellow card) on the first occasion and a penalty (team red card—loss of rally) on any subsequent occasion during the same game, regardless of the reason.

## **Section 4. Assessment of Sanctions**

### **Referee's Authority**

ARTICLE 1. Any team or individual sanction may be assessed from the time the referees' authority begins before the match through the completion of the match.

### **Sanction Procedures During Play**

ARTICLE 2. a. If a player currently in the game receives an individual sanction, the first referee will show the appropriate sanction card(s), and the captain will approach the first referee's platform when directed to acknowledge that the sanction has been assessed.

- b. If a team member not currently in the game receives an individual sanction, the first referee will show the appropriate sanction card(s); the second referee will clearly and immediately communicate to a designated coach that the sanction has been assessed. The first referee may also communicate to the playing captain as needed.
- c. The first referee will indicate team delay sanctions by showing the appropriate sanction card and the captain will approach the first referee's platform when directed to acknowledge that the sanction has been assessed. The second referee will clearly and immediately communicate the sanction to a designated coach.

### **Sanction Procedures Between Games**

ARTICLE 3. a. Any sanctions assessed between games will be administered before the start of the following game.

- b. If sanctions are assessed to team members or teams before the start of the match or between games of a match, the first referee will show the appropriate sanction card(s) and the referees will clearly and immediately communicate the sanction to the captain/coach.
- c. The sanction is recorded on the next game scoresheet after the lineups have been received and recorded.
- d. When the teams are called onto the court for the next game, it is only necessary to show a red card and assess the loss of rally to begin the game. It is not necessary to show a yellow card warning at the beginning of the next game.

**Multiple Sanctions**

ARTICLE 4. In the case of multiple sanctions, enforcement is in the order in which the offenses occurred. In the case of simultaneous offenses by opponents, the sanction is enforced first against the serving team and then against the receiving team.

Table 1 INDIVIDUAL SANCTIONS

Behavior examples	Occurrence (in a game)	Offender	Sanction	Card(s) Shown	Consequence
Minor misconduct; 1. Minor unsporting behavior. 2. Repeatedly addressing officials about decisions. 3. Displaying frustration. 4. Attempts to influence calls. 5. Attempts to intimidate opponent. 6. Disruptive coaching.	First	Any team member	Warning	Yellow	Warning
	Second	Same team member	Penalty	Red	Loss of rally
	Third	Same team member	Expulsion	Red & yellow in one hand	Loss of rally, plus for remainder of game, players relegated to bench; coach must leave playing, warm-up and spectator areas.
	Fourth	Same team member	Disqualification	Red & yellow held apart	Loss of rally, plus team member leaves playing, warm-up and spectator areas for remainder of current match and team's entire next match.

Table 1 (continued)

## INDIVIDUAL SANCTIONS

Behavior examples	Occurrence (in a game)	Offender	Sanction	Card(s) Shown	Consequence
Rude conduct; 1. Profanity 2. Deliberate interference with opponent 3. Demonstrative display of unsporting conduct 4. Illegal use of electronic aids	First	Any team member	Penalty	Red	Loss of rally
	Second	Same team member	Expulsion	Red & yellow in one hand	Loss of rally, plus for remainder of game, players relegated to bench, coach must leave playing, warm-up and spectator areas
	Third	Same team member	Disqualification	Red & yellow held apart	Loss of rally, plus team member leaves playing, warm-up and spectator areas for remainder of match
Offensive conduct; Obscene or insulting words or gestures	First	Any team member	Expulsion	Red & yellow in one hand	Loss of rally, plus for remainder of game, players relegated to bench, coach must leave playing, warm-up and spectator areas
	Second	Same team member	Disqualification	Red & yellow held apart	Loss of rally, plus team member leaves playing, warm-up and spectator areas for remainder of match
Aggression	First	Same team member	Disqualification	Red & yellow held apart	Loss of rally, plus team member leaves playing, warm-up and spectator areas for remainder of match

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# Rule 7

## Players' Equipment

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### Section 1. Playing Uniforms

#### Composition

ARTICLE 1. The playing uniform consists of a jersey plus shorts/briefs, pants or culottes (one- or two-piece). Gym shoes are required equipment.

- a. With the exception of the libero, teammates must wear uniforms of the same color, style, cut and trim including sleeve length. (See Rule 12-1-3.) Manufacturers' logos and lettering on uniforms are not required to be identical. Shoes, socks and kneepads are not considered a part of the uniform and are not required to be identical.
- b. Exposed undergarments such as tee shirts, boxer shorts, tights, leotards, body suits, bicycle shorts, etc. are considered to be a part of the uniform. If more than one team member wears an article of clothing from the above list, the articles of clothing must be identical. If different articles of clothing from the above list are worn on the lower body by more than one team member, the articles need not be identical, but must be similar in color.

*Note: When opponents have jerseys of the same color, it may create confusion regarding which player/team has committed a fault, particularly if the match is being televised. The home team should change colors if possible.*

#### Uniform Numbers

ARTICLE 2. a. Players' jerseys must be marked with numbers not less than 10 centimeters (4 inches) in height on the chest and not less than 15 centimeters (6 inches) in height on the back. The stripe forming the numbers must be at least 2 centimeters ( $\frac{3}{4}$  inch) wide at the narrowest point. Uniform jerseys worn by teammates must display numbers of the same color and size.

- b. The number on the front of each jersey must be the same as the number on the back of the jersey.

- c. Numbers must be solid-colored. A "shadow" trim not to exceed 1.27 centimeters ( $\frac{1}{2}$  inch) in width is allowable. Either the body of the number or the surrounding trim must be a color that is in sharp contrast to the jersey color.
- d. Numbers must be located on the jersey in a position where they are clearly visible. Specifically:
  1. On the back of the uniform, the number must be centered.
  2. On the front of the uniform, the number must be either:
    - (a) centered on the upper body (upper chest, center chest or high stomach area).
    - (b) placed on the upper right- or left-hand shoulder area. The top of the number must be no more than 12.5 centimeters (5 inches) down from the shoulder seam.
  3. Numbers must be clearly visible at all times during the match. Rolling or taping the sleeves in such a way that the number is not clearly visible is prohibited.
- e. Shirts may be numbered from 1 through 99 inclusively. Duplicate numbers may not be worn.
- f. The number may not be any part of a design on the jersey.
- g. Once the lineup has been submitted for the first game, players may not change numbers for the remainder of the match (*Exceptions*: Rule 12-3-1-a-3 and Rule 11-2-6-b).

## Logos

*Note: The following article is to be enforced by each conference or institution. If officials observe uniforms that do not conform to these regulations, the team should be notified and asked to comply if possible; the match will take place regardless. The conference administration should then be notified after the match.*

ARTICLE 3. a. In accordance with NCAA Bylaw 12.5.4, an institution's uniform or any item of apparel (e.g. wristbands, headbands) that is worn by a student-athlete while representing the institution in intercollegiate competition may contain only a single manufacturer's or distributor's logo or trademark on the outside of the apparel (regardless of the visibility of the logo or trademark). The logo or trademark must be contained within a four-sided geometrical figure (i.e., rectangle, square, parallelogram) that does not exceed 14.6 square centimeters ( $2\frac{1}{4}$  square inches). Such an item of apparel may contain more than one manufacturer's or distributor's logo or trademark on the inside of the apparel provided the logo or trademark is not visible.

If an institution's uniform or any item of apparel worn by a student-athlete in competition contains washing instructions on the outside of the apparel or on a patch that also includes the manufacturer's or distributor's logo or trademark, the entire patch must be contained within a four-sided geometrical figure (i.e., rectangle, square, parallelogram) that does not exceed 14.6 square centimeters (2 ¼ square inches).

The restriction of the size of a manufacturer's or distributor's logo or trademark is applicable to all apparel worn by student-athletes during the conduct of the institution's competition, which includes any pregame or postgame activities (e.g., postgame celebrations or pre- or postgame media conferences) involving student-athletes.

- b. Commemorative insignia and patches may be worn as long as all teammate's uniforms are identical (See Rule 12-4) and no safety hazard is created. The commemorative insignia must not obstruct the players' numbers, and if a numeral is part of the commemorative insignia, it must not exceed 2.54 centimeters (1 inch).

## Section 2. Illegal Equipment

### Safety

ARTICLE 1. It is forbidden to wear any object that may cause an injury or give an artificial advantage to the player, including but not limited to headgear, jewelry and unsafe casts or braces. An exception will be made for religious medallions or medical identifications. Such medallions or medical identifications must be removed from chains and taped or sewn under the uniform.

### Jewelry

ARTICLE 2. All jewelry must be removed. String bracelets, commemorative bracelets and body jewelry are considered jewelry and are not permitted. Taping of earrings or other jewelry is not permitted regardless of reason.

### Headgear

ARTICLE 3. a. Hair barrettes are permitted as a means of securing the hair; it is not necessary that the barrettes be taped.

b. A head sweatband or bandanna worn as a sweatband is permitted; however, hats and other bandannas are not permitted.

- c. Braided hair with beads must be secured so as not to present a safety hazard to the player, teammates or opponents. If the beads are not secured, the team member may not play.

### **Other Articles**

ARTICLE 4. a. Hard splints or other potentially dangerous protective devices worn on the arms or hands, are prohibited, unless padded on all sides with slow-rebounding foam at least 1.25 centimeters ( $\frac{1}{2}$  inch) thick. A soft bandage to cover a wound or protect an injury on the arms or hands is permissible. Padding or covering may be necessary for casts or braces on other parts of the body.

- b. Medical equipment, such as an insulin pump, is allowed; such equipment may have to be covered or padded.
- c. Prosthetic limb: The prosthesis must not pose any greater danger of injury to the player and the other participants than a natural limb nor give the wearer any advantage in competition. If necessary, the prosthesis should be padded to rebound as a natural limb.

## **Section 3. Failure to Comply**

### **Removal of Illegal Equipment**

ARTICLE 1. Illegal equipment is not permitted at any time, including the warm-up period.

### **Procedures**

ARTICLE 2. If a player attempts to enter a match wearing an illegal uniform or jewelry, or with illegal equipment, the substitution is denied and a team delay is charged. If warm-up activities or play must be interrupted due to a player wearing an illegal uniform, jewelry or equipment, that team is charged with a team delay. If, during the warm-up period, a player responds promptly to a referee's request to remove jewelry or illegal equipment, a team delay will not be assessed.

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# Rule 8

## Scoring and Duration of Matches

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### Section 1. Playing Faults and Consequences

#### Definition

ARTICLE 1. Any playing action contrary to the rules is a playing fault.

#### Scoring

ARTICLE 2. a. The consequence of a fault is a loss of rally. The opponent of the team committing the fault wins the rally and scores a point.

- b. If the serving team wins the rally, it scores a point and continues to serve. If the receiving team wins the rally, it scores a point and gains the right to serve; its players must rotate one position clockwise before serving.

#### Double Fault

ARTICLE 3. A double fault occurs when players on opposing teams simultaneously commit faults. The rally is replayed. If faults by opponents occur at approximately the same time, the first referee must determine which fault occurred first and penalize only that fault. If it cannot be determined which fault occurred first, a double fault is declared.

#### Discrepancy in the Score

ARTICLE 4. If a discrepancy exists between the scoring section and the running score column of the scoresheet, the scoring section is the official score. If a discrepancy exists between the scoresheet and the visible scoring device, the scoresheet is the official score.

### Section 2. Winning Score

#### Non-Deciding Games

ARTICLE 1. For each non-deciding game, a team that scores 30 points and has at least a two-point advantage over the opponent wins that game. If the score is tied 29-29, play continues until one team has a lead of two points.

**Deciding Games**

ARTICLE 2. A deciding game is won when a team scores 15 points and has at least a two-point advantage over the opponent.

**Point Cap**

ARTICLE 3. There will be no point cap on any game.

**Section 3. Playoff Game**

A playoff game is a method of breaking a tie when teams' identical win/loss records affect their advancement in a tournament. A playoff game is considered to be a match consisting of one deciding game. (See Rule 8-2-2.) Teams will change sides when one team reaches eight points. (See Rule 9-2-5.)

**Section 4. Duration of Matches****Number of Games**

ARTICLE 1. All matches consist of the best three out of five games. The first team to win three games is the winner of the match.

**Interval Between Games of a Match**

ARTICLE 2. A maximum interval of three minutes is allowed between all games of a match, unless an intermission is used as described in Rule 8-4-3.

- a. The timing device should be started when the teams are released to change courts for non-deciding games, or when the captains are released from the coin toss for the deciding game. The interval includes the time required to change team areas and submit lineups for the next game.
- b. Unless both teams report to the court before the expiration of the time between games, the teams will have the fully allotted interval. The second referee will blow a whistle 30 seconds before the expiration of the time between games. At that signal, teams will prepare to report to the end line before the first game and to their court for subsequent games. If a team is not ready to play when the referee indicates that the interval has expired, the team is charged with a team delay. After 15 seconds, if the team has not reported, a team delay penalty (team red card) is charged. After an additional 15 seconds, if the team has not reported, the game is defaulted.

ARTICLE 3. If an intermission is used, it will occur between the second and third games and will be no longer than 10 minutes in duration.

- a. The intermission includes at least three minutes of warm-up time. Promotional activities must be completed in time to make the court available to the teams for the final three minutes of the interval between games.
- b. Each team is responsible for returning at the proper time.
- c. The visiting coach must be notified before the pre-match coin toss that the time between games two and three will be extended by a maximum of seven additional minutes for an intermission. If the visiting team is not notified before the coin toss, the intermission will not be allowed.
- d. The time of the intermission should be visible on the scoreboard.
- e. Between other games of the match, promotional activities will be allowed only on the host team's court.

## **Section 5. Score of a Defaulted Game/Match**

### **Points**

ARTICLE 1. a. If a game is defaulted for any reason, the defaulting team retains any points earned. The winning team is credited with at least 30 points (15 points for a deciding game) or a sufficient number of points to indicate a two-point winning advantage over the opponents.

- b. If a match is defaulted after one or more games have been completed, the defaulting team retains any games won. The result of the game in progress is determined under Rule 8-5-1-a. The winning team is then credited with a sufficient number of additional games to win the match.

### **Default Because of Insufficient Players or Incomplete Team**

ARTICLE 2. a. If a team does not have sufficient players to start a game or is unable to play when the first referee is ready to begin the match, that team loses the game by default.

1. A waiting time of up to 10 minutes is allowed for the team to have sufficient players to play the next game. If, after the 10-minute waiting period, a team does not have six players present and is not ready to play, the second game is declared a default. An additional 10-minute waiting period is allowed before declaring the third game and the match a default. If the team has six players present before the expiration of the 10-minute waiting period, the remainder of that waiting period will be divided evenly between the teams as their on-court warm-up period.

2. If neither team has six players available at match time, each team is charged with a loss of one game by default. The next game, if played, would be the third game of the match.

**Note:** If the home institution or tournament director has been notified that the visiting team will be delayed due to circumstances beyond its control, the referee should delay or postpone the match for a reasonable amount of time. In that situation, the pre-match protocol described in Rule 9-1-1 (29 minutes to 60 minutes) should be allowed.

- b. A team declared incomplete during a game or for the match defaults that game or the match. A team may become incomplete through injury or sanction. If there are additional games to be played to determine the winner of the match, a waiting time of up to 10 minutes is allowed for the team to have sufficient players.

### **Refusal to Play**

- ARTICLE 3. a. If a team refuses to play after being directed to do so and has been warned by the first referee, the entire match is defaulted.
- b. The act of refusal must be an unsporting act or a verbalization of refusal to play. For other delaying tactics, the team will be charged with a team delay (Rule 6-3).

# Rule 9

## Protocols

### Section 1. Pre-Match Protocols

ARTICLE 1. The court will be set up and available at least one hour prior to the scheduled match time. The protocol to be followed is:

**Table 2: Pre-Match Protocol  
(Example for a 7 p.m. match)**

Time Allotted	Actual Time	Visible Clock	Protocol
:41	6—6:41	:60—:19	Court available for shared warm-up
	6:30	:30	Coin toss
:04	6:41—6:45	:19—:15	Visiting team court
:04	6:45—6:49	:15—:11	Home team court
:05	6:49—6:54	:11—:06	Visiting team court
:05	6:54—6:59	:06—:01	Home team court
:01	6:59—7:00	:01—:00	Team huddle/ Announcements
	7:00	:00	Match begins with national anthem & introductions

- a. In a tournament situation, or (if both coaches agree) when a match follows another scheduled activity in the facility, the shared court time period of 41 minutes may be reduced to a minimum of 10 minutes.

b. No adjustments will be made to the warm-up protocol when a team arrives within 60 minutes of the match start time (i.e., when the first referee is ready to begin the match), unless the home institution or tournament director has been notified that the team is delayed. If notification is given, the standard warm-up protocol (29 minutes to 60 minutes) should start when the delayed team arrives on the court. (See Rule 8-5-2.)

### **Pre-Match Warm-Up**

ARTICLE 2. a. A team's pre-match warm-up activities, including laps, are confined to its team area whenever:

1. Both teams are in their respective team areas; and
  2. The teams are sharing the court per the warm-up protocol.
- b. When teams share the court during the pre-match warm-up period, team members may not intentionally enter or cause balls to enter the opponent's playing area.
- c. During the pre-match warm-up, when one team has exclusive use of the court, the other team must be at their team bench or out of the playing area. If a team chooses not to use any portion of its exclusively allocated time on the court, the court will remain unoccupied.
- d. Between games, team members are allowed to use balls for warm-up activities anywhere in their team area, including on the court. Neither serving nor hitting over the net is allowed between games of the match by team members.

### **Pre-Match Coin Toss**

ARTICLE 3. Before the start of a match, the referees will conduct a coin toss near the scorekeeper's table with the playing captains of both teams. The visiting captain will call the toss. The winner of the toss chooses to either serve or receive for the first game.

## **Section 2. Team Areas**

### **Selection of Team Area**

ARTICLE 1. One hour before the start of the match, the home team will identify its team area for the first game of the match. In a tournament situation, this time frame may be adjusted as necessary, and the tournament director will determine a method for designating the home team for each match of the tournament.

### **Location of Team Area**

ARTICLE 2. Team members occupy the bench located on the side of the net opposite the first referee and adjacent to their playing area. Substitutes are to be seated on their team's bench or be in their team's warm-up area, except for medical necessity.

### **Warm-Up Area During the Match**

ARTICLE 3. a. If no warm-up area is available substitutes must remain seated on the bench. (See Rule 1-3-4.)

- b. Substitutes may not use a ball for warm-up activities except during timeouts and between games. During timeouts, balls may only be used for warm-up activities off the court beyond the end line.

### **Change of Team Areas Between Games**

ARTICLE 4. a. At the end of each game, the second referee will ensure that the deciding point has been recorded. The first referee will then give the end of game signal.

- b. At the end of a game immediately before an extended intermission (see Rule 8-4-3), the first referee will dismiss the teams from their courts.

- c. At the end of other games, if another game is to be played that is not a deciding game, the first referee will immediately give the signal to change courts. (Signal 28). The players will then proceed in a counterclockwise direction along the sideline, past the net standard, and directly to their new bench areas. Team members off the court will change team benches immediately. The interval between games will begin when the teams are released to change team areas.
- d. At the end of the game prior to a deciding game, the playing captains will immediately report for the deciding game coin toss; the other players will be released to their respective benches.
1. The first referee conducts (or requests the second referee to conduct) a new coin toss. The playing captain of the team not calling the coin toss for the first game will call the coin toss for the deciding game.
  2. The winner of the toss chooses (a) serve/receive or (b) team area. The loser of the toss takes the remaining choice.
  3. Once the courts are determined for the deciding game, the first referee will indicate whether the teams will change benches or not. The interval between games begins at that time.

### **Change of Team Areas in the Deciding Game**

ARTICLE 5. a. When one team reaches eight points in a deciding game, both teams change team areas without delay.

- b. When the first referee signals to change courts, the players will proceed in a counterclockwise direction along the sideline, past the net standard, and immediately take their positions on the other court.
- c. After the change of courts, the scorekeeper and second referee quickly ensure that the players are in the correct position.

- d. If the court change is not made at the proper time, it will take place as soon as it is discovered. The score remains unchanged and is not a basis for protest.

**Failure to Comply**

ARTICLE 6. Failure to follow proper protocol may result in a team delay sanction.

**Section 3. End of Match**

Following the whistle and signal indicating the end of a match, the players of each team will line up on their respective end lines. When both teams are in position, the first referee will blow a whistle and the players will move to the center of the court to shake hands with the opponents.

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# Rule 10

## Team Lineup and Rotation Order

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### Section 1. Team Lineup

#### Submission

- ARTICLE 1. a. Immediately upon completion of the final pre-match timed warm-up period on the court, and at least 30 seconds before the expiration of the interval between games, a coach or playing captain for each team will submit the team's starting lineup to the scorekeeper or the second referee.
- b. Lineups will be submitted on the lineup sheets provided by the coach/scorekeeper, and will be signed by a coach.
  - c. Six players are listed on the lineup sheet in the floor position they will occupy at the start of the game. A team may also list one specialized defensive player called the "libero" on the lineup sheet for each game. (See Rule 12.) If a libero is not designated on the lineup sheet for a game, that team may not use a libero in that game. A player designated as the libero cannot play as a non-libero player in that game. (Exception: See Rule 11-2-5-b-3 and Rule 12-3-1-a.)
  - d. One of the players on the lineup sheet must be designated as the playing captain, and all coaches will be designated on the lineup sheet for the first game of the match.
  - e. No changes may be made to the lineup once it has been submitted to the scorekeeper. Errors made by the scorekeeper in recording lineups on the scoresheet will be corrected as necessary. Opponents will not be permitted to see the lineup submitted by the opposing team.
  - f. Players listed on the lineup sheets (except the libero) may be substituted before the start of play. A team delay will be assessed to the team only if the substitution causes an unusually long or deliberate delay. (See Rule 6-3-2-c.)

- g. If a team has submitted its lineup and has listed a starting number that no team member is wearing, the team must substitute a player wearing a legal number into that position. The team will be charged with a substitution.
- h. Failure to submit a signed lineup in a timely fashion will result in a team delay sanction. (See Rule 10-1-1-a.) If the lineup has not been submitted within 15 seconds after the first team delay sanction has been issued, an additional team delay sanction will be charged. If, after an additional 15 seconds, the lineup still has not been submitted, the first referee will default the game.

## **Section 2. Rotation Order**

Rotation order as determined by the starting lineup must be maintained throughout the game.

### **Number of Players**

ARTICLE 1. To begin a rally, six players per team must be on the court. Three players are front-row players, and occupy position Nos. 4 (left player), 3 (center player) and 2 (right player). The other three are back-row players occupying position Nos. 5 (left player), 6 (center player) and 1 (right player).

### **Rotation**

ARTICLE 2. When the receiving team gains the right to serve by winning a rally, its players must rotate one position clockwise (player in position No. 2 rotates to position No. 1 to serve; player in position No. 1 rotates to position No. 6, etc.)

## **Section 3. Players' Positions and Rotation**

### **Positions**

ARTICLE 1. At the time the ball is contacted for the serve, each team must be completely within its own team court (except the server in position No. 1 on the serving team) in two rows of three players. The placement of players must conform to the service order recorded on the scoresheet as follows (the server is exempt from this requirement):

- a. In the front or back row, the right-side player must have at least part of one foot closer to the right sideline than the feet of the center player in the corresponding row, and the left-side player must have at least part of one foot closer to the left sideline than the feet of the center player in

the corresponding row. Each front-row player must have at least part of one foot closer to the center line than the feet of the corresponding back-row player.

1. The position of players is judged according to the location of their feet in contact with the team court at the time the ball is contacted for service. An airborne player is considered to retain the status or position of the foot last in contact with the floor. The service zone is not considered to be a part of the court.
  2. The provisions of Rule 15-2-4-a govern players in contact with the center line at the time of service.
- b. After the ball is contacted for service, players may move from their respective positions.
  - c. On the lineup sheet for each subsequent game, the serving order may be changed and those changes will be recorded on the scoresheet. It is the responsibility of the coaches or captain to submit a signed lineup to the scorekeeper at least 30 seconds before the expiration of the interval between games of a match.

### **Position Faults**

ARTICLE 2. The players of a team commit a position fault if they are not in their correct positions at the moment the ball is contacted by the server, including a player found to be illegally in the game (for example, excessive team entry) or entered in a wrong position in the service order.

- a. The referee(s) should signal a position fault as soon as the server contacts the ball for service. If the referee is unsure about a player's position on the court, the referee may delay the decision and check the lineup sheet after the play has concluded. If a check of the lineup sheet reveals that a player was out of position, the fault may be called, even though recognized late.
- b. The position fault is penalized with a loss of rally, and the players are placed in their correct positions. Illegal players are replaced with no charged substitution. In addition, any player or team substitutions charged at the time of the wrong entry are removed from the scoresheet.
- c. If the team at fault is serving or has just lost a rally, and the fault is discovered before the opponent's serve, all points scored after the fault during that term of service must be canceled. In addition, all timeouts taken by the team not at fault as well as substitutions, libero replacements and team sanctions charged to either team after the commission of the posi-

tion fault must be canceled. Individual misconduct sanctions and timeouts taken by the team at fault are not canceled.

- d. If the team at fault is receiving and discovery is made after the opponents have served, all points previously scored by the offending team are retained. The serving team will be awarded a point unless the error is discovered after the serving team has just scored a point; in this case, no additional point will be awarded, the illegal player is replaced, and play continues without further penalty.
- e. If it is not possible to determine when the error first occurred, the player is replaced. If the offending team is serving, it is penalized with a loss of rally and only the last point in that term of service is removed. If the opponent is serving, it is awarded a point unless the play immediately preceding discovery of the illegal player resulted in a point.

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# Rule 11

## Game Interruptions

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### Section 1. Timeout

#### Limitations

- ARTICLE 1. a. Each team is entitled to a maximum of two timeouts per game.
- b. Consecutive timeouts may be requested by either team without a resumption of play between timeouts.
- c. If a team makes a third request for a timeout, the team will be sanctioned with a team delay.

#### Length

ARTICLE 2. A timeout will last for a maximum of 60 seconds, or less if both teams are ready for play. Teams must return to the court and prepare to play upon notification by either referee.

#### Media Timeouts

- ARTICLE 3. a. In a match that is broadcast over television or radio, a media timeout (not charged to either team) may be taken when the first team has scored 15 points (eight points in the deciding game), unless one team requests a standard timeout before that point.
- b. In a match that is broadcast over television or radio, the length of all timeouts may be extended at the discretion of media personnel.
- c. If one or more matches of a tournament are being broadcast over television or radio, the tournament administrator may opt for all matches to use media timeouts like the broadcast match.

#### Participants

ARTICLE 4. a. During a timeout, teams may go anywhere in the facility except into the opponent's team area. (See Rule 1-3-5.) All team members may participate in the timeout.

- b. After a timeout, the six players who were on the court at the time the timeout was granted must return to the court. Substitutions and libero replacements can then occur.

### **Timeout Delays**

ARTICLE 5. a. Each team must ensure that liquids or powders used in its team area during a timeout do not create a hazard, delaying the start of play. Failure to comply will result in a team delay sanction.

- b. If a team fails to return to play upon the signal indicating the end of a timeout, that team is sanctioned with a team delay.

### **Timeout Requests**

ARTICLE 6. a. Timeout requests may be made by the playing captain or designated coach positioned near the substitution zone when the ball is out of play and before the authorization for service. The request will be verbal or by using the appropriate hand signal. (See Signal 14, Official's Mechanics.)

- b. If a team member other than the designated coaches or playing captain requests a timeout, the request is denied and the team is charged with an improper request. If the request is granted in error, the timeout is terminated immediately upon discovery and a team delay sanction is assessed.
- c. Timeout requests before the start of a game are permitted.
- d. A legal timeout request may follow an improper request for substitution if the first referee has not authorized service. If the timeout request is granted, a new substitution request may be made at the end of the timeout.

## **Section 2. Substitutions**

### **Definition**

ARTICLE 1. A substitution is the act by which the referees authorize a player to leave the court and a substitute to occupy that position. Substitution of one or more players is permitted at the same time. The player(s) leaving the court and the incoming substitute(s) must wait near the sideline in the substitution zone until authorized to exchange by the second referee. (See Signal 29, Official's Mechanics).

- a. If a substitute enters the court before the authorization signal, the substitution is denied and a team delay sanction is assessed.

- b. If the referees recognize a substitution but proper procedure for entering the court is not followed, a team delay sanction is assessed and the substitution is denied.

### Limitations

- ARTICLE 2. a. Each team is entitled to 15 substitutions per game. Each player is allowed unlimited entries within the team limit.
- b. Each player entering the game legally, including an exceptional substitution, counts as one of the allowable team substitutions. (See Rule 11-2-6.) If the team requests a 16th substitution, the team is charged with an improper request, and the substitution is denied.
- c. Any number of players may enter the game in each position of the service order. Players re-entering the game must assume their original position in the serving order in relation to other teammates. No change may be made in a player's position in the service order, unless necessitated by injury. (See Rule 11-2-4.)

### Substitution Requests

- ARTICLE 3. a. A request for substitution before the start of a game is permitted. (See Rule 10-1-1-f.)
- b. After the game begins, substitution requests may be made by either a designated coach positioned near the substitution zone or the playing captain. The request must be made while the ball is out of play and before the authorization for service. Substitution requests can be made verbally or by using the appropriate hand signal. (See Signal 15, Official's Mechanics.)
1. If an incoming substitute enters the substitution zone, the action is considered to be a substitution request by a coach. No further action by a coach is required.
  2. If a team member other than the designated coaches or playing captain requests a substitution, the request is denied and an improper request is assessed.
  3. If the second referee blows a whistle in response to a request by a coach or playing captain at approximately the same time that the first referee authorizes service, play is stopped and the referees must determine which action occurred first. If the request was made before or simultaneously with the authorization for service, the request will be granted. If the request was after the authorization for service, the request will be denied, an improper request charged and a new service authorized.

4. If the coach chooses to approach the court during substitution, the coach may not enter the substitution zone and must return to the bench area before the resumption of play.
  5. After a substitution request has been granted, including a substitute entering the substitution zone, if a delay is caused by the coach or playing captain refusing to complete the substitution, a team delay sanction is assessed. A new request for substitution may not be made until the next interval when the ball is out of play or until a timeout is granted to either team. (*Exception:* If a change of request is due to a referee's mind change, the request is honored and no sanction will be assessed.)
  6. A team is not allowed to request consecutive interruptions for substitution until the game has resumed or a legal timeout has been granted. During a timeout, either team may make any number of substitution requests. Immediately after a timeout, an additional substitution request may be made. All substitution requests made immediately before, during or immediately after a timeout will be administered at the end of the timeout.
  7. If a request for multiple substitutions includes both legal and improper entries, the legal substitution(s) is allowed, the improper substitution(s) is denied and the appropriate improper request or team delay sanction is assessed.
  8. A legal request for substitution may follow an improper request for timeout if the first referee has not authorized the next service.
- c. At the moment of request, the substitute(s) must be prepared to enter. If a requested substitution is not completed immediately, the request is denied and a team delay sanction is assessed. No additional substitution requests may be made until the next interval when the ball is out of play or either team has been granted a timeout.
  - d. A significant time lapse between incoming substitutes entering the substitution zone limits the team to the timely substitute(s). The subsequent substitution(s) will be denied, and a team delay sanction is assessed. (See Rule 6-3-2-c.)

### **Accident or Injury**

ARTICLE 4. a. If a serious accident occurs while the ball is in play, a referee must stop the game immediately. The rally is replayed. If the injured player cannot continue playing within 30 seconds, the player must be

replaced by substitution, or the team must take a legal timeout if the player is to remain in the game. If the referees are informed within approximately 30 seconds that a substitute will replace the injured player, no timeout will be charged regardless of the time required to safely remove the player from the playing area.

- b. No substitution requests may be made by the injured player's team until the injury situation is resolved.

### **Exceptional Substitution**

ARTICLE 5. If, through accident or injury a player other than the libero is unable to play and a substitution cannot be made under the provisions of Rule 11-2-2, an exceptional substitution will be allowed without penalty. An exceptional substitution will not be allowed for an expelled or disqualified player.

- a. An exceptional substitution is counted as a team substitution, but will be allowed even if the team has used all allowable team substitutions.
- b. For an exceptional substitution, the injured player is replaced in the following priority:
  - 1. By the starter or a substitute who has played in the position of the injured player or by any substitute player who has not already participated in the game;
  - 2. By any substitute player on the bench regardless of previous position played; or
  - 3. By the libero player, who must then wear the same uniform as her teammates. That jersey must have a unique number (not worn by any teammate), but not necessarily the same number with which the libero started the match. If a player who has been replaced by the libero is the only substitute player on the bench, that player should first replace the libero, and the libero becomes the exceptional substitute.
- c. An injured player substituted by exceptional substitution may not return to that game. If an eligible substitute is injured and unable to enter the game to replace an injured player, an exceptional substitution is allowed. Neither the injured substitute nor the player replaced by exceptional substitution may participate in the remainder of the game. Players entering the game as an exceptional substitution may not be substituted during the remainder of the game unless that player

becomes injured and must be substituted under the provisions of the exceptional substitution rule.

- d. If, through injury or accident a player is unable to play and a legal or exceptional substitution cannot be made, the first referee must grant a special timeout of up to three minutes. Play will resume as soon as the injured player is able to continue. In no case will the special injury timeout exceed three minutes. At the end of the special timeout, a team may request a legal timeout provided it has not already used its allowable two timeouts. If, after three minutes or at the expiration of timeouts granted after the special timeout, the injured player cannot continue to play, the team is declared incomplete and defaults the game, keeping any points acquired. A player may be granted only a single three-minute injury timeout during a match. If a player becomes injured to the extent that a second injury timeout would be required, the team is declared incomplete. (See Rule 8-5-2-b.)

### **Blood Situations**

ARTICLE 6. The referees will stop play immediately when a player is found to be bleeding or when blood is found on uniforms, any other equipment, or playing surfaces.

- a. If a player is bleeding, but blood is not found on uniforms, equipment or surfaces, see Rule 11-2-4.
- b. If blood is found on a player's uniform or equipment, the player must leave the court and medical personnel will evaluate the articles. ("Medical personnel" is defined as a medical doctor or certified trainer.) If the medical personnel determine that the articles are unsafe, the player will be allowed reasonable time to change the bloodstained part of the uniform/equipment with no unnecessary delay. If the player cannot change in a reasonable amount of time, a legal substitution must be made or a legal timeout requested. In the absence of medical personnel at the site, the player will be required to wear a uniform/equipment free of blood.
  1. It is recommended that replacement uniforms be similar in color. A different style is permissible.
  2. Jersey numbers may be changed because of a blood-saturated uniform. Duplicate numbers are not permitted in the same match.
- c. If blood is found on the playing surface or other equipment, the host institution is responsible for following appropriate procedures to provide a safe environment.

## **Section 3. Game Interruption Exceptions**

### **Interruptions of Play**

ARTICLE 1. Play will be stopped and the first referee will direct a play-over as soon as either referee notices a foreign object in the playing area that could cause a distraction or injury to the players.

### **Emergency Situations**

ARTICLE 2. In case of inclement weather (tornadoes, earthquakes, etc.) or other emergency situations, the first referee may postpone the match or interrupt it as deemed advisable for the protection of the participants.

### **Prolonged Interruptions**

ARTICLE 3. If circumstances delay the completion of a match (bad weather, equipment failure, etc.), the result of the interrupted game will remain the same and the game resumes under the same conditions if possible. The score at the time of interruption, results of completed games, etc., are retained. A conference may opt to establish rules to cover situations where a prolonged interruption prevents a match from being concluded and still consider the match a completed contest. If no such action is taken by the conference, the result is recorded as a no-contest for both teams.

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# Rule 12

## The Libero Player

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### Section 1. The Libero Player

#### Designation

ARTICLE 1. One libero player may be designated for each game by indicating that player's number on the lineup sheet for that game. If a libero is not listed on the lineup sheet for a game, the team may not use a libero in that game. The libero may be designated as the playing captain.

#### Playing Actions

- ARTICLE 2. a. The libero is restricted to perform as a back-row player, and is not allowed to complete an attack hit from anywhere (including the playing court and free zone) if, at the moment of contact, the ball is entirely above the top of the net. (See Rule 14-5-1 and Signal 24.)
- b. The libero may not block or attempt to block. (See Rule 14-6-1.)
- c. In one rotation, the libero may replace the player in position No. 1 to serve. (See Rule 10-2-1.)
- d. A teammate may not complete an attack-hit when, at the moment of the attack-hit, the ball is entirely above the top of the net and the ball is coming from an overhand finger pass by a libero in the front zone or the opponent's free zone. (See Signal 24, Official's Mechanics, then indicate the libero.) The ball may be freely attacked if the libero makes the same action from behind the front zone. If airborne, the libero's position is judged according to the point of last contact with her team's court.

#### Uniforms

ARTICLE 3. a. The libero must wear a uniform shirt or jersey that is immediately recognized from all angles as being in clear contrast to and distinct from the other members of the team. The primary color of the libero's jersey/shirt must be different from any color that appears on more than 25 percent of the body of her teammate's jerseys. In determining the body of the uniforms, the sleeves and collar should be ignored.

- b. The libero uniform must have a legal number. (See Rule 7-1-2.)
- c. The style and trim of the libero's shirt or jersey may differ from her teammates', but her shorts must be identical to her teammates'.

## Section 2. Libero Replacements

### Description

- ARTICLE 1. a. The libero is allowed to replace any player in a back-row position.
- b. Replacements involving the libero are not counted as substitutions and are unlimited. There must be at least one rally between two libero replacements, unless the libero is replacing the player in position No. 1 and will serve the next rally. The libero can only be replaced by the player whom she replaced. An incorrect libero replacement is sanctioned with a team delay if the officials identify and correct the situation before the next service contact. If identified after service contact, a position fault results.

### Procedure

- ARTICLE 2. a. Replacements can only take place after the end of a rally or at the start of each game after the second referee has verified the starting lineup. The replacement must occur while the ball is out of play and before the authorization for service. A replacement made after the authorization for service but before service contact will not be rejected, but a verbal warning will be issued. Subsequent late replacements in the match will result in a team delay sanction.
- b. Replacements cannot occur during a timeout.
  - c. The libero and the player replaced by the libero must enter or leave the court only by the sideline in front of their team bench between the attack line and the end line. A team delay is assessed for improper libero replacement procedures. **Exception:** In one rotation, the libero can replace the player in position No. 1 and serve the next rally even if she is already on the court in replacement of another player. In this situation, the libero does not have to exit the court before replacing the player in position No. 1.

## Section 3. Injuries

### Libero Redesignation

ARTICLE 1. a. If the libero is injured and cannot continue play, she must first be replaced by the player whom she replaced. Then, a new libero may be redesignated using the following criteria:

1. Redesignation does not need to occur immediately after the injury and replacement, but may occur at the discretion of the coach(es)/captain.
  2. When redesignation does occur, any substitute may be redesignated as libero for the injured libero. The injured libero may not play in the remainder of that game.
  3. The player redesignated as libero must wear a libero uniform as described in Rule 12-1-3 and must remain the libero for the rest of the game. The redesignated libero's uniform must have a unique number (not worn by any teammate), but not necessarily the same number with which the player started the match.
- b. If the libero is expelled or disqualified while playing, she must be replaced by the player whom she replaced. The team continues play with no libero player.

### Libero and Exceptional Substitutions

ARTICLE 2. a. The libero may be used as an exceptional substitution for another injured player if no other possible substitutes exist. When no longer playing as a libero, that player must wear the same uniform as her teammates, and the team continues play with no libero. (See Rule 11-2-5-b-3.)

- b. The libero may not be used as a substitute for an expelled or disqualified teammate. If no legal substitute is available for an expelled or disqualified teammate, that team will be declared incomplete and will default the game or match, as appropriate. (See Rule 8-5-2-b.)

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# Rule 13

## The Service

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### Section 1. The Service

#### Definition

ARTICLE 1. The service is the act of putting the ball into play by the player in position No. 1 who hits the ball with one hand (open or closed) or any part of one arm in an effort to direct the ball into the opponent's team court from the service zone.

#### First Service in a Game

ARTICLE 2. The first service of game one and any deciding game is executed by the team determined by the coin toss (Rule 9-1-3 and Rule 9-2-4-d). The other games will be started with service by the team that did not serve first in the previous game.

#### Execution of the Service

ARTICLE 3. a. The first referee authorizes the service after having checked that the server is in possession of the ball on the playable surface and in the service zone or free zone beyond the end line and that the teams are ready to play. Any team not ready to play within a reasonable time is assessed a team delay sanction.

- b. After being clearly released or tossed from the hand(s) of the server, the ball must be hit cleanly for service. If the service toss contacts any obstruction prior to contact of the service, the serving team loses the rally.
- c. The server must contact the ball for service within eight seconds after the first referee authorizes service.
- d. Only one toss or release of the ball, which is considered to be part of the service action, is allowed. Preliminary actions such as bouncing the ball on the floor or lightly tossing the ball from one hand to the other are permitted, but must occur within the eight seconds allowed between service authorization and service contact.

- e. If the service has been authorized and the player realizes she is the wrong server, the correct server must enter the service zone and execute the serve within the original eight seconds.
- f. At the moment the server contacts the ball for service or takes off for a jump service, the server must not touch the court (end line included) or the playing area outside the lines marking the width of the service area.
- g. If the ball is served before the first referee's authorization for service, the serve is canceled and a play-over directed.
- h. After the authorization for service, no other actions (requests for lineup check, timeout, etc.) may be considered until after the ball has been served and/or a rally completed.

### **Term of Service**

ARTICLE 4. A player continues to serve until the serving team commits a fault. A serving player may be replaced by substitution at any time during a term of service. The libero may replace the server in one rotation. (See Rule 12-1-2-c.) In that rotation, the libero, the player who started the game in that position or any legal substitute for the starting player, may serve.

## **Section 2. Serving Faults**

### **Loss of Rally**

ARTICLE 1. a. The serving team loses the rally (unless there is a position fault by the receiving team) when one of the following serving faults occurs:

1. The ball does not cross the net;
  2. The ball passes under the net;
  3. The ball touches an antenna or does not pass over the net completely between the antennas or their indefinite extensions;
  4. The ball touches a player on the serving team or any object except the net before entering the opponent's team court;
  5. The ball lands "out" (See Rule 16-2-2); or
  6. The ball passes over an individual or collective screen.
- b. If a serving fault occurs and the opposing team commits a position fault (Rule 10-3-2) at the moment of a legal service, the serving team wins the rally and scores a point.

**Illegal Service**

ARTICLE 2. a. The service is illegal when the player (server):

1. Serves while in contact with the court (end line included) or with the floor outside the service zone (Signal 10, Official's Mechanics);
  2. Throws or pushes the ball for service (Signal 17);
  3. Serves with two hands or arms (Signal 17);
  4. Is not in the correct rotation order at the time of service (Signal 22);
  5. Fails to toss or release the ball before it is hit for service (Signal 17);
  6. Tosses the ball for service and either allows the ball to drop to the floor or catches it without making contact for service (Signal 17); or
  7. Fails to contact the ball for service within eight seconds after the first referee's authorization for service (Signal 18).
- b. If an illegal service occurs and the opposing team commits a position fault at the moment of service, the serving team is penalized with a loss of rally.

**Rotation Fault**

ARTICLE 3. A rotation fault is committed when the service is not made according to the rotation order. (See Rule 10-2.)

- a. When it is discovered that a wrong player is about to serve the ball, the scorekeeper must wait until the ball has been contacted for service, then use an audible device or stop the game in any manner possible, and report the fault to one of the referees.
- b. If the team at fault is serving, the rotation fault is penalized with a loss of rally, and the players are placed in their correct positions. All points scored by the team at fault after the rotation fault are canceled.
- c. If the team at fault has just lost a rally and discovery is made before the opponents have served, all points scored after the rotation fault by the offending team are canceled. No additional point is scored by the team in possession. The service order is corrected.
- d. In the situations described in b or c above, all timeouts taken by the team not at fault as well as substitutions, libero replacements and team sanctions charged to either team after the rotation fault must also be canceled. Individual misconduct sanctions and timeouts taken by the team at fault are not canceled.

- e. If the opposing team has served before the rotation fault is discovered, there is no cancellation of points for the offending team. The service order is corrected.
- f. If, during one term of service by a team, there are two different servers—the first one an illegal server and the second the correct server—and the error is discovered before a serve by the opponents, the offending team loses all points scored by the illegal server and all points scored by the subsequent legal server during that term of service. The team is also penalized with a loss of rally. If the correct server is the first server and is followed by an illegal server, points scored by the correct server are not canceled, but any points scored by the illegal server are canceled and the team is penalized with a loss of rally.
- g. If it is not possible to determine when the rotation fault occurred and the team at fault is still serving, the last point in that term of service is removed and the team at fault is penalized with a loss of rally.

*Note: Requesting a lineup check. Playing captains or designated coaches may request verification of their team's service order at any time during the match. This privilege may not be abused. Before the authorization for service, if the serving team makes a legal request for a lineup check and is found to be out of serving order, the order is corrected without penalty and the game continues. Requests for opponent's lineup checks will be limited to determining whether or not the players are legally in the game. No information will be provided to disclose which opposing team members are front-row or back-row players.*

### **Screening**

ARTICLE 4. Players on the serving team must not take action to prevent receiving team players from seeing the contact of the serve and/or the path of the ball.

- a. Potentially, screens exist when the ball is served over a player on the serving team who raises or waves arms, jumps, or moves sideways when the service is being executed. A sanction may be assessed for distracting or moving sideways to prevent an opponent from seeing the serve even if the ball is not served over that player.
- b. Potentially, screens exist when a group of two or more teammates stand in close proximity and the ball is served over them. The factors to be weighed when judging whether a screen has been committed are:
  - 1. Relative positions of the players on the serving team;

2. Path of the serve;
3. Speed of the serve; or
4. Trajectory of the serve.

If the serving team players are positioned close to each other and a serve that is fast and has a low trajectory passes over these players, the probability is greater that a screen has been committed. There is a lower probability that a screen has been committed if the players are not positioned close to each other or are attempting to prevent the screen (e.g., bending over); the path of the serve is not over the players; the speed of the serve is slow; or the trajectory of the serve is high.

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# Rule 14

## Playing the Ball

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### Section 1. Contacting the Ball

#### Maximum of Three Team Hits

ARTICLE 1. Each team is allowed a maximum of three successive hits of the ball (in addition to blocking) in order to return the ball to the opponent.

#### Contacted Ball

ARTICLE 2. A player who contacts the ball, or is contacted by the ball other than during blocking action, is considered to have played the ball and such action constitutes a team hit. If the ball is clearly touched only by a player's hair, it is not considered a contact by that player.

#### Consecutive Contacts

ARTICLE 3. A player may not contact the ball with two separate and consecutive motions (*Exceptions*: Rules 14-3-3 and 14-6-2-b.)

### Section 2. Characteristics of the Hit

#### Contact of Ball with the Body

ARTICLE 1. The ball may contact any part of the body.

#### Caught or Thrown Ball

ARTICLE 2. The ball must be hit cleanly and not held (including lifted, pushed, carried, caught or thrown). Prolonged contact with the ball is a fault. The ball can rebound in any direction.

#### Successive Contacts

ARTICLE 3. a. During blocking or during the team's first hit, successive contacts with various parts of the player's body are permitted in a single attempt to play the ball. Prolonged contact is a fault in these actions.

b. During any other team hit, contacting the ball more than once, with any part of the body, without an intervening contact by another player, will be a fault.

## **Section 3. Simultaneous Contact**

### **Simultaneous Contacts by a Player**

ARTICLE 1. The ball may contact any number of parts of the body providing such contacts are simultaneous and there is no prolonged contact.

### **Simultaneous Contacts by Opponents**

ARTICLE 2. a. After simultaneous contact by opponents, a team has the right to three additional contacts. If one team has had three legal contacts and then participates in a simultaneous touch of the ball above the net with the opponents, it is considered a fourth team contact and a fault.

- b. After simultaneous contact by opponents, if the ball lands outside a boundary line, it is the fault of the team on the opposite side of the net. If, after a simultaneous contact between opponents, the ball rolls along the net and contacts an antenna, this is a double fault, both teams having caused the ball to touch the antenna. A play-over is directed.
- c. A joust occurs when players of opposing teams cause the ball to come to rest above the net through simultaneous contact. A joust is not a fault, and play continues as if the contact was instantaneous. (See Rules 14-3-2-a and 14-3-2-b.)

### **Ball Played Simultaneously by Teammates**

ARTICLE 3. When two or more teammates contact the ball simultaneously, it is counted as one contact. Any player may play the next ball if the simultaneous contact is not the third team hit.

## **Section 4. Faults in Playing the Ball**

### **Four Hits**

ARTICLE 1. It is a fault when a team contacts the ball four times before returning it to the opponents. (See Rule 14-1-1.)

### **Assisted Hit**

- ARTICLE 2. a. No player may take support from a teammate in order to reach the ball. It is legal for a player to stop or hold a teammate who is not making a play on the ball in order to prevent a fault.
- b. A player may not play the ball while gaining support from the pole, cable, net supports or referee's platform. It is not a fault to play the ball while supported by any other object (for example, chair, team bench, bleacher or wall) if a body part is in contact with the playing surface.

**Prolonged Contact**

ARTICLE 3. It is a fault when a player does not hit the ball cleanly. (See Rule 14-2-2.)

**Double Contact**

ARTICLE 4. It is a fault when a player contacts the ball twice in succession, or the ball contacts various parts of the body successively. (See Rule 14-3-1; *Exceptions*: Rules 14-2-3-a, 14-3-3 and 14-6-2-b.)

**Illegal Hit**

ARTICLE 5. It is a fault when a player in a non-playing area plays the ball. (See Rule 4-1-2.)

## Section 5. Attack-Hit

**Definition**

ARTICLE 1. An attack-hit is an action, other than a block or a serve, that directs the ball toward the opponent. An attack-hit is completed the instant the ball completely crosses the vertical plane of the net or is touched by an opponent.

**Attacking the Serve**

ARTICLE 2. It is illegal for a player to complete an attack-hit on the opponent's service while the ball is in the front zone and entirely above the top of the net.

**Attacking Over Opponent's Team Court**

ARTICLE 3. A player cannot initiate an attack-hit while the ball is completely on the opponent's side of the net. If the initial contact with the ball is above the attacker's side of the net and the follow-through causes the attacker's hand or arm to cross the net without contacting an opponent or the net, this action does not constitute a fault.

**Back-Row Attacker**

ARTICLE 4. a. A back-row player who is in the front zone may not complete an attack-hit if, at contact, the ball is entirely above the top of the net. The contact does not become illegal until the attack-hit is complete. (See Rule 14-5-1.)

b. A back-row player may complete an attack-hit if:

1. At take-off, the player's feet have neither touched nor crossed the attack line or its indefinite extension; after the attack-hit, the player may land within the front zone; or

2. At the moment of contact, any part of the ball is below the top of the net.
- c. If a back-row player illegally attacks the ball into an opposing back-row blocker (including simultaneous contact), it is a double fault.

## Section 6. Blocking

### Definitions

ARTICLE 1. Blocking is the action of a player(s) close to the net that deflects the ball coming from the opponent by reaching higher than the top of the net. A blocked ball is considered to have crossed the net. The blocking action ends when the blocking player makes a subsequent attempt to play the ball.

*Note: If a player near the net is reaching above the height of the net and the opponents legally cause the ball to contact her, the player is considered to be a blocker. A back-row player attempting to play a ball in the crossing space above the net is considered an illegal blocker if the ball is attacked or blocked by an opponent into the back-row player while the player is reaching above the height of the net (including simultaneous contact).*

- a. **Block Attempt:** A block attempt is the action of blocking without touching the ball. An attempt to block does not constitute a block.
- b. **Completed Block:** A block is completed when the ball is touched by a blocker. Only front-row players are permitted to complete a block.
- c. **Collective Block:** A collective block is one executed by more than one blocker in close proximity. It is completed when one of the players touches the ball. It is a blocking fault if a back-row player or libero participates in a completed collective block.

### Blocking and Team Hits

- ARTICLE 2. a. A block contact is not counted as a team hit. After a block contact, a team is entitled to three hits to return the ball to the opponents.
- b. The first hit after the block may be executed by any player, including the player who blocked the ball.

### Blocking Contact

ARTICLE 3. a. Multiple contacts of the ball by a player(s) participating in a block are legal during one attempt to deflect the ball. Multiple contacts of the ball during a block are considered a single contact, even though the ball may make multiple contacts with one or more players of the block.

- b. These contacts may occur with any part of the body.

### **Block within the Opponent's Space**

ARTICLE 4. a. In blocking, a player may place hands and arms beyond the net inside the antennas provided this action does not interfere with the opponent's play. Blockers may reach across the plane of the net outside the antenna, but may not contact the ball over the opponent's team area. If contact of the ball over the opponent's team area is made while any part of the blocker or member of a collective block is outside the antenna across the plane of the net, the blocker has committed a fault.

- b. Blocking the ball across the net above the opponent's team area is legal provided no contact is made with the opponent and:
1. The block is made after the opponent has executed an attack-hit (simultaneous contact with the attack hit is a blocking fault);
  2. The block is made after the opponents have completed their three hits;
  3. The block is made after the opponents have hit the ball in such a manner that the ball would, in the first referee's judgment, clearly cross the net if not contacted by a player and no member of the attacking team is in a position to make a legal play on the ball; or
  4. The ball is falling near the net and no member of the attacking team can, in the first referee's judgment, make a play on it.

### **Ball Contacting Top of Net and Block**

ARTICLE 5. If the ball touches the net and a blocker who is reaching above the net and then rebounds to the attacker's side of the net, the attacker's team has the right to three team hits.

### **Blocking the Serve**

ARTICLE 6. Blocking a served ball is a fault.

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# Rule 15

## Play at the Net

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### Section 1. Ball at the Net

#### Ball Crossing the Net

ARTICLE 1. The crossing space is the part of the vertical plane of the net limited at the sides by each antenna and its imaginary extension, and by the ceiling. A ball sent to the opponent's playing area must pass over the net within the crossing space.

- a. A ball that has crossed the net plane to the opponent's free zone over or outside the antenna after a team's first contact or block may be played back to a teammate, provided (1) a center line fault is not committed (See Rule 15-2-4), (2) the pursuing player does not cross under the net, net cable or referee platform; and (3) the ball, when retrieved, crosses the net plane over or outside the antenna on the same side of the court. The opponent(s) may not prevent this action.

*Note: This rule will not be used in a facility that does not have at least 2 meters (6 feet, 6 inches) of free space between the net standard on the bench side of the court and the scorekeeper's table (or other floor obstacle) and 2 meters (6 feet, 6 inches) of clearance behind the first referee's platform.*

- b. The ball is out of play when it completely crosses the space under the net. (See Signal 2, Official's Mechanics.)

#### Ball Touching the Net

ARTICLE 2. a. The ball may touch the net while crossing it.

- b. A ball driven into the net may be recovered within the limits of the three team hits. If the ball touches the net after a team's third hit and does not cross the net, the first referee should not stop play until the ball is contacted for the fourth time or has touched the playing surface.
- c. If the ball rips the mesh of the net or tears it down, the rally is canceled and replayed.

**Ball Penetrating the Vertical Plane**

- ARTICLE 3. a. A ball penetrating the vertical plane of the net over or below the net may be returned to a team's side by a player on that team provided the ball has not completely crossed the vertical plane of the net when such contact is made. Once the ball penetrates the vertical plane above the net, opponents have an equal right to play the ball.
- b. Opponents are not allowed to intentionally touch the ball under the net or in the body of the net (on the opponent's side) during play. If the ball inadvertently contacts an opponent beyond the plane below the net, the ball is out of play and it is not considered to be a fault by the opponents.
- c. It is a fault to contact the ball or an opponent above or below the net over the opponent's team area before or during the opponent's attack hit.

**Section 2. Player at the Net****Player Contact with Net or Antennas**

ARTICLE 1. Insignificant contact with the net by a player is not a fault, unless it is made during an action of playing the ball, or it interferes with the play. Actions of playing the ball may include those in which the players do not actually touch the ball (e.g., players attempting to fake an attack-hit or attempting to block.)

- a. If the ball is driven into the net with such force that it causes the net or antenna to contact a player, no fault is committed.
- b. A player may touch a post, a rope or any other object outside the total length of the net provided this contact does not interfere with the play or is not used as a means of support while playing the ball.

**Simultaneous Contact with the Net by Opponents**

ARTICLE 2. If opponents commit a net fault simultaneously, it is a double fault and the first referee directs a play-over.

**Interference**

ARTICLE 3. It is a fault to interfere with an opponent. Interference is contact or an apprehension of potential contact that hinders an opponent's play on the ball. Inadvertent contact that does not prevent an opponent from making a play does not constitute interference.

**Crossing the Center Line**

- ARTICLE 4. a. Encroachment into the opponent's court with the foot, feet or hand(s) is permitted, provided some part of the encroaching extremity remains in contact with or directly above the center line, and there is no interference with opponents. It is not a fault to contact the opponent's team court with the hair.
- b. Encroachment into the opponent's court with any part(s) of the body is permitted, provided some part of the body remains either in contact with or directly above the center line, and there is no interference with opponents. In addition, completely crossing the center line with the foot, feet or hands, or encroachment with other body parts cannot present a safety hazard to opponents.
- c. It is not a fault to cross the center line after the ball is out of play.
- d. It is not a fault to cross the extension of the center line outside the boundaries of the court (See Rule 15-1-1-a) and enter the opponent's free zone, provided there is no interference with opponents.

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# Rule 16

## States of Play

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### Section 1. Ball In Play/Ball Out of Play

#### Ball In Play

ARTICLE 1. The rally begins with the first referee's whistle to authorize the service. The ball is in play when it is legally contacted for service.

#### Ball Out of Play

ARTICLE 2. The rally ends with either referee's whistle. If the whistle is due to a fault made in play, the ball is out of play from the moment the fault was committed. An inadvertent whistle or horn ends the rally. The first referee must determine if the inadvertent whistle or horn affected play (play-over) or not (result of rally stands).

### Section 2. Ball "In"/Ball "Out"

#### Ball "In"

ARTICLE 1. The ball is "in" when it touches the floor of the playing court, including the boundary lines.

#### Ball "Out"

ARTICLE 2. The ball is "out" when:

- It strikes the floor and no part of the ball contacts either a boundary line or the area within the boundary lines;
- It contacts a floor/wall obstruction outside the court, a wall or a person out of play (See Rule 4-2-4);
- It contacts any object above a non-playing area;
- It contacts an antenna, the net outside an antenna, the net post or any supporting apparatus for the net or net post;
- It completely crosses the vertical plane of the net partly or totally outside the crossing space after a team's second or third contact if Rule 15-1-1-a is in effect; or
- It completely crosses the vertical plane of the net partly or totally outside the crossing space after any team contact if Rule 15-1-1-a is not in effect.

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# Rule 17

## Decisions and Protests

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### Section 1. Protests

#### Authority of the Referee

ARTICLE 1. Decisions based on the judgments of the referees or other officials are final and not subject to protest.

#### Protests to be Considered

ARTICLE 2. Examples of protest matters to be considered include:

- a. Misinterpretation of a playing rule;
- b. Misapplication of the correct rule to a given situation; or
- c. Failure to impose the correct penalty for a given violation.

### Section 2. Protest Procedures

#### General

ARTICLE 1. a. Disagreements with interpretations of the rules must be brought to the attention of the first referee before the first service after the play in which the disagreement occurred.

1. A protest on the final point of a game must be lodged during the first 60 seconds of the timed interval between games, if there is another game to be played.
  2. A protest on the final point of a match must be lodged before the referees leave the playing area.
- b. A protest may be lodged by either the playing captain or a coach. If a coach lodges a protest, an opposing coach will be allowed to participate in the resulting discussion.
  - c. A protest must be accepted by the first referee provided it is a protest of an interpretation or application of a rule. If an attempt is made to lodge a protest regarding a non-protestable situation, the protest is denied without penalty.

## Non-tournament Protest Procedure

*Note: This procedure should also be used in tournament play when the playing schedule is not dependent on the results of previous matches.*

- ARTICLE 2. a. Play is suspended. Referees, coaches and playing captains consult the rules book.
- If the protest is found to be valid (referee's decision changed) as a result of the rules book consultation, play will continue from the point of protest with the correct decision implemented.
  - If a protest is denied (referee's decision stands) as a result of the rules book consultation, play continues as if no protest had occurred.
  - If a protest lodged by a captain/coach cannot be resolved by consulting the rules book, the facts are recorded on the back of the scoresheet for that game. (See Rule 17-2-4.) The first referee will continue to direct the game and will forward the protest information to the NCAA secretary-rules editor after the match for a final decision. (*Exceptions:* Rule 17-2-5 and 17-2-2-e.) If the protest is found to be valid (referee's decision changed), the protested game may be replayed from the point of protest, and the match replayed to its conclusion. The decision to replay a valid protest ultimately rests with the two opposing teams and their conference(s).
  - If the protest issue involves a possible scorekeeper recording error, the referees must make an immediate determination based on all information available. The protest will not be resolved on a delayed basis by the NCAA secretary-rules editor.

## Tournament Protest Situations

- ARTICLE 3. a. In tournament situations where the match schedule is dependent on the result of previous matches, there should be a protest committee or interpreter to make final decisions on protests. Play is suspended while the facts are recorded or relayed to the committee or interpreter, who then makes a decision on the protest. This decision will be final.
- The committee, after reviewing the facts of the protest, may rule that the protest is valid (referee's decision changed), or that the protest is denied (referee's decision stands). If the protest is valid, the correct ruling will

be applied to the protested play and the game will continue from that point. If the protest is denied, play will continue as though no protest had been lodged.

### **Protest Facts to be Recorded**

ARTICLE 4. a. Score of the game at the time of the protest.

- b. Players in the game at the time of the protest and their positions on the court.
- c. Player substitutions and team substitutions made before the protested situation.
- d. Team timeouts charged before the protested situation.
- e. A synopsis of the situation that caused the protest, including which rule was violated or omitted or which penalty was improperly assessed.
- f. Signatures of the scorekeeper, both playing captains, and the first referee, indicating the facts have been correctly recorded.

*Note: A photocopy of the scoresheet at the time of protest may be used in place of recording items a through d.*

### **Protested Game**

ARTICLE 5. If the protesting team wins the game in which the protest is made, the protest is then nullified. If the team wins the protested game but later loses the match, there is no basis for protest because the team won the protested game. Regardless of the outcome of the match, the facts of the protest must be forwarded to the NCAA secretary-rules editor for review.

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# Rule 18

## Officials and Their Duties

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*Note: Rule 18 is included as a guideline for officials and shall not be construed to be a part of the official playing rules subject to protest by teams (Exception: Rule 18-2-5 and 18-2-6).*

### Section 1. The Corps of Officials

#### Composition

ARTICLE 1. The corps of officials for a match is composed of the first referee, the second referee, the scorekeeper, assistant scorekeeper, and two or four line judges. Their locations are shown in Figure 2 (Page 93).

#### Whistles

ARTICLE 2. Only the first and second referees may blow whistles during the match. However, the scorekeeper may use an audible device, including a whistle, to notify the referees of a rotation fault.

- a. The first referee gives the signal for service to begin the rally.
- b. The first or second referee signals the end of a rally, provided he or she is sure that a fault has been committed and has identified its nature.

#### Requests by Captains/Coaches

ARTICLE 3. The first or second referee will blow the whistle when the ball is out of play to acknowledge a team request for an interruption.

#### Hand Signals

ARTICLE 4. Immediately after a referee blows the whistle to signal the end of the rally, that referee indicates the decision with the official hand signals.

- a. If the fault is whistled by the first referee, he or she will indicate the nature of the fault, the player at fault (if necessary) and the result of the play (point, play-over, etc.) The second referee will mimic these signals. [Exception: The second referee will not mimic the signal for a net serve. (See Signal 19b, Official's Mechanics)].

- b. If the fault is whistled by the second referee, he or she will indicate the nature of the fault and the player at fault (if necessary). The first referee will mimic those signals and then indicate the result of the play, repeated by the second referee.
- c. In the case of a double fault, either referee will indicate the nature of the faults and, if necessary, the players at fault. The first referee will then indicate the result of the play, repeated by the second referee.

## **Section 2. The First Referee**

### **Location**

ARTICLE 1. The first referee carries out his/her functions standing on a referee's platform located at the opposite end of the net from the scorekeeper's table. It is recommended that the first referee remain on the platform during the entire match except for a protest, for personal reasons, to handle a scorekeeping difficulty that the second referee is unable to resolve, and during the extended intermission between games two and three.

### **Scope of Authority**

ARTICLE 2. The first referee directs the match from his/her arrival on the court until the end of the match. This includes:

- a. Having authority over all team members;
- b. Having final authority over all decisions including those not specifically addressed in the rules;
- c. Having authority over other officials and overruling other officials if certain one of the officials made an incorrect decision; and
- d. Replacing an official who is not performing functions properly.

### **Responsibilities Before the Match**

ARTICLE 3. Before the match, the first referee will:

- a. Examine the ball(s) to be used in the match, and authorize their legality;
- b. Inspect the net to ensure it meets specifications, and ensure the safety of the playing area and equipment;
- c. Conduct the coin toss and conference of the referees and team captains;
- d. Control the warm-up conduct of the teams; and
- e. Establish ground rules as needed.

### **Responsibilities During the Match**

ARTICLE 4. During the match the first referee is authorized to:

- a. Blow a whistle at the beginning of each play to authorize service, and at any other time judged to be necessary. For televised matches, the first referee should coordinate with media personnel regarding the authorization for service, allowing a minimal delay as needed for media purposes.
- b. Decide upon faults of the server, rotation and position faults of the serving team, and faults in playing the ball. If a player makes an honor call, the first referee will accept the call unless there is a definite reason to believe that the player was mistaken (e.g., the net being forced into the player by the momentum of the ball).
- c. Sanction misconduct and delays. Other officials (second referee, scorekeeper and line judges) must immediately report to the first referee any unsporting behavior that is made by any team member regarding an official or opponent. If the playing captain asks in a proper manner, the first referee must give the reason for a penalty, expulsion or disqualification and must not allow further discussion except to allow the playing captain to communicate quickly with the coach the reason for the sanction.
- d. Signal the number of timeouts taken by each team at the conclusion of each timeout.
- e. Determine, with assistance from the second referee and/or the line judges, whether a ball that lands out on the blockers' side did or did not touch the block. The decision whether a ball that returns to the attacker's side did or did not touch the block is made by the first referee with the assistance of only the second referee.

### **Crowd Control**

ARTICLE 5. The responsibility for crowd control rests with the host institution. The athletics director or designated representative(s) is expected to encourage team support and good sportsmanship from all spectators. Vulgar language, remarks regarding race or gender, physical intimidation, or other unsporting conduct should not be tolerated. Should the first referee notice or be notified that there is a problem whereby the crowd is affecting playing conditions on the court, the following procedures are followed:

- a. The first referee will temporarily suspend play.
- b. The first referee will instruct the second referee to communicate the problem to the host administrator, if immediately available, or to the host head coach.

- c. The host head coach seeks assistance from the host administrator on site who should rectify the problem. If no administrator is present, the responsibility then rests with the host head coach. Play remains suspended until the situation has been addressed.
- d. If steps a, b and c are not effective: If the host administration fails to resolve the problem and play cannot be resumed or if play must be suspended again, the first referee sanctions the home team with a team delay penalty (red card). The host administration/host head coach will be given another opportunity to resolve the problem. If play cannot be resumed or must be suspended again in the same match, the home team defaults the match (at a neutral site, the offending team defaults the match).
- e. Should a major incident occur, particularly if spectators should invade the playing area, the first referee must suspend the match and ask the organizers and the playing captain of the home team to re-establish order within a set period of time. If the interruption continues beyond this period of time, or if one of the teams refuses to continue playing, the first referee must instruct the other officials to leave the court along with the first referee. The first referee must record the incident on the score sheet and forward a report to the proper authority within 24 hours.

### **Artificial Noisemakers and Bands**

ARTICLE 6. Noise caused by artificial noisemakers, such as whistles or air horns is not permitted in the playing and spectator areas.

- a. Cheerleaders may use non-electronic megaphones in a non-disruptive manner. Fans are permitted to use non-electronic megaphones for voice amplification only.
- b. Bands may not play during a rally. Bands and sound systems should cease when the first referee prepares to authorize the service. Use of electronic sound systems by event management when the ball is out of play is permissible.

## **Section 3. The Second Referee**

### **Location**

ARTICLE 1. The second referee takes a position facing the first referee on the opposite side of the court.

**Replacing the First Referee**

ARTICLE 2. Should the first referee be indisposed, it is the responsibility of the second referee to assume the responsibilities and duties of the first referee.

**Responsibilities Before the Match**

ARTICLE 3. Before the match begins, the second referee will:

- a. Ensure that the names of the officials appear on the first game score-sheet;
- b. Ensure that the coaches have lineup sheets at least five minutes before the end of each team's timed warm-up periods. The second referee collects the lineup sheets and returns them to the scorekeeper immediately after the timed warm-ups are completed to ensure that the start of the match will not be delayed; and
- c. Attend the meeting of the team captains with the first referee.

**Responsibilities Between Games of the Match**

ARTICLE 4. During the interval between games of the match, the second referee will:

- a. Take possession of the ball;
- b. Immediately take a lineup sheet to the coach of each team;
- c. Return the lineup sheets from the coaches to the scorekeeper in time to see that the interval between games is not delayed; and
- d. Before the deciding game of the match and at the request of the first referee, toss the coin with the playing captains to determine choice of serve/receive or side of court. (See Rule 9-2-4-d.)

**Responsibilities Before Each Game**

ARTICLE 5. Before each game begins, the second referee will:

- a. Use the lineup sheets submitted by the teams to see that the lineups are correctly recorded on the scoresheet; and
- b. Quickly verify that the actual positions of the players on the court correspond to those on the lineup sheets submitted by each team. A libero replacement cannot be made until the starting players are verified.

**Responsibilities Regarding Interruptions**

ARTICLE 6. a. The second referee authorizes substitutions and timeouts, controls their number and duration, and rejects improper requests.

1. The second referee notifies the first referee and the appropriate coach(es) when the 12th through 15th team substitutions are made.
  2. When a timeout is granted, the second referee signals the first referee the number of timeouts that have been charged to each team.
  3. At the conclusion of each timeout, the second referee signals the number of timeouts taken by each team to all match participants.
- b. The second referee is responsible for the ball during interruptions of play.
- c. The second referee is responsible for monitoring recovery time if there is an injury to a player.

### **Responsibilities During Play**

ARTICLE 7. a. During play, the second referee will whistle and signal:

1. Interference and center line faults;
  2. Contact of a player with the net or the antenna;
  3. Faults involving either antenna or the net outside either antenna;
  4. Position faults by the receiving team;
  5. When a foreign object enters the playing area and presents a hindrance to play or a hazard to the players;
  6. Illegal attackers or illegal blocks when positive that a fault has occurred; and
  7. Contact of the ball with the floor or with overhead or floor obstructions that are out of play if the first referee is not in position to see the contact.
- b. During play, the second referee may, without whistling, signal to the first referee faults outside those listed above.
- c. The second referee will perform duties in addition to those outlined when instructed to do so by the first referee.

### **Keeping Official Time**

ARTICLE 8. The second referee is responsible for keeping the official time of the pre-match warm-up periods, timeouts and intervals between games of a match.

### **Conduct of Participants**

ARTICLE 9. The second referee supervises the conduct of team members on the bench and reports any misconduct of any team members to the first referee. The second referee also controls the substitutes in the warm-up areas.

**Ending Play**

ARTICLE 10. Play ends when the second referee blows a whistle.

**Other Responsibilities**

ARTICLE 11. a. Upon request of a playing captain or coach, the first referee may direct the second referee to verify that the correct player is serving. Requests for such information by playing captains will be limited to infrequent occasions. No direct identification of opposing players will be given to the playing captain. If it is found that the wrong player is about to become the server, the first referee will direct the second referee and scorekeeper to correct the error. If it is discovered that the wrong player has served, Rule 13-2-3 will apply.

- b. The second referee checks the floor condition and assists the first referee during the match in ensuring that equipment meets specifications.
- c. The second referee controls the work of the ball retrievers, when present.
- d. The second referee will work in conjunction with the scorekeeper throughout the match.
  - 1. The second referee will verify and confirm to the first referee that the 29th point has been scored (14th point in a deciding game).
  - 2. The second referee will signal end of game to the first referee at the end of each game.

## **Section 4. The Scorekeepers**

**Location**

ARTICLE 1. The scorekeeper and assistant scorekeeper will be seated at the scorekeeper's table, positioned on the side of the court opposite the first referee and behind the second referee.

**General Responsibilities**

ARTICLE 2. The scorekeeper controls the scoresheet throughout the match, in cooperation with the second referee. The assistant scorekeeper is responsible for tracking the libero player's entries and aiding the scorekeeper.

**Before the Start of a Match and Game.**

ARTICLE 3. Before the start of each game, the scorekeeper will:

- a. Clearly print the data of the match, including the names of the first referee, second referee and scorekeeper on the scoresheet.
- b. Obtain the lineup sheets from the second referee and record the uniform numbers of the libero and the starting players in serving order on the

scoresheet. Once a lineup has been submitted to the scorekeeper, players may not change numbers (*Exceptions:* Rule 12-1-5-a-3 and Rule 11-2-6-b-2) and the lineup may not be changed, except to correct a scorekeeper's error or to record a substitution. Opponents will not be permitted to see the lineup submitted by the opposing team.

- c. Ensure that the assistant scorekeeper accurately records the lineups on the libero tracking sheet.
- d. Remind the second referee between games of the match to obtain new lineups from playing captains or coaches in order to properly record any changes in the lineups.

### **Scorekeeper Duties During the Match**

ARTICLE 4. During the match, the scorekeeper will:

- a. Record the score as the match progresses and ensure that the visual score is correct. The official scorekeeper should not operate the visible scoreboard. In the event of a scoring discrepancy between the visual scoreboard and the scoresheet, the scoresheet is official, and the discrepancy is not grounds for protest.
- b. Ensure the serving order and rotation of players is followed correctly, reporting any error to the referees immediately after the service contact.
- c. Carefully check legality of substitutes as their entry is authorized.
- d. Record substitution information on the scoresheet.
- e. Notify the second referee of the 12th through 15th substitutions used by either team.
- f. Record timeouts and notify the referees of the number of timeouts that have been charged to each team.
- g. When requested to do so by one of the referees, tell either of the coaches or playing captains the number of substitutions and timeouts that have been charged to their team.
- h. Notify the referees of an improper request for substitution or timeout, or an excessive timeout request.
- i. Record improper requests and team and individual sanctions.
- j. Signal the referees when one of the teams has scored an eighth point in a deciding game. When teams change team areas in the deciding game, the scorekeeper and the second referee should quickly verify player positions (i.e., confirm correct server for each team).

k. Record all information for a protest.

### **Assistant Scorekeeper Duties During the Match**

ARTICLE 5. During the match, the assistant scorekeeper will:

- Record all substitutions and libero replacements on the libero tracking sheet.
- Notify the referees if the libero is replaced by an incorrect player, or if an undesignated libero enters the game.
- Notify the referees if the libero does not remain out of the game for one rally between replacements (except as described in Rule 12-2-1-b and Rule 12-2-2-c).
- Communicate and coordinate with the scorekeeper to ensure accuracy of both the scoresheet and the libero tracking sheet.

### **Scorekeeper Duties at the End of the Match**

ARTICLE 6. At the conclusion of a game, the scorekeeper reviews the scoresheet, records the final match information and verifies the final results of the game by signing the appropriate block on the scoresheet.

## **Section 5. The Line Judges**

### **Location**

ARTICLE 1. During the match, the line judges are stationed as follows:

- When two line judges are present, they stand diagonally opposite each other at the ends of the court, one at the intersection of the sideline and end line to the first referee's right, and the other at the sideline/end line intersection to the second referee's right. Each line judge controls an end line and an entire sideline.
- When four line judges are present, one line judge stands to the right of each referee, along the sideline extended, approximately 2 meters (6 feet, 6 inches) behind the end line. One line judge stands to the left of each referee, along the end line extended, approximately 2 meters (6 feet, 6 inches) outside the sideline. Each line judge watches the line to which he or she is assigned.
- During the match, the line judges stand in their assigned areas and move from those areas to avoid interference with players playing the ball or to better observe a ball crossing the net near an antenna. If a line judge is obstructed from seeing the action, he or she indicates using Signal 13b (See Official's Mechanics).

## Responsibilities

ARTICLE 2. a. During play, the line judges signal the first referee when:

1. A ball lands inside or outside the court near their line. (See Signals 4 and 6, Official's Mechanics.)
  2. A player or server commits a line violation. The line judges' responsibility for foot-fault errors includes players other than the server on the court. If such a player is touching the floor outside the court at the time the ball is contacted for service, the line judge should notify the referees. (See Signal 9b, Official's Mechanics.)
  3. After a team's first contact or block, a ball crosses to the opponent's free zone over or outside the antenna when Rule 15-1-1-a is in effect. (See Signal 30, Official's Mechanics.)
  4. A ball that has been retrieved from the opponent's free zone crosses back completely inside the antenna when Rule 15-1-1-a is in effect. (See Signal 9a, Official's Mechanics.)
  5. A ball touches, crosses over or passes outside the antennas after a team's second or third contact or after the first team contact when Rule 15-1-1-a is not in effect. (See Signal 9a, Official's Mechanics.)
  6. A ball contacts a player before going out of bounds on that player's side.
- b. When a server moves to the left side of the service area to serve near the line judge's position, the line judge moves back along the sideline extended, farther back than the server.
  - c. During timeouts, line judges stand at the intersection of the attack line and the sideline on the side of the first referee.
  - d. Between games, the line judges should have a designated neutral area where they can sit.
  - e. Line judges wave their flags or hands above their heads when they need to attract the first referee's attention to report a rude remark by a team member.
  - f. The decision whether a ball that returns to the attacker's side did or did not touch the block is made by the first referee with the assistance of the second referee; this is not a responsibility of the line judges.

## Flags

ARTICLE 3. The use of flags by line judges is recommended. The specifications for line judge flags are:

- a. **Color**—Solid red
- b. **Flag Dimensions**—approximately 30 centimeters by 30 centimeters (12 inches)
- c. **Flag Stick**—approximately 50 centimeters (20 inches) long and 2 centimeters ( $\frac{3}{4}$  inch) in diameter.

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# Event Management

## For Administrators, Coaches, and Officials

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### Standard Procedures

These are the recommended standard procedures to be used in all NCAA volleyball competitions.

#### Match Preparation

- Well-trained referees, line judges and scorekeepers are vital to the success of a match. Officiating training tools are available through the Professional Association of Volleyball Officials. Those tools include clinics, video training, examinations, and publications, and using such training can culminate in certification.
- It is suggested that the host institution print rule changes, points of emphasis and frequently misunderstood rules in the game program.

#### Recommended Facility Set-up

The facility should be prepared for the event according to the diagram on page 89 and the following criteria:

- A minimum of 2 meters (6 feet, 6 inches) of unobstructed clearance around the court (free zone) is required by the rules. The *recommended* free zone area is 3.81 meters (10 feet) outside the sidelines and 4.58 meters (15 feet) beyond the end lines.
- Media equipment and personnel are not allowed in front of the team benches, warm-up area, score table, or on the playable surface between the extended attack lines on the bench side of the court. In all other areas, the media area is within 1 meter of the boundary of the playable area and at least 2 meters (6 feet, 6 inches) from the court.
- For Rule 15-1-1-a (“pursuit rule”) to be used in any match, there must be 2 meters (6 feet, 6 inches) of unobstructed area (including media) from the net pole on the second referee’s side of the court to the scorekeeper’s table or nearest obstruction, and 2 meters (6 feet, 6 inches) of unobstruct-

ed area (including media) from the back of the first referee's platform to the nearest obstruction. If both sides do not have the necessary clearance, the rule cannot be used in the match.

- If multiple courts are used, a divider net or other partition should define each court's playing area.
- Benches are placed no closer to the scorekeeper's table than the attack line and a minimum of 2 meters (6 feet, 6 inches) from the court.
- A visual device displaying running time and score should be used. It is also recommended that a visual display of the number of timeouts remaining for each team and the number of team substitutions each team has used.
- A minimum of three towels should be available for the referees' use at courtside.
- The front and sides of the first referee's platform and its support system, cables, and all parts of the net standards (including the winch) must be padded to a minimum height of 1.58 meters (5 feet, 6 inches) with at least 1.25-centimeters ( $\frac{1}{2}$  inch) thick, resilient, shock-absorbing material. The height of the referee's platform should be adjustable; the referee's eye position should be approximately 50 centimeters (19 inches) above the top of the net.
- The scorekeeper's table is opposite the first referee's platform and between the benches. There should be chairs near the table for both referees, the scorekeeper, assistant scorekeeper and line judges. At least 60 minutes before the scheduled start time, host management should provide scoresheets (including a deciding game scoresheet), lineup sheets, libero tracking sheets, match protocol instructions, red and blue/black pens, pencils (for libero tracker), and at least three uniform game balls.
- At least 24 practice balls and two ball carts should be available for both teams' use during the warm-up period.
- The host administration should ensure that the visiting team is provided:
  - Adequate locker room space with drinking water available.
  - Pre-match protocol information and notification of any special events taking place (recognition of seniors, etc.).
  - Access to the training room.

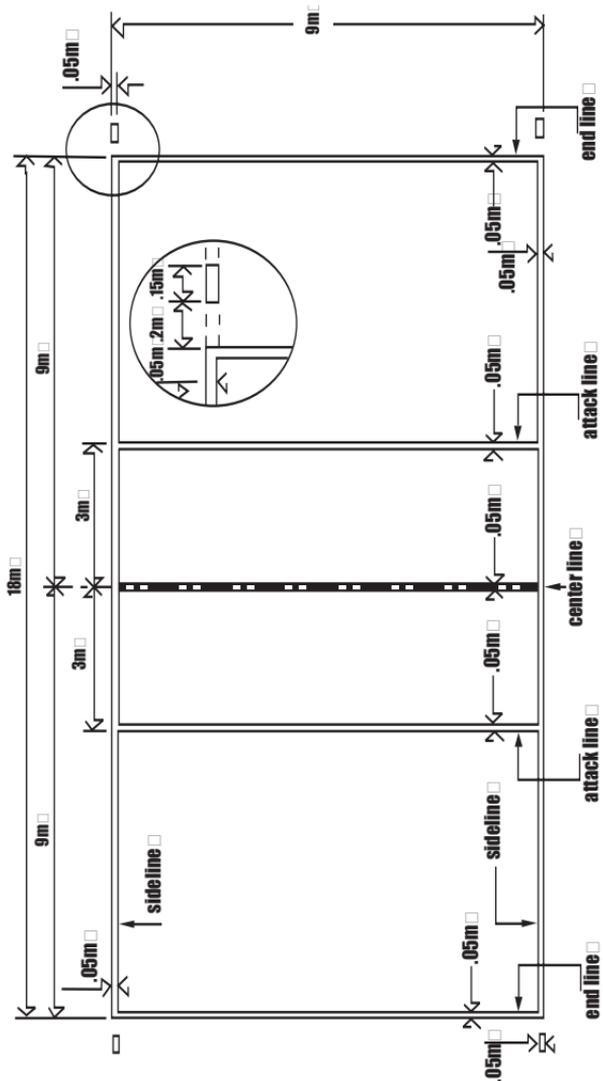


Fig. 1—THE COURT

- Water at the end of each team bench.
- Supplies for treatment of blood situations on equipment, participants or facilities should be immediately available at courtside.
- The temperature in the facility should be between 60 and 90 degrees Fahrenheit.

### **Before the Match**

1. The playing area will be set up and available at least one hour before the match. The home team should designate the team area where it will start the match at least 60 minutes before match time.
2. Match administrators should greet the referees on arrival. The administrators will provide a room for the officials to change into their uniforms and secure their belongings.
3. The default procedure requires referees to be courtside at least 45 minutes before the match, at which time their duties begin. Prior to the referees' arrival at courtside, the match administrators ensure that pre-match protocols regarding bench selection and court usage are followed. A conference may opt for an alternate procedure where the referees arrive at the facility 60 minutes prior to match time, and then go to the court for the coin toss 30 minutes before the match start time. After the coin toss, the referees may vacate the court until the countdown clock is at 11 minutes and monitor only the last segments of the warm-up protocol. This alternate procedure requires match administrators to take primary responsibility for the pre-match warm-up protocols.
4. Game management personnel and their location during the match should be identified to the officiating crew. Referees should be provided ground rules and information on contractual agreement items such as match protocol, warm-up procedures, special events, radio/TV, and promotional intermissions.
5. The host administration should start a countdown on the visible clock one hour before match time. Timed segments of the pre-match warm-up protocol should be timed sequentially, with no interruption in the countdown if possible. The referees will whistle a warning 15 seconds before the team's timed segment ends, and a horn should sound at the end of each segment. Official pre-match protocol is detailed in Rule 9. *Note: If a team chooses not to use the court during one of the time periods designated for their warm-up, the court remains vacant for that time.*
6. A team representative should confirm names and numbers of players with the announcer and statisticians at least 20 minutes before the end of the warm-up periods.

7. Once a team's lineup has been submitted to the official scorekeeper, individual team lineups will not be disclosed to the opponent and will not be displayed or announced before both teams have submitted their lineup to the scorekeeper. Lineups should not be announced or displayed in rotational order.
8. An individual other than the scorekeeper must be provided to track the entries of the libero player. Preferably, a separate individual should keep the visible score. The scorekeeper and assistant scorekeeper must arrive at least 30 minutes before the match. Scorekeepers should be dressed as match officials in navy slacks, white polo shirt with no school designation, white socks and white athletic shoes.
9. Line judges must arrive at least 30 minutes before the match. Line judges should be dressed as match officials in navy slacks, white polo shirt with no school designation, white socks and white athletic shoes. Although the first referee will conduct a pre-match conference with the line judges, the line judges should be trained before the match by the home management. Line judge flags are recommended. Flags must meet the specifications in Rule 18-5-3 and should not be printed with a school logo.
10. A minimum of three ball retrievers should be available, and should arrive 30 minutes before match time. The referees will instruct them regarding their duties.
11. Before the match begins, the national anthem is played and players are introduced. During the anthem and player introductions, the first referee and the line judge working on the first referee's sideline will stand to the right of the first referee's platform. The second referee and the line judge working on the second referee's sideline will stand to the right of the net pole on the second referee's side. Player introductions can be limited to just the starting lineup, or all players can be included. Below are the recommended introduction procedures; match administration should communicate to both teams which option is being used so that both teams use the same procedure:
  - **Option No. 1:** Players go from the team bench to the end line as their names are announced. The national anthem may be played before introductions (while the teams are at their benches) or after introductions (while the players are on the end lines).

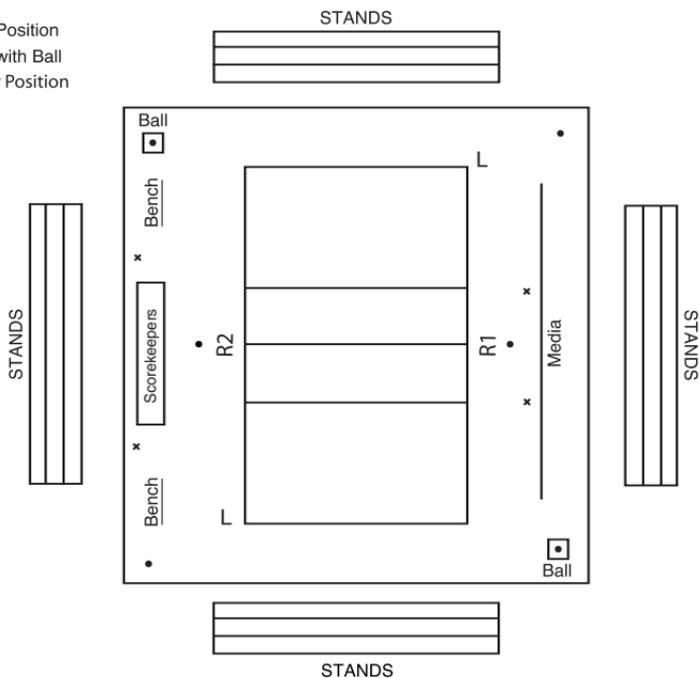
- **Option No. 2:** Players stand on the end lines of their respective courts. The announcer introduces the visiting team first, followed by the home team. The national anthem may be played before or after player introductions.
- **Option No. 3:** Players and officials march in for introductions. The order should be: first referee, second referee, scorekeeper, line judges, captain and team that chose the far team court, and captain and team starting on the near team court. The national anthem and introductions take place after both teams are in place on their end lines.

After introductions and the national anthem, the first referee whistles and motions first the captains, then the remaining team members to the center of the court. After shaking hands, any non-starting players on the floor return to the bench. The second referee checks the lineups and play begins immediately. These procedures may be modified for televised matches.

### During the Game

1. Event management must have personnel and proper supplies available at courtside for removal and clean up of blood.
2. It is recommended that event management provide at least two speed wipers to keep the floor dry and safe. They should be readily available to wipe the floor immediately at the end of each rally with or without the direction of the referee(s). One speed wiper should be seated on each side of the net, out of the playing area.
3. **Three-Ball System:** It is strongly recommended that the three-ball system be used for all matches. (See Figure 2, Page 93.) The ball crew will use the following procedures:
  - a. Three to six ball retrievers can be used, depending on the facility layout. When there are six retrievers they are stationed as follows: one at each corner of the court about 4 meters to 5 meters (13 feet to 16 feet, 3 inches) from the end lines and 2 meters to 3 meters (6 feet, 6 inches to 9 feet, 10 inches) from the sidelines; one behind the first referee; one near the scorekeeper's table.
  - b. At the start of each game, one ball is placed on the scorekeeper's table and one is given to each of the ball retrievers nearest the serving areas. Only these retrievers and the second referee are authorized to give a ball to the server. Before the first service of each game, the second referee will give the server the first ball to be put in play.
  - c. When the ball in play goes outside the playing areas, it is retrieved by one of the ball retrievers and delivered to the retriever who has

- Ball Person Position
- ◻ Ball Person with Ball
- \* Speed Wiper Position
- L Line Judge



**Fig. 2—THREE-BALL SYSTEM**

- already given a ball to the next server. If the ball is on the court, the player nearest the ball should immediately place it outside the court.
- d. At the instant the ball is ruled out of play, the ball retriever nearest to the service area quickly bounces or rolls a ball to the player executing the next service.
  - e. A ball being transferred from one ball retriever to another will be rolled, not thrown, along the floor outside the court, avoiding the space in front of the scorekeeper's table. A ball that is returned to the match should be delivered to the ball retriever who has just given a ball to the server.
  - f. A different ball should be used for each rally to allow ball retrievers to adequately clean/dry the ball used in the previous rally.

4. **Conduct of Ancillary Participants and Spectators.** The responsibility for crowd control rests with the host administrator. The athletics director or designated representative is expected to require all spectators and fans to be good sports. Spectators must remain clear of the playing area one hour before the match and at all times during the match. Event management must ensure that rudeness, vulgar language, remarks regarding race or gender, physical intimidation and other unsporting conduct from spectators are not tolerated, and should immediately address such actions. Requiring appropriate conduct from coaches, players, and spectators benefits everyone in the sport.
  - a. **Noisemakers.** Artificial noisemakers, including whistles and air horns, are not permitted in the playing or spectator areas. Fans are permitted to use non-electronic megaphones for voice amplification. Computerized noisemakers controlled by event management are permissible when the ball is out of play.
  - b. **Cheerleaders, Bands and Official Team Mascot.** The designated area for cheerleaders and official team mascots during play is on their own team's half of the court, on the end line or sideline opposite the team bench. They should be at least 2 meters (6 feet, 6 inches) from the court, or further if the facility allows. During timeouts and between games, cheerleaders and official team mascots must remain on their team's court or in the free zone outside the sideline opposite the team benches. Bands and computerized noisemakers should cease playing when the first referee's arm is extended in preparation to authorize the service (Signal 16, Official's Mechanics), and must refrain from performing while the ball is in play. Cheerleaders may use non-electronic megaphones in a non-disruptive manner.

### **Between Games**

1. The court must be clear of spectators between all games of the match.
2. If the extended intermission is used (Rule 8-4-3), it will occur between the second and third games and last no longer than 10 minutes in duration, including warm-up time. Each team is responsible for returning at the proper time. The intermission shall include at least three minutes of warm-up time.
3. A promotional activity may take place in the playing area during the intermission between the second and third games, or on the home team side only between other games.

4. Teams may perform ball-handling drills in their own team area between games. Team members may not serve or hit balls over the net.
5. When possible, the host institution should provide updated game statistics to each coach between games.

**Officials' Safety**

Referees and line judges should leave the playing area for the officials' room immediately after the match. The host administrator should ensure the officials' security. This may include a plan for departure and an escort to a designated area away from the playing site.

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# Instructions for Use of the NCAA Women's Volleyball Scoresheet

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## Preliminary

Before the start of a match, the scorekeeper prepares all scoresheets for the match by printing the heading information in blue or black ink. This includes the TOURNEY, PLACE, DIVISION, MATCH, Date, Day, Time Match Schedule at the top of the scoresheet, and the names of the First Referee, Second Referee, Scorekeeper and Line Judges in the appropriate spaces on the scoresheet. Enter the name of the line judge working on the first referee's side of the court on the top line and the name of the line judge working on the second referee's side of the court on the second line.

After the home team has selected a bench, the name of the TEAM that will play the first game on the court to the left of the scorekeeper is printed on the left side of the scoresheet for game one. The name of the TEAM that will play the first game on the court to the right of the scorekeeper will be printed on the right side of the scoresheet. After the coin toss, the scorekeeper circles the "S" on the side of the team that will serve first, and circles the GAME number. The team names and first serve designation can now be completed on the scoresheets for all games of the match.

The scorekeeper obtains a lineup sheet from each team, usually via the second referee. The coach or team captain writes the players' uniform numbers on the lineup sheet before the start of each game. The scorekeeper confirms that the coach or team captain has signed the lineup sheet and indicated the game captain. The scorekeeper should also notify the second referee if no libero is indicated, or any illegal/duplicate numbers are entered on the lineup sheet. All coaches must be designated on the lineup sheet for the first game. No changes may be made to the players' numbers on the lineup sheet after it is submitted to the scorekeeper unless a substitution is used. Opponents may not see lineups submitted by opposing teams.

Using the lineup sheets, the scorekeeper writes the players' uniform number in serving order in the PLAYERS NUMBERS column; enter the serving

team's right-back on line 1 on the serving team's side of the scoresheet, and the receiving team's right-front on line 1 on its respective side. The scorekeeper marks a "c" after the captain's number for both teams and enters the libero's number (if one is designated on the lineup sheet) in the space beside the "L" near the TEAM NAME. The second referee will use the lineup sheets to confirm that the correct players are on the court in the correct order before the game, while the scorekeeper simultaneously uses the scoresheet to verify the players. The time the game begins is recorded when the first referee beckons for the first serve of the game.

### **During the Match**

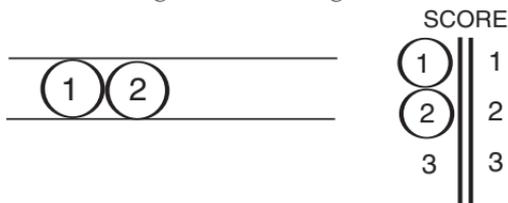
Scoring for the first round of serves must be in blue or black ink. The scorekeeper changes from blue or black to red ink when the first round of serves is complete. The final loss of service in the first round of rally is written in blue or black ink. The scorekeeper then switches to red ink to record the opponent's point associated with that loss of service, and continues in red ink for the rest of the second round, and back to blue/black for the third round, etc. for the remainder of the game. No erasers may be used on any part of the scoresheet.

*Note: The term "scoring section" refers to the lines where the serves are recorded. The term "running score column" refers to the vertical score column in the center of the scoresheet.*

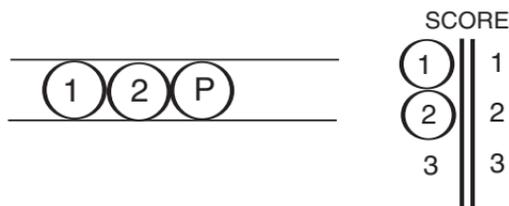
The team that wins a rally scores a point. If the team that served wins the rally, it scores a point and continues to serve. If the team that received the serve wins the rally, it scores a point and gains the right to serve, after rotating one position in a clockwise direction.

It is the scorekeeper's primary duty to ensure that the correct player is serving, and that each serve is attributed to the player who contacted it. Adjacent to the serving player's number, the scorekeeper draws a circle in the scoring section at the moment the ball is contacted for service (circle should touch both upper and lower lines); when the libero player serves, a triangle is used instead of a circle. One of the three symbols listed below is used for recording the results of a service, and are the only items that may be written in the circle/triangle. When the referee signals the following results of a rally (examples below assume that a non-libero player served), the scorekeeper writes the code noted:

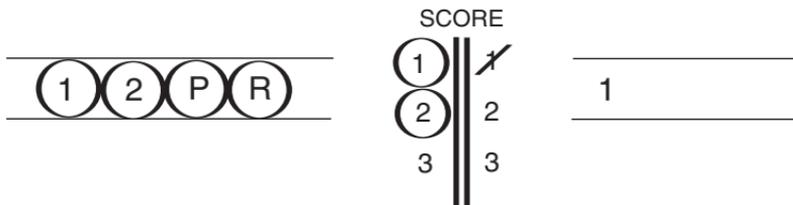
1. **Rally won by serving team:** Record the point number in the circle/triangle drawn in the scoring section, and circle the corresponding point in the serving team's running score column.



2. **Play-over:** Record the letter "P" in the circle/triangle drawn in the scoring section, and record nothing in the running score column.



3. **Rally won by the receiving team (Rotate):** Record the letter "R" in the circle/triangle drawn in the scoring section, and slash the next point in the receiving team's running score column. The corresponding point is also recorded in the scoring section of the receiving team's next server, with no other symbol.



### Recording Other Match Events:

**Libero Serving.** The libero can serve in one rotation by replacing the player who is in position No. 1 at that time. When the libero serves, a triangle is used in the scoring section instead of a circle, and points scored when the libero serves are marked in the running score with a triangle rather than a circle.

Additionally, a triangle is placed around the number printed under SERVING ORDER (1-6) on the line where the libero served. This indicates the only rotation where the libero can serve for the rest of that game.

		SCORE		
△	1	1	1	
	2	2	2	
	3	3	3	

**Individual and Team Penalties.** When a point is awarded as the result of a team or individual penalty, a square is drawn in the scoring section instead of a circle or triangle, and the point number or "R" is written in the square. A square would also be placed around the appropriate point in the running score column for the team that was awarded the point. The only time a square is used in the running score column is when a point has been awarded because of a penalty.

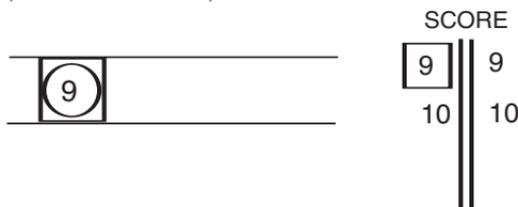
		SCORE		
(1) (2) P (R)	1	1	1	
	2	2	2	1 [2]
	3	3	3	

If a rally was initiated by a service and the first referee stops play during the rally and issues a red card penalty, the scorekeeper will draw a square around the circle/triangle and record the appropriate symbol in that combination symbol.

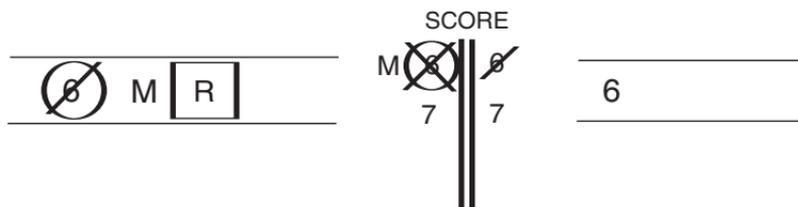
EXAMPLE No. 1 - Red card to a player on the serving team during play (non-libero served).

		SCORE		
[R]	9	9	9	
	10	10	10	9

EXAMPLE No. 2 - Red card to a player on the receiving team during play (non-libero served).

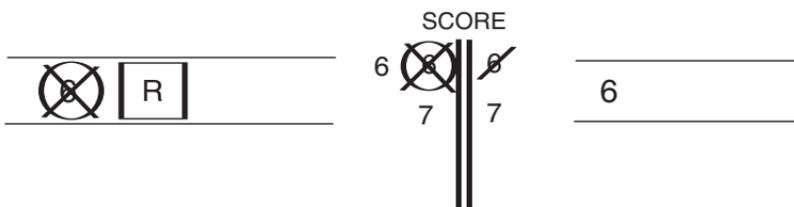


**Referee Mind Changes.** The letter “M” is used to indicate a referee’s mind change. When the referee changes a decision, a slash cancels the referee’s first decision in the scoring section, the letter “M” is recorded in the scoring section after the circle/triangle containing the result of the first decision, and the second decision (point number, “P” or “R”) is recorded in a square. If a point was canceled as the result of the referee’s change of decision, the scorekeeper crosses out the point with an “X” in the running score column, and the letter “M” is placed next to the crossed out point. This letter “M” in the running score column will be circled, triangled or slashed if the point is remade. If the second decision is a point, the point is circled, triangled or slashed as usual in the running score column for the appropriate team.

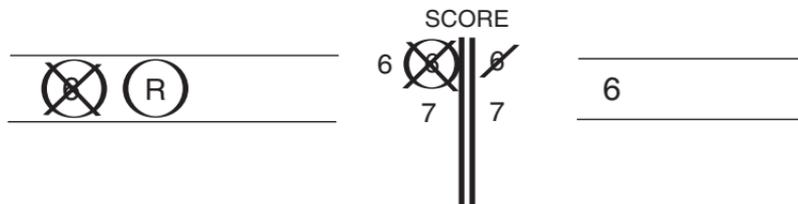


**Points Changed by Referee Action.** When points are canceled because of the referee’s action (for an illegal substitution or wrong server), the scorekeeper crosses out the canceled points with an “X” both in the scoring section and in the running score column. (This information is also recorded in the COMMENTS section – see Page 102). The point numbers in the running score column are rewritten. If the team subsequently scores those points, the point numbers are remade in the scoring section, and the rewritten point number is circled, triangled or slashed in the running score column. If the referee’s action results in a loss of rally, record the letter “R” in

a square in the scoring section. When points are removed in these situations, all timeouts taken by the team not at fault as well as substitutions, libero replacements and team sanctions charged to either team after the wrong server/illegal player fault must be canceled. Individual misconduct sanctions assessed to either team and timeouts taken by the team at fault are not canceled.



**Scorekeeper Errors.** If the scorekeeper makes an inadvertent recording error (for example, the scorekeeper misinterprets the referee's signal and records the wrong symbol), the scorekeeper crosses out the mistake with an "X" and writes the correct symbol. Any points that may have been inadvertently circled, triangled or slashed in the running score column are X'd out and rewritten. If the team again scores the point(s), the rewritten number is circled/triangled or slashed in the running score column.



**Wrong server or service delay.** When there is a wrong server, the serving team loses the rally. The scorekeeper records an "R" in a square in the scoring section. The corresponding point is slashed in the receiving team's running score column, and recorded in the scoring section of the receiving team's next server, with no other symbol. The scorekeeper uses the same method when a server fails to serve in the allotted eight-second time period or if a team is penalized with a loss of rally because the server tosses the ball for service and does not complete the serve. A wrong server is recorded in the SANCTIONS section; a service delay is not recorded in either the SANCTIONS or COMMENTS sections.

**Comments and Sanctions.** The COMMENTS section is used anytime a noteworthy situation occurs during the game and is pertinent to the progress of the game. The SANCTIONS box is considered to be part of the COMMENTS section of the scoresheet. In most cases, the situation is recorded in the next available line of the SANCTIONS box. When using the SANCTIONS box, the team on the left side of the scoresheet will be referred to as Team A, and the team on the right side of the scoresheet will be referred to as Team B. Further instructions for recording each type of sanction are below. The blank area below the COMMENTS section is used when a situation is not provided for in the SANCTIONS section, such as an expulsion, disqualification, or exceptional substitution. When using the COMMENTS section, the information recorded includes the score at the time of the incident, the action taken by the referee, team involved, and uniform number(s) of player(s) (if individual player(s) involved). The order in which the information is recorded is not important. In both COMMENTS and SANCTIONS, scores will always be listed with the score of the team involved in the comment recorded first. Noteworthy situations include but are not limited to the following referee actions:

1. Improper Requests. (In the SANCTIONS section, slash the IR, record "A" or "B" to indicate the team, and record the score.)
2. Yellow card indicating warning or team delay. (In the SANCTIONS section, record a "D" for a team warning or the player number for an individual warning in the YC column, record "A" or "B" to indicate the team, and record the score.)
3. Red card indicating penalty point, loss of rally. (In the SANCTIONS section, record a "D" for a team penalty or the player number for an individual misconduct penalty in the RC column, record "A" or "B" to indicate the team, and record the score.)
4. Red/yellow cards together indicating a player is expelled from the game, and the opponent is awarded a penalty point, loss of rally.
5. Red/yellow cards apart indicating a player is disqualified for the remainder of a match and must leave the area, and the opponent is awarded a penalty point, loss of rally.
6. Points or other actions removed because of the referee action (wrong server, wrong position entry, entry of player exceeding team substitution limit, entry of disqualified player or other illegal substitutions).

7. Loss of rally awarded as the result of a wrong server. (In the SANCTIONS section, record the player numbers in the WS column, record A or B to indicate the team, and record the score.)
8. Exceptional substitution allowed because of injury.
9. Protested game with score of each team, team areas, player serving, relative position of both teams on the court at time of protested play, substitutions (team and player) and timeouts. The referee dictates protest claims and signs; both team captains and the scorekeeper sign. A photocopy of the scoresheet at the time of protest can be used as a means of recording some of the pertinent facts.
10. Pertinent information relating to unusual circumstances in the conduct of the game.
11. Defaulted game.

**Timeouts.** Timeouts are recorded in the Timeouts box located under the team's running score, listing first the score of the team taking the timeout followed by the score of the opponent. The first timeout is listed in the top box, the second timeout in the lower box. Timeouts are not recorded anywhere else on the scoresheet.

**Substitutions.** All substitutions are recorded in three places on the scoresheet. The first notation is in the scoring section on the line of the player who is serving (or who is about to serve) at the time of the substitution. Substitutes for the serving team are indicated with an "S." The substitutes for the receiving team are indicated with an "Sx." Next to the "S" or "Sx," indicate the uniform numbers of the players involved in the substitution, separated with a slash. The number of the player entering the game is written above the slash, and the number of the player leaving the game is written below the slash. Next, slash the number of the player leaving the game in the PLAYERS NUMBERS column, and write the number of the player entering the game to the immediate right of the slashed number. Finally, keep track of the total team substitutions used by slashing the next available number in the SUBSTITUTIONS section. Players may enter the game an unlimited amount of times but always in the same position in relation to teammates. Any number of players may enter the game in each position. Each team is allowed a maximum of 15 substitutions. The exceptional substitution rule applies in case of injury.

A full sample game is shown in the Scorekeeping Example section.

## Postgame Procedures

When the game is finished, blue or black ink is used to complete the scoresheet. The Time Game Finished space is completed. The WINNING TEAM and associated points scored is written on the top line in the appropriate section, with the LOSING TEAM and associated points below it. The scorekeeper reviews the scoresheet for completeness, taking special care to verify that the scores are correct, and then signs the scoresheet in the designated area.

If a game is forfeited before its start, the scorekeeper prepares the scoresheet by filling in the heading, officials' names, lineup of players and/or team present and a score of 30-0, then writes FORFEIT across the scoresheet. If more than one game of the match is forfeited, the same scoresheet is used for all games with additional game numbers circled in the GAME section. The scorekeeper signs the scoresheet.

## Tracking the Libero

The assistant scorekeeper is charged with tracking the libero replacements. There are two important procedures that the assistant scorekeeper is responsible for enforcing. First, the assistant scorekeeper must ensure that, once the libero is replaced, at least one rally takes place before the libero can replace another player. An exception occurs when the libero stays in the game to serve the next rally. In one rotation, the libero can replace the player in position No. 1 and serve the next rally even if she is already on the court in replacement of another player. In this situation, the libero does not have to exit the court before replacing the player in position No. 1. At all other times, the assistant scorekeeper should observe that when the libero is replaced, she does not re-enter the game until after the next rally is completed (a 'rally' consists of a legally contacted serve or a sanction penalty assessed). The second procedure is to ensure that when the libero leaves the court, the player replacing the libero must be the same player that the libero replaced when she last entered the game. This will be tracked by the assistant scorekeeper on a separate form (the Libero Tracking Sheet), as shown below. This form must always reflect the numbers of the six players who are currently on the court for each team. Under the column labeled "SP," the starting players are listed in serving order. Libero replacements are recorded by slashing the number of the player leaving the game, and writing "L" beside the slashed number, to indicate that the libero is now in the game in that player's position. When the non-libero player returns to the game, the "L" is slashed, and the player's number written beside the

slashed "L." Substitutes are also recorded on the Libero Tracking Sheet by slashing the number of the player leaving the game, and writing the number of the substitute entering the game (as in line VI below).

If the assistant scorekeeper identifies that either of the procedures above has not been followed, the second referee should be notified immediately. The assistant scorekeeper does not have to wait for the serve to be contacted to report the problem.

*NOTE: The first time that the libero serves in a game, the assistant scorekeeper will draw a triangle around the Roman numeral under SERVING ORDER to mark the rotation when the libero served. This indicates the only rotation where the libero can serve for the rest of that game.*

Serving Order	SP	TEAM _____
I	<del>6</del>	<del>L 6</del> <del>L 6</del> <del>2</del> <del>2</del> 6
II	3	
III	7	
<b>IV</b>	<del>1</del>	<del>L 1</del> <del>L 1</del> L
V	8	
VI	<del>4</del>	<del>5</del> 4

In the example above, the libero has replaced the starting players No. 6 and No. 1 several times. At some point, player No. 2 substituted in for player No. 6, and the libero then replaced player No. 2. In that instance, player No. 2 must be the player who replaces the libero. If the coach does not want No. 2 to remain in the game, he or she must then substitute for No. 2 (in this case, No. 6 was substituted for No. 2).

The libero also replaced player No. 1 at some point in the game, and served in that rotation (note the triangle around number "IV" under SERVING ORDER). That will be the only rotation when the libero can legally serve for the remainder of this game.

For a deciding game, a three-column section of the libero tracking sheet is used to accommodate the teams changing sides of the court when one team has scored eight points. Before the teams switch courts, record libero replacements and substitutions for the team that starts to the scorekeeper's left on the far left column of the libero tracking sheet, and record replacements and substitutions for the

team that starts on the scorekeeper's right in the middle column. When the teams switch sides, move the last entry on each of the six lines in the far left column to the far right column, under the "CP" header (which stands for "Current Player"). Then, continue for the remainder of the game using the middle column for the team that is now on the scorekeeper's left, and the far right column for the team that is on the scorekeeper's right. See the example below.

GAME 5															
TEAM: RED			L: 10			TEAM: BLUE			L: 3			TEAM: RED		L: 10	
Serving Order	SP		Serving Order	SP		Serving Order	CP								
I	<del>8</del>	<del>6</del> 2	I	<del>2</del>	8	I	2								
II	3		<del>II</del>	<del>8</del>	<del>6</del>	II	3								
III	7		III	4		III	7								
<del>IV</del>	<del>1</del>	<del>1</del> L	IV	1		<del>IV</del>	L								
V	8		V	<del>10</del>	<del>1</del> L	V	8								
VI	<del>5</del>	5	VI	5		VI	5								

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# EXPLANATION OF SCOREKEEPING EXAMPLE

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*In the example game described below, the graphics shown below each paragraph are the markings that the scorekeeper would enter in the scoring section for the serving team. The markings made in the running score and in the receiving team's scoring section are not shown here but are described in the text. The completed scoresheet for this game appears on page 122. The completed Libero Tracking Sheet is shown on page 121.*

This is the first game of a match between two Division I teams, Central and State. It is the second match of the State Invitational Tournament, and is scheduled for 7 p.m. on Saturday, September 10, 2005 in Charles Arena. Before the first game of the match, the scorekeeper completes all heading information, and writes in the names of the referees, the scorekeeper, and the line judges. Be sure to enter the name of the line judge working on the first referee's side of the court on the first line, and the name of the line judge working on the second referee's side of the court on the second line.

The Central team wins the coin toss and elects to serve first. The State (home) team has selected the court to the right of the scorekeeper, and thus is designated as Team B for this game, while Central is designated as Team A. The scorekeeper enters the team names on the appropriate sides of the scoresheet, and circles the "S" in the box near Central's TEAM name. The scorekeeper also circles the game number at the bottom of the scoresheet.

Using the lineup sheets, the scorekeeper writes the players' uniform numbers in serving order in the **PLAYER NUMBERS** column, starting with the serving team's (Central) right-back (No. 9) on line 1, and the receiving team's (State) right-front (No. 8) on line 1. The assistant scorekeeper (AS) enters the lineups on the Libero Tracking Sheet (LTS) in the same order in the **SERVING ORDER** column.

After the second referee checks the lineups to ensure the correct players are on the court in the designated rotation order, the Central libero (No. 10) replaces No. 12 on the back row, and the State libero (No. 13) replaces No. 7 on the back row. The AS slashes the No. 12 on line V of the LTS on Central's side, and enters an "L" beside the slashed No. 12, indicating that Central No. 12 has been replaced by the libero. On line V of State's side of

Team STATETeam CENTRAL

GAME 1 LIBERO 13

NET

2c	15	8
3	7	12

Coach Signature Nolly White

Other Coaches Austin Townsley

\_\_\_\_\_

\_\_\_\_\_

GAME 1 LIBERO 10

NET

15	1	16
12	4c	9

Coach Signature Neil Kennedy

Other Coaches Charles Holly

Ashley Jacob

\_\_\_\_\_

\_\_\_\_\_

Fig. 3—LINEUP SHEETS

the LTS, the AS slashes No. 7 and writes an "L" beside that mark, indicating that State No. 7 has been replaced by that team's libero.

**The game begins at 7 p.m.**

**Central No. 9 serves, resulting in a loss of rally.** A circle is drawn in Central No. 9's scoring section when the serve is contacted. Record an "R" inside the circle when the referee indicates that Central has lost the rally (State scores a point). Immediately, slash point 1 in the State running score, and record a "1" with no other symbols in the scoring section of State No. 8.

(R)

**State No. 8 serves a point.** When the serve is contacted, draw a circle in State No. 8's scoring section. Record a "2" inside the circle when the referee indicates the point scored by State, and circle the 2 in State's running score. **The next serve results in a loss of rally.** Record an "R" inside the circle that was drawn when State No. 8 served (Central scores a point). Immediately, slash point 1 in the Central running score, and record a "1" in Central No. 16's scoring section.

1 (2) (R)

As Central rotates, player No. 12 replaces the libero, and plays in the left-front position. The AS slashes the "L" on line V on the LTS, and enters a "12" beside that notation. The scorekeeper does not record anything for the libero entry.

State coach requests a substitution, No. 5 for No. 8. Record Sx5/8 in Central No. 16's scoring section, slash the number 8 in State's **PLAYERS NUMBERS** column and write the substitute number 5 to the immediate right of the slashed number 8. Team **SUBSTITUTION 1**, under the scoring section, is slashed. The AS records the substitution as well, slashing through State No. 8 and entering No. 5 on line I on the LTS. **Central No. 16 serves, but a ball from another court enters the playing area, and the referees stop play. The first referee indicates a play-over.** Record a "P" inside the circle that was drawn at the time of service. After the first referee beckons again, but before service contact, the Central coach loudly requests a substitution. The referees charge the Central coach with an improper request. On the first line of the **SANCTIONS** box, slash the IR, enter an "A" in the A/B column, and record the score (1-2). **Central No. 16's next serve results in a loss of rally.** Record an "R" inside the circle in Central No. 16's scoring section, immediately slash point 3 in the State running score, and record a "3" on line 2 of the State scoring section.

1 Sx  $\frac{5}{8}$  (P) (R)

The Central libero replaces Central player No. 16. On the LTS, the AS slashes through the "16" on line II, and enters an "L" beside it.

As State rotates, player No. 7 replaces the libero, but the State libero moves to the service area to replace State player No. 15 (the next server), and player No. 15 leaves the court. The AS slashes through the "L" on line V of the LTS and enters a "7" beside that notation, and slashes through the "15" on line II and enters an "L." In addition, when the libero serves, the AS draws a triangle around the "II" in the **SERVING ORDER** column for State. On the scoresheet, draw a triangle around the "2" in the **SERVING ORDER** column, indicating the only rotation where the State libero can serve for the rest of this game.

**State libero (No. 13) serves into the net.** When the libero contacts the service, draw a triangle rather than a circle in the second line of State's scoring section. Record an "R" inside the triangle, and slash point 2 in the Central running score and record a "2" on the third line of Central's scoring section.



**Central coach requests two substitutions, No. 5 for No. 1 and No. 8 for No. 4. Central No. 8 is designated as the new game captain.** Record S 5/1 8/4 in Central No. 1's scoring section, slash the number 1 in the box in the **PLAYERS NUMBERS** column, and write the substitute number 5 to the immediate right of the slashed number 1. Slash number 4 and the "c" and write in 8c to indicate the substitution and new game captain, and slash **SUBSTITUTION** numbers 1 and 2. The AS records the substitutions on the LTS as well, slashing through No. 1 and entering No. 5, and slashing through No. 4 and entering No. 8. **Central No. 5 serves one point.** Record point 3 inside the circle drawn at the time of service, and circle the 3 in Central's running score column. **Central No. 5 serves again, and the scorekeeper records another point, thinking that Central won the rally. However, the scorekeeper looks up and sees State No. 2 ready to serve and realizes that the referee actually indicated a Central loss of rally (point for State).** Place a large "X" through circled point 4 in the scoring section, and record "R" in a circle immediately following, as though point 4 had never been recorded. In the Central running score column, put an "X" through the circled point 4, and rewrite the number 4 on the outside of the running score column. Slash point 4 in the State running score, and record a "4" on line 3 of the State scoring section.



**State No. 2 serves into the net.** Record an "R" in the circle in State No. 2's scoring section, and immediately slash the hand-written point 4 in the Central running score. Record point 4 on line 4 of Central's scoring section as well.



**Central coach requests a substitution, No. 2 for No. 15.** Record S 2/15 in the Central scoring section, slash the number 15 and replace with number 2 and slash **SUBSTITUTION** number 3. The AS also records the substitution. **Central No. 2's serve goes out of bounds.** Record an "R" in the circle in Central No. 2's scoring section, and immediately slash point 5 in the State running score and record point "5" on line 4 of State's scoring section.

$$4S \frac{2}{15} \textcircled{R}$$

**State coach requests two substitutions, No. 8 for No. 5 and No. 1 for No. 3.** Record S 8/5 1/3 in the scoring section, slash the players' numbers and replace with substitute numbers 8 and 1 and slash two team **SUBSTITUTIONS**. The AS also records the substitutions. **State No. 1 serves a point.** Record point 6 inside the circle drawn in State No. 1's scoring section, and circle point 6 in State's running score. **State No. 1 serves again and a player from another court runs on the court to retrieve a ball and interferes with play. The referee calls a play-over.** Record a "P" inside the next circle drawn at the time of service. **Central No. 12 is upset by the referee's decision, complains loudly and the referee gives a yellow card for misconduct.** On the second line of the **SANCTIONS** box, record the number 12 in the YC column, record an "A" in the A/B column, and record the score, Central's score first (4-6). **State No. 1 serves. Central No. 12 is still upset by the last call and yells out to distract the State team during the ensuing volley. The referee stops the play and issues a red card to Central No. 12, awarding a point to State.** Record point 7 in the circle already drawn and place a square around the circle to show the penalty was awarded in the middle of rally. Draw a square around point 7 in State's running score column. On the next line of the **SANCTIONS** box, record the number 12 in the RC column, record an "A" in the A/B column, and record the score (prior to the penalty point, 4 - 6). **Central coach requests and is granted a timeout.** Record the timeout in Central's top **Timeout** box, located under the running score column, Central's score first (4 - 7). After the timeout, **State No. 1 serves, and State loses the rally.** Record an "R" in the circle in State's scoring section, slash point 5 in Central's running score, and record point "5" on line 5 of Central's scoring section.

$$5S \frac{8}{5} \frac{1}{3} \textcircled{6} \textcircled{P} \boxed{7} \textcircled{R}$$

**Central player No. 16 replaces the libero;** the AS slashes the “L” on line II of the LTS, and records “16” beside that notation.

**Central coach requests a substitution, No. 3 for No. 12.** Record the substitution in the scoring section, slash the player number, replace with the substitute’s number, and slash **SUBSTITUTION** number 4. The AS records the substitution on the LTS as well, slashing through Central No. 12 out and entering Central No. 3. **Central No. 3 serves into the net.** Record an “R” in the circle, slash point 8 in State’s running score, and record point 8 in State’s scoring section.

5S  $\frac{3}{12}$  (R)

**The Central libero replaces Central player No. 3 in the right-back position,** and the AS notes the exchange as before, on line V of the LTS.

**State player No. 15 replaces the State libero** (who is rotating to left front). The AS notes the exchange as before, on line II of the LTS.

**State No. 7’s serves, and State loses the rally.** Record an “R” in the circle drawn in State No. 7’s scoring section, slash point 6 in Central’s running score, and record point 6 in Central’s scoring section.

8 (R)

**The State libero replaces State No. 7,** and the AS notes the exchange on the LTS.

**Central coach requests a substitution, No. 4 for No. 8.** Record the substitution with the usual three steps, i.e., write S 4/8 in the scoring section, slash the player number and the “c,” replace with the substitute’s number, and slash the next **SUBSTITUTION** number. Player No. 4 was the original captain and will always be the designated game captain when in the

game; therefore, a “c” should be written beside player No. 4. The AS also records the substitution. **Central No. 4 serves a point and then a ball that results in a loss of rally.** Record point 7 in the first circle drawn (and circle point 7 in Central’s running score), and an “R” in the second circle. Record point 9 in State’s running score (slash) and State’s scoring section.

6S  $\frac{4}{8}$  (7) (R)

**State No. 12 serves a point.** Record the point in the circle and in State’s running score. **Central coach requests a substitution, No. 15 for No. 16. The scorekeeper immediately notifies the second referee of this wrong position entry request. Since this would be Central’s second improper request in this game, the referee charges the Central team with a team delay.** On the next line of the SANCTIONS box, record a “D” (for Delay) in the YC column, enter an “A” in the A/B column, and record the score (7 – 10). **Central coach requests and is granted a timeout.** The score of 7-10 is recorded in the second box for the Central team in the Timeouts section. After the timeout, **State No. 12 serves again, and State loses the rally.** Record an “R” in the circle in State’s scoring section. **This completes the first round of serves for all players.** The scorekeeper uses a red pen to slash point “8” in Central’s running score and to record point “8” in Central’s scoring section (on line 1). The red pen is also used for the entire second round of serves.

9 (10) (R)

**Central No. 9 serves, and Central loses the rally.** Record an “R” in the circle in Central No. 9’s scoring section, and record point 11 in State’s running score and State’s scoring section.

8 (R)

**State coach requests a substitution, No. 3 for No. 1.** Record the substitution with the usual three steps, i.e., write S 3/1 in the scoring section, slash the player number, replace with the substitute's number, and slash the next **SUBSTITUTION** number. The AS also records the substitution on the LTS. **State No. 8 serves into the net.** Record an "R" in the circle in State No. 8's scoring section, and slash point 9 in Central's running score. Record point "9" in the scoring section for Central player No. 16.

11S  $\frac{3}{1}$  (R)

**Central rotates, moving Central No. 16 in the right-back (serving) position.** Since the Central libero's current position is moving to the front row, she must be replaced in that position, and Central No. 3 is the **only** player that may replace her, so **No. 3 enters the court. However, the Central libero moves to the serving position to serve for player No. 16, and No. 16 leaves the court.** The AS records both replacements on the LTS, and (when the libero serves) draws a triangle around the "II" under the SERVING ORDER column for Central. On the scoresheet, draw a triangle around the "2" in the SERVING ORDER column, indicating the only rotation where the Central libero can serve for the rest of this game.

**Central coach requests a substitution, No. 12 for No. 3.** Both the scorekeeper and the AS record the substitution on their respective forms. **State coach requests another substitution, No. 5 for No. 8.** Record the substitution with the usual three steps, i.e., record the substitution in the scoring section, slash and replace the player number, and slash State's **SUBSTITUTION** number 5. The AS also records the substitution. **Central libero serves;** draw a triangle instead of a circle in the scoring section. The result of the rally is a point for Central. Record point 10 in the triangle and draw a triangle around point 10 in Central's running score. **Central libero's next serve goes out of bounds.** Record an "R" in the second triangle drawn. Record point 12 in State's running score and scoring section.

9S  $1\frac{2}{3}$  Sx  $\frac{5}{8}$   $\triangle 10$   $\triangle R$

**State No. 7 replaces the State libero.** The AS records the replacement on the LTS.

**State No. 2 serves the ball (in error) instead of the correct server, State No. 15.** The scorekeeper should know the wrong server is going to serve, but must wait until the illegal service actually occurs. As soon as No. 2 contacts the ball for service, the scorekeeper sounds a horn or whistle (or verbally notifies the second referee). No circle is drawn for the illegal service (if a circle is drawn in error, the scorekeeper puts an "X" through it). A loss of rally ("R") is recorded in a square in the scoring section on the line for the player who should have served, player No. 15, point 11 is slashed in Central's running score and recorded in Central's scoring section (line 3) with no other symbol associated. On the next line of the Sanctions Box, record No. 2 (the incorrect server) followed by No. 15 (the player who should have served) in the WS column, enter a B in the A/B column, and record the score, noting the team at fault's score first (12-10). **The State libero replaces State player No. 15,** and the AS records the exchange.

12 R

**Central coach requests a substitution, No. 8 for No. 4. Central No. 8 is again designated as the game captain.** Record the substitution in the usual manner (notation in the scoring section, slash and replace the player number, and slash Central's SUBSTITUTION number 7). The AS also records the substitution. **Central No. 5 serves for a point, (point 12). No. 5 serves again, and Central loses the rally.** Record point 12 in the first circle drawn (and circle point 12 in Central's running score), and an "R" in the second circle drawn (and record point 13 in State's running score and scoring section).

11 S  $\frac{8}{4}$  12 R

**State coach requests a substitution, No. 9 for No. 2.** Record the substitution in the usual manner (notation in the scoring section, slash and replace the player number, and slash State's **SUBSTITUTION** number 6). **Player No. 12 is designated as floor captain.** Write a small "c" next to number 12. The AS also records the substitution. **Player No. 9's serve results in a loss of rally.** Record an "R" in the circle and record point 13 in Central's running score and scoring section.

13 S  $\frac{9}{2}$  (R)

**State coach requests two substitutions, No. 8 for No. 5 and No. 1 for No. 3.** Record each substitution in all three locations (record the substitutions in the scoring section, slash and replace the players' numbers, and slash State's **SUBSTITUTION** numbers 7 and 8). The AS also records the substitutions. **Central No. 2 serves, and Central loses the rally.** Record an "R" in the circle and record point 14 for State in both running score and scoring section.

13 S x  $\frac{8}{5}$   $\frac{1}{3}$  (R)

**State No. 1 serves one point. When No. 1 serves the second time, State loses the rally.** Record point 15 in the first circle drawn (and circle point 15 in State's running score), and an "R" in the second circle drawn, and record point 14 for Central in both places.

14 (15) (R)

**The Central libero is replaced by Central No. 16,** and the AS records the exchange.

**Central No. 12 serves into the net.** Record an "R" in the circle drawn, and record point 16 for State in both places.

14 (R)

The Central libero replaces Central No. 2 in the back row, and State No. 15 replaces the State libero. The AS records the replacements.

State No. 7 serves for a loss of rally. Record an "R" in the circle drawn, and record point 15 for Central in both places.

16 (R)

The State libero replaces State No. 7, and the AS records the exchange.

Central coach requests a substitution, No. 4 for No. 8. Record the substitution as before, showing No. 4 as the current captain. The AS also records the substitution. Central No. 4 serves two points. Record point 16 in the first circle, and point 17 in the second circle, and circle both points 16 and 17 in Central's running score. State coach requests and is granted the team's first timeout. Record the timeout in the top Timeouts box located under State's running score column, State's score first (16 – 17). After the timeout, Central No. 4 serves into the net. Record an "R" in the circle, and record point 17 for State.

15S  $\frac{1}{8}$  (16) (17) (R)

State captain No. 12 serves a point and, the second time No. 12 serves, State loses the rally. Record point 18 in the first circle drawn (and circle point 18 in State's running score), and an "R" in the second circle drawn. *This completes the second round of serves for all players. The scorekeeper uses a blue or black pen to slash point 18 in Central's running score and record point 18 on line 1 of Central's scoring section, and to record the entire third round of serves.*

17 (18) (R)

**Central No. 2 replaces the Central libero**, and the AS records the exchange.

**Central No. 9 serves, and Central loses the rally.** Record an “R” in the circle, and record point 19 for State.

18 (R)

**The Central libero replaces Central player No. 12**, and the AS records the exchange.

**State No. 8’s serves, and Stae loses the rally.** Record an “R” in the circle, and record point 19 for Central.

19 (R)

**Central rotates, moving Central No. 16 to the right-back (serving) position.** Since the Central libero’s current position is moving to the front row, she must be replaced in that position, and Central No. 12 is the **only** player that may replace her, so **No. 12 enters the court. However, the Central libero moves to the serving position to serve for player No. 16, and No. 16 leaves the court.** The AS records both replacements on the LTS.

**State coach requests a substitution, No. 5 for No. 8.** Record the substitution in the three usual places on the scoresheet. The AS also records substitution. **Central libero serves for point 20.** Record the point in a triangle in the State scoring section, and draw a triangle around the 20 in Central’s running score. **The Central libero is then replaced by No. 16 (the AS records the replacement), and No. 16 serves for point 21.** Record the point in a circle in the Central scoring section, and circle point 21 in Central’s running score. **State coach asks for and is granted a second timeout.** Enter the score of 19-21 in the second Timeouts box for State. **After the timeout, the Central libero replaces No. 16 again and serves, and Central loses the rally.** The AS records the replacement for player No. 16. On the scoresheet, record an “R” in a triangle, and record point 20 for State.

19 Sx  $\frac{5}{8}$   $\triangle$  20 (21)  $\triangle$  R

**State player No. 7 replaces the State libero.** The AS records the exchange.

**State No. 15 serves for a loss of rally.** Record an “R” in the circle, and record point 22 for Central.

20 (R)

The State libero replaces State No. 15, and the AS records the exchange.

**Central No. 5's serve results in a loss of rally.** Record an "R" in the circle, and record point 21 for State.

22 (R)

**State coach requests a substitution, No. 10 for No. 9.** Record the substitution in the three usual places on the scoresheet. The AS also records the substitution. **State No. 10 serves three points and then serves into the net.** Record points 22, 23, and 24 for State in the first three circles drawn, and in State's running score. Record an "R" in the fourth circle drawn, and record point 23 for Central.

21 S 1<sup>0</sup>/<sub>9</sub> (22)(23)(24)(R)

**State coach requests a substitution, No. 3 for No. 7. The scorekeeper recognizes this wrong position entry request immediately, and notifies the second referee. The substitution is not marked on the scoresheet. The referee charges an improper request to State.** On the next line of the Sanctions Box, slash the IR, enter a "B" in the A/B column, and record the score (24-23). **Central No. 2 serves a point.** Record point 24 for Central in the circle and the running score. Central No. 2 serves again, and **at the end of that rally, the referee indicates that Central lost the rally, which the scorekeeper immediately records. However, the line judge later shows a touch on the State team, and the referee changes the decision to a point.** When the referee first signals the loss of rally, the scorekeeper records an "R" in the circle, slashes point 25 in State's running score and writes "25" on line 4 of State's scoring section. When the referee then indicates the mind change and signals point for Central, the scorekeeper slashes the circle containing the "R," records an "M" beside it, records point 25 in a square in the scoring section for Central No. 2, and circles point 25 in Central's running score. In State's running score, point 25 (which has been slashed) is X'd out, and an "M" written just to the right of the numeral.

The “25” that had already been entered in line 4 of State’s scoring section is also X’d out. **Central No. 2’s third serve goes out of bounds.** Record an “R” in the circle drawn in Central No. 2’s scoring section, and slash the hand-written “M” beside the 25th point in State’s running score, to indicate that the 25th point has now been scored. Also, rewrite the “25” on line 4 of State’s scoring section.

23 

24
----

~~R~~ M 

25
----

R
---

**State No. 1 serves. During the ensuing rally, State No. 12 is injured as the ball hits the floor in Central’s court; the referee indicates that State won the rally.** Record point 26 for State in both the scoring section and the running score. **It is determined that State No. 12 is not able to remain in the game.** Since State has no players on the bench who have not previously played in the game, a substitute who has already played in another position may replace the injured player as an exceptional substitute. **State coach substitutes player No. 3 (who has already been in the game in another position) for injured No. 12, and designates No. 7 as the new captain.** This counts as a team substitution since the team has not used all 15 allowable substitutions. Record the substitution in the normal fashion (S 3/12 in the scoring section, slash and replace player’s numbers, and slash **SUBSTITUTION** number 11 - the AS also records the substitution). Since there is no column in the **SANCTIONS** box for exceptional substitutions, record the event in the **COMMENTS** section by writing “26-25, Exceptional sub, State No. 3 for injured No. 12.” **State No. 1 serves another point.** Record point 27 in both the scoring section and the running score. **Central coach requests a third timeout; the referee appropriately awards a team delay penalty (since a team delay warning had been given earlier in the game).** On the next line of the **SANCTIONS** box, record a “D” (for Delay) in the RC column, enter an “A” in the A/B column, and record the score (25 – 27). Record the penalty point (28) in a square in State No. 1’s scoring section, and square point 28 in State’s running score. **Central No. 12 explodes with a stream of abusive language. The referee holds up the red and yellow cards in the same hand, expelling Central No. 12.** Since there is no column in the Sanctions Box for expulsions, record the expul-

sion in the **COMMENTS** section by writing “25-28, Expulsion, Central No. 12.” The State team receives a penalty point due to the expulsion – record point 29 in a square in State No. 1’s scoring section, and square point 29 in State’s running score. **The Central team has a substitute (No. 7) available who has not played in another position, and makes the legal substitution, No. 7 for No. 12.** Record the substitution in the usual manner on the scoresheet (the AS also records the substitution.). **State No. 1 serves and State loses the rally.** Record an “R” in the circle, and record point 26 for Central.

~~X~~ 25 (26) S  $\frac{3}{12}$  (27) | 28 | 29 | S  $\frac{7}{12}$  (R)

**Central player No. 16 replaces the Central libero, and the AS records the exchange.**

**Central No. 7 serves and Central loses the rally.** Record an “R” in the circle, and record point 30 for State.

26 (R)

**The time is 7:28.**

The scorekeeper uses a blue or black pen to complete the remainder of the scoresheet, recording the **WINNING TEAM** and score and the **LOSING TEAM** and score and noting the **FINISHED** time at the top of the scoresheet. The scorekeeper checks the scoresheet carefully to ensure its completeness. The scorekeeper then signs the scoresheet.

TEAM: CENTRAL		L: 10	GAME	TEAM: STATE		L: 13
Serving Order	SP			Serving Order	SP	
I	9		1	I	8	8 8 8 8 5
II	16	K 16 K 16 K 16 K 16		II	15	K 15 K 15 L
III	4	5		III	2	9 10
IV	15	2 2 2		IV	3	7 3 1
V	18	K 12 3 K 3 12 K 12 7		V	7	K 7 K 7 K 7
VI	4	8 4 8 4		VI	12	3

Fig. 4—LIBERO TRACKING SHEET



## Deciding Game Scorekeeping Procedures

Following is a sample of a scoresheet showing the scoring procedures used during the deciding game of a match, or any game in which the teams switch sides.

A deciding game scoresheet is used. Information for the team starting on the left court is placed on the left side of the scoresheet and continues on the right of the scoresheet when the teams change courts at eight points.

As minimum time is available between serves, the scorekeeper records some information for Team A (the team that starts on the scorekeeper's left) on both sides of the scoresheet before the game and as the game progresses, including the starting lineup, substitutions, timeouts and the running score. With the exception of the last action for the team that moves from the left court to the right court, the information in the far left scoring section is not repeated on the right side of the scoresheet.

During the court change, the scorekeeper verifies that the required information from the far left is repeated on the far right (points are marked in both running score columns, substitutions are repeated in the **PLAYERS NUMBERS** column, the **SUBSTITUTION** numbers are slashed, and timeout scores are recorded).

Notations for the libero serving are done in the same manner as non-deciding games.

The following example, which consists of a partial game, uses the deciding game scoresheet. In the sample game, the Blue team won the coin toss and elected to serve first. The Silver team selected the court to the scorekeeper's left. The scorekeeper has recorded all heading information and entered the lineups in all three scoring sections, as shown on the example scoresheet. (See Page 127.)

**Blue player No. 2 serves twice, resulting in points 1 and 2 being scored.** Record points 1 and 2 inside the first two circles drawn in Blue No. 2's scoring section. Circle points 1 and 2 in the running score column for Blue (Team B), which is just to the right of Blue's scoring section. **Blue No. 2 then serves again, and Blue loses the rally.** Record an "R" in the third circle in Blue No. 2's scoring section. Immediately slash point 1 in both running score columns

for Silver (Team A), on the left and far right sides of the scoresheet, and record point "1" on line 1 of Silver's scoring section on the left side only.

1 2 R

**Silver player No. 17 serves, and Silver wins the rally.** Record point 2 in the first circle drawn in Silver No. 17's scoring section on the left side of the scoresheet, and circle point 2 in both Silver running score columns (left and far right). **Silver No. 17 serves again, and Silver loses the rally.** Record an "R" in the second circle in Silver No. 17's scoring section on the left, and slash point 3 in Blue's running score column. Record point "3" on line 2 of Blue's scoring section.

1 2 R

**Silver team captain requests a substitution, player No. 11 for No. 4.** The scorekeeper records the substitution in Blue No. 8's scoring section (Sx 11/4). On both the far left and the far right of the scoresheet, slash the number 4 in Silver's **PLAYERS NUMBERS** column and write the substitute number 11 to the immediate right of the slashed number 4. On both the far left and far right of the scoresheet, slash the first team substitution (under the scoring section) for Silver. **Blue player No. 8 serves two Blue points, but Blue loses the rally after the third serve by No. 8.** Record points 4 and 5 in the first two circles (and circle points 4 and 5 in Blue's running score column), and record an "R" in the third circle. Slash point 3 in Silver's running score columns on both sides and record point "3" on line 2 of Silver's scoring section on the left only.

3S 1¼ 4 5 R

**Blue captain requests and is granted a timeout.** The timeout score, 5-3, is recorded in the Blue (Team B) Timeouts box below Blue's running score column. The timeout offers a good opportunity for the scorekeeper to check the scoresheet to make certain all substitutions and timeouts are recorded on both the left and right sides of the scoresheet.

**Silver player No. 1 serves three Silver points.** Record points 4, 5, and 6 in circles in Silver No. 1's scoring section on the left side of the scoresheet. Circle points 4, 5, and 6 in Silver's running score on both sides of the scoresheet. **The next serve goes into the net.** Record an "R" in the circle in Silver No. 1's scoring section on the left side of the scoresheet. Slash point 6 in Blue's running score column and record point "6" on line 3 of Blue's scoring section.

3 (4) (5) (6) (R)

**Silver coach requests two substitutions, player No. 4 for player No. 11 and player No. 18 for player No. 1.** Record the substitutions in Blue's scoring section. On both the far left and far right of the scoresheet, slash the appropriate **PLAYERS NUMBERS** and replace with the substitute's numbers. Slash the 2 and 3 in Silver's **SUBSTITUTION** section, on both the far left and the far right. **Blue No. 10 serves and Blue wins the rally for point 7.** Record the point in a circle in Blue No. 10's scoring section, and circle point 7 in Blue's running score column. The Silver coach requests and is granted a timeout. The timeout score, 6-7, is recorded in the Silver (Team A) Timeouts boxes on both sides of the scoresheet, below Silver's running score columns. After the timeout, Blue No. 10 serves for Blue point 8. Record the point in a circle in Blue No. 10's scoring section, and circle point 8 in Blue's running score column.

6Sx<sup>4</sup>/<sub>11</sub> <sup>18</sup>/<sub>1</sub> (7) (8)

**The first referee signals for the teams to change courts.** Re-write the final action for the team moving from left to right in the corresponding location in the far right scoring section. In this example, the final circled "R" for Silver player No. 1/No. 18 is the final action for that team, and should be re-written on line 2 on the far right side.

(R)

Before the game continues, the scorekeeper checks to make certain all necessary information for the Silver team was recorded on both the left and right sides of the scoresheet (including player and substitution numbers, scores for timeouts, and team substitutions).

**When the game resumes, Blue player No. 10 serves again and Blues loses the rally.** Record an "R" in the next circle. Slash point 7 in Silver's running score on the far right only, and record point "7" on line 3 of Silver's scoring section on the far right only.

(R)

**Silver coach calls for a substitution No. 6 for No. 9. Silver No. 3 is designated the new captain.** Record the substitution in Silver's scoring section on the far right only, slash the **PLAYERS NUMBERS** on the far right only, and slash team **SUBSTITUTION 4** on the far right only. **Silver player No. 7 serves for a Silver point and then Silver loses the rally after No. 7's second service.** Record point 8 in Silver's scoring section and running score on the far right only. In the second circle drawn, record an "R." Slash point 9 in Blue's running score column, and record point "9" in Blue's scoring section.

7S  $\frac{6}{9}$  (8) (R)

This scoring procedure is continued throughout the remainder of the game. No subsequent information is recorded on Silver's left section of the scoresheet.



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# 2005

## Rules Interpretations

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Additional rule interpretations may be found in the PAVO Officials' Guidebook and in the current season's Rules Interpretation Newsletter. Both are developed by the NCAA secretary-rules editor. The Rules Interpretation Newsletters are distributed to all NCAA institutions as they are written. Both the Guidebook and the Rules Interpretation Newsletter are available on the PAVO Web site ([www.pavo.org](http://www.pavo.org)).

In the following situations, "Team S" refers to the serving team, and "Team R" refers to the receiving team. Positions 2, 3 and 4 are front-row players (right, center, and left respectively), and positions 1, 6 and 5 are back-row players (right, center, and left respectively). For example, "S-2" is the serving team's right-front player. Unless specifically stated, none of the players referenced in these cases is the libero.

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# Rule 1

## Facilities and Equipment

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**Situation 1:** The playing site has bleachers that are only 1.5 meters (5 feet) from the end line, which is less than the minimum required distance for the service zone.

**Ruling:** There is no allowance for extending the service area on to the court to gain the 2-meter (6 feet, 6 inches) minimum required. (See Rule 1-3-1.)

**Situation 2:** During the match, a cameraman is located in the gap between the score table and the team bench, further away from the court than the front of the table and the front of the team bench.

**Ruling:** This position is legal. The intent of Rule 1-1-1-b is to restrict media personnel and equipment from the playable area in front of the score table and team bench area (including the warm-up area). If there is a gap between the table and the benches, that is non-playable area, and media can be located there.

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# Rule 2

## The Net and Related Equipment

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**Situation 1:** During the pre-match inspection, the first referee notes that a net “sleeve” has been placed at the top of the net. The sleeve is not well secured along the length of the net, and tends to gather and bulge, which affects the uniformity of the net height.

**Ruling:** The referee should instruct the host administration to remove the net sleeve. (See Rule 2-1-1-a.)

**Situation 2:** During the pre-match inspection, the first referee notices that a net “sleeve” has been placed along the bottom of the net.

**Ruling:** The referee should instruct the host administration to remove the net sleeve. (See Rule 2-1-1-b.)

**Situation 3:** During the pre-match inspection, the first referee notices that the net antennas are secured with exposed metal fasteners.

**Ruling:** The referee should instruct the host administration to cover the fasteners to minimize the chance of injury to match participants. (See Rule 2-2-1-b.)

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# Rule 3

## The Ball

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**Situation 1:** The host administration provides three game balls for the match. Two of the balls are white, and the third ball is blue and white.

**Ruling:** The referee should instruct the host administration that all balls used in the match must be uniform in color, circumference, weight, pressure and manufacturer. (See Rule 3-2.)

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# Rule 4

## Playing Space

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**Situation 1:** Player S4 is trying to save an errant pass by her teammate near the bleachers. S4 jumps, plays the ball while it is over the bleachers, and then falls into the bleachers.

**Ruling:** This action is a fault. When the ball is over a non-playable area, S4 must be in contact with the playing surface when she contacts the ball. (See Rule 4-1-2.)

**Situation 2:** In a match where Rule 15-1-4-a (“pursuit rule”) is in effect, R2 legally retrieves a ball from the opponent’s free zone. On the return path, the ball contacts the first referee.

**Ruling:** When the first referee interferes with a legitimate effort to play the ball, a play-over should be awarded. (Rule 4-2-4)

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# Rule 5

## Teams

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**Situation 1:** During the pre-match inspection, the referees notice an exercise bicycle in the warm-up area at the end of the team bench.

**Ruling:** The referees should instruct the host administration to remove the exercise bicycle. (See Rule 5-2-2.)

**Situation 2:** During the match, a substitute from one team leaves the bench area to ride an exercise bicycle that is in a non-playable area.

**Ruling:** The referees should allow the player to attend to this medical necessity. (See Rule 5-2-2.)

**Situation 3:** The score table is approximately 28 feet long, so it extends into the area between the attack line and the end line on both teams' side. The coaches stand near that portion of the score table (not in the attack zone) during play.

**Ruling:** The referees should allow the coaches to stand near and in front of any portion of the score table that extends into the area between the attack line and the end line on their side, as long as they are not disruptive. (See Rule 5-2-4-a.)

**Situation 4:** The home team coach disagrees with a ball handling decision by the first referee. During a dead ball, the coach enters the substitution zone to discuss the first referee's judgment with the second referee.

**Ruling:** The first referee should assess an individual sanction to the coach for disruptive coaching. Coaches may not affect the tempo of the game by entering the substitution zone to discuss or comment on judgment decisions. (See Rule 5-2-4-c and 6-1-4-i.)

**Situation 5:** The coach persists in entering the substitution zone to instruct players on the court while the ball is out of play.

**Ruling:** On the first occurrence, the referee should request that the coach refrain from entering the substitution zone to instruct players. If the behavior continues, a team delay will result. (See Rule 5-2-4-b.)

**Situation 6:** The coach requests a substitution from the warm-up area at the end of the bench.

**Ruling:** The substitution request is denied and an improper request is recorded on the scoresheet (See Rule 5-2-4-c.)

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# Rule 6

## Individual and Team Sanctions

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**Situation 1:** The referee hears a rude and inappropriate comment from the Team S bench, but cannot identify which team member made the comment.

**Ruling:** A sanction for a remark from an unidentified team member on the bench is assessed to the head coach. (See Rule 6-1-3.)

**Situation 2:** The coach for Team R requests the team's third timeout in the current game.

**Ruling:** The first referee will deny the timeout request and sanction Team R with a team delay. (See Rule 6-3-2-f.)

**Situation 3:** At the end of a timeout, Team S is still at the team bench after the referee(s) have whistled the warning at 45 seconds, whistled to indicate the end of the timeout, and verbally instructed the team to return to play.

**Ruling:** A team delay sanction results when a team prolongs a timeout and delays in returning to play. (See Rule 6-3-2-g.)

**Situation 4:** Player S3 shouts through the net at an opponent after a Team R attack lands for a kill. The first referee assesses an individual sanction to S3. No other individual sanctions have been assessed to Team S in this game.

**Ruling:** To assess the individual sanction, the first referee displays a yellow card, using the whistle as necessary to ensure that the second referee and scorekeeper are aware that the sanction has been assessed. The first referee also directs the Team S captain to approach the referee stand in order to clearly communicate regarding the sanction. (See Rule 6-4-2.)

**Situation 5:** The Team R assistant coach drops her clipboard to the floor in response to the first referee's ball handling decision. No individual sanctions have been assessed in this game.

**Ruling:** The first referee should assess an individual sanction to the Team R assistant coach. The first referee will display a yellow card, whistling if necessary to ensure the second referee and scorekeeper are aware that the sanction has been assessed. The second referee should go to the Team R bench and clearly inform a designated coach that the sanction was assessed to the assistant coach. (See Rule 6-4-2.)

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# Rule 7

## Players' Equipment

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**Situation 1:** Most of the players' uniforms for Team S have short sleeves, but two players' uniforms have long sleeves. Other than sleeve length, the uniforms are identical.

**Ruling:** Uniforms with differing sleeve lengths are illegal. The referees should not allow the players in long sleeves to enter the match. (See Rule 7-1-1-a and 7-3-2.)

**Situation 2:** Some of the players for Team R have an Adidas logo on the left leg of their shorts, some have a Nike logo on the right leg of their shorts, and others have no logo on their shorts.

**Ruling:** Uniforms with differing logos are not illegal if they are otherwise identical. (See Rule 7-1-1-a.)

**Situation 3:** A Team R player is wearing a black patch sewn on the sleeve with a small (less than 1 inch) numeral "5" in the middle. When asked, she informs the referees that the patch is a commemorative to a former teammate.

**Ruling:** Commemorative patches are allowed, but all teammates' uniforms must still be identical. The player wearing the patch is not in a legal uniform unless all of her teammates have the same commemorative insignia on their uniforms. (See Rule 7-1-3-b.)

**Situation 4:** A Team S player enters the game with a towel tucked into the waistband of her shorts.

**Ruling:** A player is allowed to have personal equipment such as a towel, insulin pump, eye glasses, etc. However, if that equipment falls to the playable area and play must be stopped for safety purposes, that team will be assessed a team delay. (See Rule 7-2.)

- Situation 5:** During a game, the referee discovers that a Team R player (on the court) is wearing a yellow plastic bracelet with the word "LIVESTRONG" on it.
- Ruling:** Team R will be charged with a team delay and the player will remove the bracelet. String bracelets, commemorative bracelets, and body jewelry are considered jewelry and may not be worn. (See Rule 7-2-2.)
- Situation 6:** A Team S player attempts to enter the game wearing a metal splint on her thumb, covered with foam padding held on by a soft elastic bandage.
- Ruling:** Legal, assuming the padding is approximately 1/2-inch thick and all edges are covered. (See Rule 7-2-4-a.)
- Situation 7:** During the pre-game warm-up, the referees determine that Team R has illegal uniforms because player No. 10 is wearing black shorts and the rest of the team is wearing navy blue shorts.
- Ruling:** The Team R coach should be informed that player No. 10 will not be allowed to enter the game in shorts that are not identical to the rest of the team. If player No. 10 attempts to substitute into the game (while wearing black shorts), the substitution will be denied and a team delay sanction assessed. (See Rule 7-3-2.)

---

# Rule 8

## Scoring and Duration of Matches

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**Situation 1:** Because of transportation difficulty, Team R has only five players present at the match start time. The referees are ready for play to begin.

**Ruling:** If the home institution has been notified that the visiting team is delayed by circumstances beyond their control, the referees will postpone the match for a reasonable amount of time. If not, the first game will be defaulted at match time (if the referees are prepared to start the match) and recorded with Team S winning 30-0. A 10-minute waiting period is allowed before the second game is defaulted, and another 10-minute waiting period is allowed before defaulting the third game. Team R can call their two allotted timeouts before each game is defaulted. If, during the 10-minute waiting period, a sixth player for Team R arrives, each team will be allowed one-half of the time remaining in the ten-minute waiting period as their warm-up time on the court, and the game will begin. (See Rule 8-5-2 and Rule 9-1-1.)

---

# Rule 9

## Protocols

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**Situation 1:** In a tournament situation, the host administration notifies the participating teams that the warm-up between matches will consist of 12 minutes of shared court time, followed by two segments of four minutes (one for each team) and then two segments of five minutes (one for each team). One minute later, the match will begin.

**Ruling:** This protocol is acceptable. The 41-minute shared court time segment identified in the pre-match protocol rules may be reduced in tournament situations to a minimum of 10 minutes. (See Rule 9-1-1.)

**Situation 2:** During Team R's four-minute period of exclusive use of the court, Team S is practicing passing in an area on the playable surface, more than 2 meters outside the court boundaries.

**Ruling:** The referees will instruct Team S to stop their activity. When one team has exclusive use of the court, the other team must be at their bench or off of the playing area. (See Rule 9-1-2-c)

**Situation 3:** Substitutes are standing in front of the bench between the attack line and the end line.

**Ruling:** The referee will instruct the substitutes to either be seated on the bench or move to the warm-up area. (See Rule 9-2-2.)

---

# Rule 10

## Team Lineup and Rotation Order

---

**Situation 1:** When the lineup is turned in, the second referee and/or scorekeeper notice that no libero player is indicated on the lineup sheet.

**Ruling:** A team is not required to designate a libero. However, if no libero is designated on the lineup before the game, no libero will be allowed to enter in that game. If a libero does attempt to enter and is discovered before play begins, a team delay is assessed. If a libero is on the court when a serve is contacted, a position fault results. As a courtesy, before final acceptance of the scoresheet, the second referee may confirm with the coach whether or not a libero will be used, and allow the coach to designate the libero's number before the game begins. (See Rule 10-1-1-c.)

**Situation 2:** When the lineup is turned in, the second referee and/or scorekeeper notice that a game captain has not been designated.

**Ruling:** One player on the court must be designated as the game captain. The coach should be asked to identify the captain's number. (See Rule 10-1-1-d.)

**Situation 3:** Player No. 3 substitutes into the game for player No. 8 on Team S. After the substitution, S-1 serves for two points and then serves a ball that results in a loss of rally. Team R serves a point, and then it is discovered that No. 3 was in the wrong position in the service order for Team S.

**Ruling:** The position fault is corrected (player No. 8 returns to the game and player No. 3 returns to the bench); the substitution charged when No. 3 entered is canceled. The points scored by S-1 are not removed, as the opponents had already served. Since Team R has just scored a point, no additional point is awarded for the position fault. If the service by Team R had resulted in a loss of rally, the

result would have been reversed because of the position fault by Team S, and Team R would have been credited with a point instead. (See Rule 10-3-2.)

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# Rule 11

## Game Interruptions

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- Situation 1:** The Team S coach clearly requests the team's third timeout.
- Ruling:** A team delay is assessed. If this is Team S's first team delay of the game, a team delay warning is issued. If a team delay warning has already been assessed to Team S in this game, a team delay penalty is assessed, and the opponent is awarded a point. (See Rule 11-1-1-c.)
- Situation 2:** During a dead ball, a player from Team S enters the substitution zone just as the Team R coach requests a timeout.
- Ruling:** The second referee should award the timeout to Team R, and inform Team S that the substitution will be administered at the end of the timeout. The six players that were on the court when the timeout was requested must return to the court, and then substitutions and libero replacements can occur. (See Rule 11-1-4-b.)
- Situation 3:** An incoming substitute for Team S clearly enters the substitution zone, and the second referee whistles to acknowledge the request, but the Team S coach refuses to complete the substitution.
- Ruling:** The substitution must either be quickly completed, or a team delay sanction is assessed to Team S. No additional substitution requests will be accepted until the next out-of-play ball or a timeout is called by either team. (See Rule 11-2-3-b-5.)
- Situation 4:** Two substitutes for Team R clearly enter the substitution zone, and the second referee whistles to acknowledge the request. At the same time that the second referee is acknowledging the first substitution, the coach instructs the second incoming substitute to return to the bench. The total time taken is no longer than would have been necessary for one substitution to be administered.

- Ruling:** No delay has occurred, so no team delay sanction should be assessed. After administering the first substitution, the second referee should indicate to the first referee that play can begin (See Rule 11-2-3-b-5.)
- Situation 5:** The Team S coach requests a substitution and the second referee whistles to acknowledge the request. The coach does not indicate the number of players entering the game. The first incoming substitute is immediately in the substitution zone, and before the second referee completes the administration of that substitution, a second substitute enters the zone.
- Ruling:** The referees should allow both substitutions, since the coach is not required to indicate that multiple substitutions are requested. If there is a significant delay between the attempted entries, subsequent substitutions are denied entry and a team delay is assessed. (See Rule 11-2-3-d.)
- Situation 6:** An injured player (R-1) wishes to remain in the game, but is unable to resume play within 30 seconds.
- Ruling:** Team R can take any legal timeouts that they have remaining. If R-1 is not ready to play when the legal timeouts have been used, she must be replaced by either a regular or exceptional substitution. (See Rule 11-2-4-a.)
- Situation 7:** Just as a rally ends, R-3 falls to the floor, apparently injured. As the referees begin to oversee the injury situation, the coach for Team R requests a substitution for someone other than the injured player.
- Ruling:** The substitution request is denied (no sanction) until the injury situation is resolved. (See Rule 11-2-4-b.)

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# Rule 12

## The Libero Player

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**Situation 1:** No replacement enters for the libero when the libero's position rotates to left front. However, no other position fault occurs (the left back remains further back in the court than the libero).

**Ruling:** A position fault results, as the libero is restricted to the back row. (See Rule 12-1-2-a.)

**Situation 2:** The Team R libero is in the front zone, and sends the ball to the opponent's side, using an overhand finger pass. At the time she contacted the ball, it was not entirely above the height of the net.

**Ruling:** Legal play. (See Rule 12-1-2-a.)

**Situation 3:** When the lineup is submitted before a game, the second referee and/or scorekeeper notice that there is no indication of the position where the libero will serve.

**Ruling:** The coach is not required to indicate when the libero will serve on the lineup sheet. At any point in the game, the decision can be made to have the libero replace the server. However, once the libero serves in one rotation, she is restricted to serve in only that rotation. (See Rule 12-1-2-c.)

**Situation 4:** The Team S libero sets the ball using an overhand finger pass while in the front zone. Player S-3 attacks the ball, but contact is made when the ball is not entirely above the height of the net. The attack sends the ball to the opponent's playing area.

**Ruling:** No fault has been committed. The Team S libero's action did not result in an illegal attack, because S-3 did not contact the ball while it was entirely above the height of the net. If S-3 had attacked the ball while it was entirely above the height

of the net, the referee would rule an illegal attack when the attack is completed (completely crosses the net or is legally blocked by an opponent) and indicate the libero with an extended open hand. (See Rule 12-1-2-d.)

**Situation 5:** The libero for Team S is in the front zone and receives the opponent's attack hit with both fists closed above her head. The ball rebounds from her hands to a front-row teammate, who contacts the ball while it is entirely above the height of the net and sends it to the opponent's side.

**Ruling:** The play is legal. The libero is only restricted from using actual "finger action" when setting in the front zone. If, in the referee's judgment, the libero's contact is with the knuckles, the back of the hand, or the fists, the play is not considered to be an "overhand finger pass." (See Rule 12-1-2-d.)

**Situation 6:** The non-libero players of Team S wear jerseys that are red on the top half, and white on the bottom half (approximately 50 percent of each color). The libero's jersey is primarily red, with white trim on the sides.

**Ruling:** The libero's uniform is illegal. Since the non-libero players are wearing a uniform that is approximately equal parts red and white, the primary color of the libero's jersey cannot be either of those colors. The libero will not be allowed to play in the illegal uniform. (See Rule 12-1-3-a and 7-3-2.)

**Situation 7:** The Team R libero has the same uniform as the rest of her teammates, but wears a contrasting vest over her jersey. The vest does not have a number on it.

**Ruling:** The libero must wear a contrasting color uniform and have a legal, visible number on her jersey. Wearing a vest is allowable, but it must be numbered. Additionally, no player may change numbers during the match, whether they are designated as the libero for a particular game or as a non-libero player. (See Rule 12-1-3.)

**Situation 8:** The libero for Team R has not yet served in the current game. The libero has replaced player No. 5 and is playing in the back row. Team R wins a rally and rotates, moving player No. 8 to the serving position (position No. 1). The libero goes to the service zone, player No. 8 exits the court over the side-

line between the attack line and end line, and player No. 5 returns to the court.

**Ruling:** These player exchanges are allowed. There does not have to be a rally between libero replacements if the libero serves the next rally. (See Rule 12-2-1-b.)

**Situation 9:** The libero for Team S has replaced player No. 3 in position No. 1 and has served two points. Player No. 3 returns to the game to replace the libero and serve the next rally. The libero stays on the court in replacement of another back-row player, No. 7. Player No. 7 exits the court.

**Ruling:** This is an incorrect libero replacement. A rally must take place between two libero replacements, unless the libero serves the next rally. If the officials must intercede to correct the situation, a team delay is assessed. If the next serve is contacted before the incorrect replacement is identified, a position fault results. (See Rule 12-2-1-b.)

**Situation 10:** Player No. 8 for Team S is rotating to right back to serve. The coach for Team S requests a substitution, No. 10 for No. 8. Player No. 10 serves, and Team S loses the rally. The libero for Team S then replaces player No. 10 and plays the back-row positions. When the libero rotates to the front row, player No. 8 replaces the libero.

**Ruling:** The libero must be replaced by the player that the libero originally replaced. If an incorrect player replaces the libero, a team delay is assessed if the error is discovered by the officials before the next serve is contacted. If the incorrect player is on the court when the serve is contacted, a position fault results. (See Rule 12-2-1-b and 10-3-2.)

**Situation 11:** The libero for Team R replaces a back-row player AFTER the first referee has authorized service, but BEFORE the service is contacted.

**Ruling:** Libero replacements can only occur at the beginning of the game after the lineups have been checked by the referee, or at the end of a rally, before the next whistle for service. The first time that a team is late in making a replacement (after the authorization to serve but before service contact), the rally should be allowed to continue and the team is verbally

warned at the end of the rally. If subsequent late replacements occur in the match, the referee(s) should stop play and assess a team delay sanction, but the replacement is allowed. Additionally, late replacements will result in a position fault at the moment of service if the player entering the court is not in the correct service order. A replacement that occurs after service contact results in a loss of rally. (See Rule 12-2-2-a.)

**Situation 12:** The Team S libero is in the warm-up area, and has not served in this game. Before the referee authorizes service, while player No. 5 is in the service zone, the coach instructs the libero to serve for No. 5. The libero and No. 5 exchange positions at the end of the court – neither player crosses the sideline between the attack line and the end line.

**Ruling:** The players involved in a libero replacement must enter and exit the court over the sideline between the attack line and the end line so that the second referee can ensure that the proper notations are made by the scorekeepers. Failure to do so results in the assessment of a team delay. Even when a team delay is assessed, the replacement is allowed. (See Rule 12-2-2-c.)

**Situation 13:** The libero for Team R is injured and cannot continue play. The Team R coach does not want to redesignate a new libero immediately.

**Ruling:** The coach is not required to redesignate a new libero immediately. The injured libero must be replaced by the player whom the libero originally replaced. At the discretion of the coach or captain, any substitute may later be redesignated as the new libero. The new libero must wear a contrasting jersey with a unique number that is not worn by another teammate. The number does not have to be the same number that player has been wearing in the match. Once a redesignation is made, the injured libero cannot return for the remainder of the game. (See Rule 12-3-1.)

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# Rule 13

## The Service

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**Situation 1:** After the first referee authorizes service, the wrong server, S-6, is preparing to serve when her teammates notice the error and tell her not to serve. S-1 goes to the service zone, where S-6 tosses her the ball and then moves to her correct position. S-1 then serves the ball.

**Ruling:** Legal play, if all actions take place within the eight seconds that are allowed between the service beckon and contact of the service. (See Rule 13-1-3-e.)

**Situation 2:** Prior to serving, S-1 stands with one foot clearly outside the short line that marks the side boundary of the service zone. Before contacting the service, S-1 steps toward the middle of the court. At the time of contact, one foot is completely inside the service zone, and one foot is on the service zone marker.

**Ruling:** Legal service. The service zone includes the width of both service zone lines that extend from the sideline. (See Rule 13-1-3-f.)

**Situation 3:** The first referee whistles to authorize service. Before S-1 can serve the ball, a ball from another court enters the area. The referee(s) whistle and indicate a play-over. The Team S coach requests a substitution before the next authorization for service.

**Ruling:** The substitution request is denied, and an improper request is recorded. After an authorization for service, there can be no requests (time out, substitution, or lineup check) until the ball has been served. (See Rule 13-1-3-h.)

**Situation 4:** The Team S libero (No. 2) has served in the third rotation in this game. Later in the same game, the libero is injured, and the coach redesignates another player (No. 5) as the libero.

Can No. 5 serve in a different rotation, since she has not yet served in this game at all?

**Ruling:** No. Once the libero has served in a particular rotation, any other players who play as the libero in that game will serve in that same rotation (even if they had already played and served in a different rotation as a non-libero). (See Rule 13-1-4.)

**Situation 5:** As S-1 prepares to serve, S-3 takes a position close to the net directly in front of R-4. Team R's captain complains that S-3 is screening.

**Ruling:** Both players may initially take any position on the court that is legal with respect to their own team. If R-4 is unable to see the server, she must move. If S-3 moves with R-4, she can be penalized with an individual sanction. (See Rule 13-2-4-a.)

**Situation 6:** The three front-row players for Team S are standing near each other, close to the net. Before authorizing S-1 to serve, the first referee suggests that the three front-row players either move apart or bend at the waist to prevent a screen from occurring.

**Ruling:** While a verbal warning is not required prior to calling a screen violation, referees should attempt to prevent screens by notifying players when their positions could constitute a screen IF the path and speed of the ball warrant the call. (See Rule 13-2-4-b.)

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# Rule 14

## Playing the Ball

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**Situation 1:** S6 stands near the end line of her court, and ducks to avoid touching an attack hit by R2 that is coming in her direction. The ball contacts S6's hair before going out of bounds.

**Ruling:** The ball should be ruled out of bounds on Team R. Contact that is clearly hair only is not considered a touch on the ball. (Rule 14-1-2.)

**Situation 2:** S-3 and R-2 simultaneously contact a ball that is in the plane of the net. The ball lands out of bounds on Team S's side of the net.

**Ruling:** Team S wins the rally and scores a point. When there is simultaneous contact, the team that is opposite the side where the ball lands is considered to have last contacted the ball and caused it to go out of bounds. (See Rule 14-3-2-b.)

**Situation 3:** After S-1 passes the ball for her team's first contact, S-5 jumps from in front of the attack line, contacting the ball while it is entirely above the height of the net. The ball hits only the top of the net and rebounds to Team S's side of the net.

**Ruling:** No fault has occurred, since S-5's attack was never completed. An attack hit is complete when the ball completely crosses the plane of the net or is legally blocked by an opponent. In this scenario, another Team S player could have legally used the team's third contact to send the ball to Team R's side. (See Rule 14-5-1.)

**Situation 4:** S-6 is in the front zone and sets a ball that is completely above the height of the net for her team's second contact. S-6's set travels in the direction of a teammate. Before any teammate contacts the ball, it enters the plane of the net and is blocked by R-3.

- Ruling:** S-6 has committed an illegal (back-row) attack. There is no longer an exception allowed for a player who is, in this situation, setting the ball in the direction of a teammate. (See Rule 14-5-4-a.)
- Situation 5:** R-1 passes a serve, and the ball travels into the plane of the net. R-5 jumps to play the ball, contacting the ball while reaching higher than the top of the net. Simultaneously, S-3 blocks the ball.
- Ruling:** Illegal block on R-5. Regardless of her intent, a back-row player is an illegal back-row blocker when she is near the net, reaches higher than the top of the net, and there is simultaneous contact of the ball with an opponent, or the opponent causes the ball to contact her. Once the ball enters the plane of the net, either team has a legal right to play the ball. (See Rule 14-6-1.)

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# Rule 15

## Play at the Net

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**Situation 1:** Team S's first contact is an errant pass that causes the ball to travel directly over the antenna to Team R's free zone. S-4 runs under the net cable, between the net pole and the sideline, in pursuit of the ball, and contacts the ball in the opponent's free zone.

**Ruling:** S-4 has committed a fault, since players are prevented from crossing under the net, net cable, or referee stand to retrieve a ball. The referee should whistle when S-4 contacts the ball and signal "Out." (See Rule 15-1-1-a.)

**Situation 2:** Team S's first contact is an errant pass that causes the ball to travel directly over the antenna to Team R's free zone. S-4 runs under the net cable, between the net pole and the sideline, in pursuit of the ball, but fails to contact the ball before it falls to the floor in the opponent's free zone.

**Ruling:** S-4 has not committed a fault, since crossing the center line outside the opponent's court is not a fault. The referee should whistle when the ball contacts the floor, and signal "Out." (See Rule 15-1-1-a and 15-2-3-d)

**Situation 3:** Team R's first contact travels outside the antenna, contacts the net cable outside the antenna and enters Team S's free zone. R-2 runs outside the net pole to pursue and return the ball.

**Ruling:** Antenna fault on Team R. A ball that contacts the antenna, net post or supports, or the net outside the antenna is out of play. A ball is only pursuable if it crosses the net over or outside the antenna without touching anything, with the exception of an overhead obstruction as described in the case below. (See Rules 15-1-1-a and 16-2-2-e.)

**Situation 4:** Team R's first contact travels outside the antenna and contacts an overhead obstruction that is more than 4.6 meters (15 feet) above Team S's free zone. R-2 runs outside the net pole to pursue and return the ball.

**Ruling:** Legal play. Provided the path of the ball is over or outside the antenna, the ball may contact on overhead obstruction over EITHER team's playable area after a first team contact or block, and still be retrieved by a teammate from the opponent's free zone. The ball also remains in play after contact with an overhead obstruction over EITHER team's playable area AFTER being retrieved, provided the return path is over or outside the antenna. Any ball that contacts an overhead obstruction over a non-playable area is immediately ruled out of play. (See Rule 15-1-1-a.)

**Situation 5:** After setting the ball near the net, R-4 begins to move toward her defensive position. As she moves away, she brushes the net with her shoulder.

**Ruling:** Legal play. This should be considered insignificant contact with the net. (See Rule 15-2-1.)

**Situation 6:** S-2 attempts to block the ball, but does not contact it. As S-2 returns to the floor, she barely touches the net.

**Ruling:** Net fault. If a player is involved in playing the ball (including an unsuccessful attempt to block or a faked attack), any net contact is a fault, no matter how insignificant it is. (See Rule 15-2-1.)

**Situation 7:** R-1 runs to the net area to prepare to set her teammate's first contact. The ball is passed poorly, and as R-1 tries to reverse direction to get to the ball, her right foot completely crosses the center line into the opponent's court. No opposing player is near the area of encroachment.

**Ruling:** No fault has occurred. (See Rule 15-2-4-b)

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# Official's Mechanics

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## Summary of Changes and Points of Emphasis in Officiating Techniques and Mechanics

*[Note: Comprehensive information on officiating techniques and mechanics for referees, scorekeepers and line judges, case studies, rules interpretations and officiating opportunities can be found in the PAVO Volleyball Officials' Guidebook: 888/791-2074 or [www.PAVO.org](http://www.PAVO.org).]*

1. **Number of Substitutions.** The second referee will inform the coach when a team has used the 12th through 15th substitution.
2. **Failure to Complete a Substitution.** When a requested substitution is not completed, a team delay sanction will only be assessed if an actual delay results. In a situation where a substitution request is acknowledged and a single substitution is not completed, a delay has resulted, and a team delay should be given. However, if a substitution request is acknowledged and multiple substitutions seem to be entering, and at least one is completed, it is up to the referees' discretion as to whether a delay was actually created by failing to complete the other substitution(s).
3. **Second Referee Responsibilities.** The second referee is now allowed to whistle and stop play when he or she clearly sees the ball contact the floor and the first referee is unable to make that determination. The second referee should first indicate that the ball contacted the floor with a signal and no whistle (as in the past), and use the whistle to stop play only if he or she is certain that there was contact and the first referee does not see the signal.
4. **Change of Team Areas Between Games.** At the end of game two, if an extended intermission is used, the first referee should whistle and signal that the game is ended, and then whistle and dismiss the teams from the court to their benches.
5. **Coin Toss for Deciding Game.** Once the courts are determined for the deciding game, the second referee should ensure that the first referee is aware of the results of the toss, and the first referee will whis-

tle and indicate whether the teams exchange benches or not. The interval between games begins at that time.

6. **Substitutes Entering Without Authorization.** If a substitute enters the court before the authorization, the second referee may, at his/her judgment, offer a verbal warning to the players or the coach prior to assessing a team delay. However, note that entering without authorization, by rule, results in the substitution being denied and a team delay sanction assessed.
7. **Substitutions and Libero Replacements During Timeouts.** The same six players who were on the court when a timeout is granted must return to the court at the end of the timeout. Substitutions and libero replacements may then take place. The intent of this rule is to ensure that all substitutions and replacements are observed and recorded by the officials, and that the opponent has some chance to be aware of the change as well. The referees do not have to formally end the timeout and then administer the substitution as a separate action, but it should not be allowed to occur during the timeout without the formal protocol.
8. **Scorekeeping Changes.**
  - a. The scorekeeper will now record the names of the line judges. The name of the line judge working on the first referee's sideline should be entered on the first line, and the name of the line judge working on the second referee's sideline should be entered on the second line.
  - b. The deciding game scoresheet has been modified to have only one running score column and one timeout box for the Team B (the team that starts the game on the scorekeeper's right). That running score column and timeout box will be used for the entire game.
  - c. The libero tracking sheet has been modified to have a three-column section for use in the deciding game. This will enable the assistant scorekeeper to more easily record events after the court change takes place. At the time of the court change, the last entry from the far left side of the libero tracking sheet should be entered under the "CP" column on the far right side, to indicate the six players that are on the court at the time of the court change. From that point forward, only the middle and far right columns are used.

## Duties of the Scorekeeper

1. Carefully review the scorekeeping procedures and responsibilities described in Rule 18-4, and the Instructions for Use of the NCAA Women's Volleyball Scoresheet section of this publication.
2. Arrive at least 30 minutes before match time in proper attire: white polo shirt, navy pants, and white tennis shoes.
3. Before the beginning of a match, secure the names of the referees and line judges, and record the pre-match information on the scoresheets.
4. After the toss of the coin and before each game, review the lineups submitted to ensure that a captain is indicated, no duplicate or illegal numbers are entered, and the libero's number is noted. If no libero is indicated, notify the second referee so the coach can verify that no libero will be utilized in the current game. On the scoresheet, carefully record the team information and the positions of the player on the court according to the serving order on the lineup sheet. Share the lineup information with the assistant scorekeeper.
5. Lineups are kept confidential by the scorekeepers and referees. The recommended procedure is for the scorekeeper to write the team names on the back of the respective lineup sheets so that they can be face down on the table during the interval between games. The lineup from the previous game should be crossed out before the next game's lineup is submitted.
6. Before the first serve of each game, verify that the serving order recorded on the scoresheet corresponds to the player positions on the court.
7. Record the events of the match as it progresses. Be attentive to each serve contacted to ensure that the correct player is serving. If an incorrect player prepares to serve, wait until the serve is contacted, and then immediately communicate the fault to the second referee.
8. When the libero serves, communicate to the assistant scorekeeper so all notations are made correctly. Continuously communicate with the assistant scorekeeper regarding substitutions and libero replacements. Coordinate with the scoreboard operator to ensure that the visible score is correct throughout the match.
9. During timeouts, indicate to the referees the number of timeouts that have been charged to each team.

10. Notify the second referee when a team has used its 12th, 13th, 14th and 15th team substitution.
11. Notify the second referee when a team's score reaches 29 in a non-deciding game and 14 in a deciding game and indicate by pointing to the 29th/14th point on the scoresheet.
12. Notify the second referee when the first team scores eight points in the deciding game.
13. Sign the scoresheet at the conclusion of each game.

### **Duties of the Assistant Scorekeeper**

1. Carefully review the scorekeeping procedures and responsibilities described in Rule 18-4, and the Instructions for Use of the NCAA Women's Volleyball Scoresheet section in this publication.
2. Arrive at least 30 minutes before match time in proper attire: white polo shirt, navy pants, and white tennis shoes.
3. After the scorekeeper receives the lineup sheets, record the numbers of the starting players carefully on the libero tracking sheet, and the libero's number in the provided space.
4. Before the first serve of the game, help verify that the serving order recorded on the scoresheet corresponds to the player positions on the court.
5. Record all libero replacements accurately, so the libero tracking sheet reflects the players actually on the court at all times. When the libero serves, communicate to the scorekeeper so all notations are made correctly. Continuously communicate with the scorekeeper regarding substitutions and libero replacements.
6. When the libero is replaced, visually check that a rally occurs before the libero replaces another player. An exception is allowed if the libero serves the next rally. (See Rule 12.)
7. If an incorrect libero replacement occurs, notify the second referee unless the team immediately fixes the illegality with no delay.

### **Duties of Line Judges**

1. Carefully review the line judge responsibilities as described in Rule 18-5-2.
2. Arrive at least 30 minutes before match time in proper attire: navy slacks, white polo shirt, white socks and white tennis shoes.

3. Receive instructions from the first referee before the match.
4. Go to the designated area (scorekeeper's table or officials' dressing area) before the match and between games. The line judges should not sit in the stands or in the team areas.
5. Use a flag to signal if available.
6. Be attentive and maintain good body position. A line judge's base position is at the intersection of an end line and a sideline. Move from that position as needed to avoid interference with play, or to better observe a ball crossing the net near an antenna or to prevent being blocked from seeing the ball land near a boundary line.
7. Use the signals described in the mechanics section (page 160), specifically signals Nos. 4, 6, 8, 9, 13b and 30. Make all signals quickly and decisively. In addition, clarify the team at fault when necessary by pointing to the center of the near court with the right arm extended when the nearest team is at fault, and pointing down the sideline to the far court with the left arm extended when the far team is at fault.
8. When a server moves within 4 to 5 feet of the left sideline in preparation to serve (near the line judge's position), move back along the sideline extended, further back than the server if possible. If the server backs up to a wall or obstruction, move a comfortable distance to the server's immediate left. As soon as the serve is contacted, quickly move back to the base position.
9. During timeouts, stand on the sideline near the first referee at the intersection of the attack line and the sideline.
10. The line judge is not responsible for retrieving the ball.

## **Mechanics of Officiating Volleyball**

### **Official Hand Signals**

The hand signals are intended to clearly communicate faults and results. Signals made with one hand should be made with the hand on the side of the team that commits the fault or makes the request. Signals should be demonstrative and clearly visible. When there is a net foul, or any other time the player at fault is to be indicated, the player's number should be signaled as described in Signal No. 19a.

1. ***Point (Winner of rally).*** Raise the forearm with the index finger extended upward. Use the hand on the side of the team that won the rally.



2. ***Ball crossing plane under net.*** Point to center line with open hand.



3. ***Ball in bounds. [Referees].*** Point to attack area of court with open hand (palm facing net.)



4. ***Ball in bounds [Line Judge].*** Point with the flag down (with no flag, point to center of court with both arms extended, using open hands).



5. *Ball out of bounds, ball illegally outside antenna or player illegally in adjacent court. [Referees and Line Judges without flags].* Raise forearms vertically, elbows at 90 degrees, palms facing shoulders. Use for: (a) Touch off block that returns to attacker's side and lands out; (b) Ball going into net and landing out of bounds on attacker's side; (c) All first contacts landing out on the opponents side of the center line extended, hitting an obstruction or entering non-playable area; (d) Simultaneous contact by opponents landing out (indicate player at fault).



6. *Ball out of bounds [Line Judge].* Raise the flag (with no flag, same as signal No. 5).



7. *Ball out of bounds after contact with a player [Referees and Line Judges without flags].* Use for: (a) first, second, or third team contact that lands out of bounds before crossing the center line extended; (b) balls that contact the block before landing out of bounds on the blocker's side. Raise forearm on side that last contacted the ball, with elbow at 90 degrees, palm facing shoulder. Brush fingers of opposite hand once over palm of vertical hand.



8. *Ball out of bounds after contact with a player [Line Judge].* Raise the flag to shoulder height in front of body and place the open palm of the other hand on tip of flag (No flag—same as signal No. 7).



- 9a. *Antenna fault [Line Judge]*. Wave the flag (or arms) side to side and point with finger toward the antenna; signal out of bounds, if necessary.
- 9b. *Line fault [Line Judge]*. Wave the flag (or arm) side to side and point with finger to the fault area.



10. *Line fault, interference, or center line fault [Referees]*. Point to line with finger.



11. ***Held, thrown, lifted or carried ball held against net, or assisted hit.*** With elbow bent and palm facing upward, lift forearm and hand to approximately eye level.



12. ***Ball illegally contacted more than once by a player.*** Raise forearm vertically with two fingers extended.



- 13a. **End of game or match.** Cross the forearms in front of the chest (open hands facing the body).
- 13b. **Blocked from seeing the ball land [Line Judge].** Cross the forearms in front of the chest (open hands facing the body or holding flag with one hand, if used).



14. **Timeout.** Raise forearm on the side making the request, with elbow at 90 degrees and hand perpendicular to shoulder. Place opposite palm on top of vertical hand, forming a "T." Then, extend and open hand on the side making the request to indicate which team called the timeout, or point to self (hands on shoulders) for officials' or media time out.



15. **Substitution.** Make a circular motion of the hands and forearms around each other with closed or open hands at shoulder height. (Two rotations are sufficient).



16. **Authorization for service.** Extend arm toward serving team with palm forward. Blow whistle for service and move hand and arm in a sweeping motion to the opposite shoulder.



17. *Illegal service or ball not released at time of service.* Lift the extended arm (palm up) from the level of the leg to the level of the chest.



18. *Delay of service.* Raise forearms vertically toward the side at fault with eight digits extended (Five on right hand; thumb, index and middle finger on left).



19a. *Player commits net fault or interferes with ball in net on opponent's side.* Touch the net with hand on the side at fault. Indicate the player at fault by number. Nos. 1-9: Show appropriate fingers. No. 10: Show closed fist of right hand. Nos. 11-19: Combine above signals. Nos. 20 and above: Show first digit with right or both hands, then second digit with left or both hands.

19b. *Served ball does not cross plane of net, touches teammate, or fails to reach net.* As described in 19a—no player is indicated.



20. *Double fault, or play-over.* Raise the thumbs from both fists, forearms bent, hands held close together.



21. ***Illegal block or screen.*** Raise both hands to head height (palm facing away from body). Indicate player(s) committing the fault.



22. ***Position fault, wrong server, wrong position entry, or illegal player in game.*** Make a circular motion with one hand, using the index finger. Then indicate the player(s) committing the fault with open hand.



23. *Illegally attack or block beyond the net or contact with opponent over the top of the net.* Place the forearm, palm down, over the top of the net. Indicate the player committing the fault, if necessary.



24. *Illegal attack or illegal attack of the serve.* Make a forward and downward motion with one arm from the shoulder with the forearm and hand. (Two motions are sufficient.) Indicate the player committing the fault, if necessary.



25. *Ball contacted more than three times by a team.* Raise forearm vertically with four fingers extended.



26. *Individual sanctions [First Referee]:*

- (Y) Warning—Show a yellow card.
- (R) Penalty—Show red card.
- (E) Expulsion—Show red and yellow cards in one hand.
- (D) Disqualification—Show red and yellow cards in separate hands.



27. *Team sanctions [First Referee]:*

- (IR) Improper request—Without card, hold palm of one hand against the opposite wrist.
- (Y) Team delay warning—Show yellow card held against opposite wrist.
- (R) Team delay penalty—Show red card against opposite wrist.



28. *Change of courts.* Raise the forearms front and back around the body at waist level, hands open or closed. Use to authorize all court changes not determined by a coin flip.



29. *Authorization to enter.* Using the arm on the side that requested the substitution, make a sweeping motion at waist height with an open hand, palm toward the court.



30. *First contact or block travels over or outside the antenna [Line Judge].* Extend the left arm straight out at shoulder height, either holding the flag or with a closed fist. This signal indicates that the ball is “pursuable” if Rule 14-1-1-a is in effect.



# Index to Rules

Please note the following section acronyms as they appear throughout the index:

EM—Event Management  
 SI—Scoresheet Instructions  
 SE—Scorekeeping Example  
 RI—Rules Interpretations  
 OT—Officiating Techniques

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