

2009-2011

Domestic Competition Regulations as Presented by USA Volleyball

**Rules of the Game as authorized by the
International Volleyball Federation at the XXXIst
FIVB Congress, Dubai, 2008 and amended.**

Edited by Kinda S. Lenberg

Published by USA Volleyball

USA Volleyball has officially approved the modifications presented in this document in order to **promote the sport and encourage continuity of play** at the various organizational, local and recreational levels across the country.

For the official international rules of the game, which are used worldwide and developed and approved by the FIVB (Federation Internationale de Volleyball), please visit www.fivb.org or our web site at www.usavolleyball.org.

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USA Volleyball embraces this view, joining with all of its global partners to enable pleasurable participation from the broadest base of recreational play, to the highest levels of international competition. Volleyball can enrich the lives of all who play and watch it. It should be fun.

WE COMMIT THE RULES TO THIS END.



USA Volleyball



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MODIFICATIONS

For all designated international competitions, the FIVB rules will be fully in effect. USA Volleyball recognizes that there are circumstances where grassroots development, sport development, safety or insurance requirements would indicate a need for a temporary rule modification (e.g., the number of substitutions might be expanded to include more participants at a school or recreational level.)

Acknowledging that a rule may not be changed, in instances where the USAV member organizations feel that the promotion of the sport would be enhanced by temporary adjustments, they are encouraged to promote the advancement of the sport.

In an attempt to have continuity in the domestic play of the game, this document has inserted suggested guidelines in designated "USAV" boxed areas for some of the more common temporary adjustments used to promote the growth of the game.

EXAMPLE:

USAV 1.1: The free zone may be a minimum of 2 m (6'6"). It is not required that the free zone be symmetrical.

Suggestions for additional temporary adjustments for inclusion in this document may be transmitted through members of the Rules Testing Commission, regional officials chairpersons or commissioners during the season. Explanation and rationale of proposed modifications must be in the chair's hands before **Jan. 1, 2010**, if they are to be considered at the annual meeting of the Rules Testing Commission.

RULES INTERPRETATION

Questions regarding interpretation of the present rules and current practices may be addressed to: USA Volleyball Rules Interpreter Steve Thorpe, 3939 Stirrup Lane, Doylestown, PA 18901 Phone: Res (267) 880-1684, E-mail: vbinterp@usav.org. Contact by e-mail is preferred (vbinterp@usav.org); however, you may enclose a self-addressed, stamped envelope with your inquiry for prompt return. All inquiries will receive replies. Some queries may involve consultations, but answers will be forwarded as soon as possible.

For information relevant to the interpretation and application of the rules-specific match situations, please consult the USA Volleyball Web site at www.usavolleyball.org

INFORMATION FOR HEARING-IMPAIRED VOLLEYBALL PLAYERS

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USA Deaf Sports Federation

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Dial 711 for voice calls and give relay operator the TT number above. To obtain a copy of *Volleyball in American Sign Language*, which illustrates more than 40 of the most important volleyball terms, contact USA Volleyball at 88-USVOLLEY or info@usav.org.

INFORMATION FOR DISABLED VOLLEYBALL PLAYERS

For additional information on the Men's and Women's Standing and Sitting Volleyball National Programs for the disabled, contact:

National Disabled Volleyball

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715 S. Circle Drive

Colorado Springs, CO 80910

88-USVOLLEY

E-mail: info@usav.org

For additional information on grassroots programs, contact:

Disabled Sports USA

451 Hungerford Drive, Suite 100

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RULES TESTING COMMISSION**

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**2009-2011 DOMESTIC COMPETITION
REGULATIONS
SIGNIFICANT VOLLEYBALL
(INDOOR) RULE CHANGES AND CLARIFICATIONS**

Add to 1.3.4: Coach's restriction line

1. Delete 1.3.4: "On each court, an attack line, whose rear edge is drawn 3 m back from the axis of the center line, marks the front zone. For FIVB World and Official Competitions, the attack line is extended by the addition of broken lines from the sidelines, with five 15 cm short lines 5 cm wide, drawn 20 cm from each other to a total length of 1.75 m (70")."
2. Replace with 1.3.4: "On each court, an attack line, whose rear edge is drawn 3 m back from the axis of the center line, marks the front zone. For FIVB World and Official Competitions, the attack line is extended by the addition of broken lines from the sidelines, with five 15 cm short lines 5 cm wide, drawn 20 cm from each other to a total length of 1.75 m (70").
The "coach's restriction line" (a broken line which extends from the attack line to the end line of the court, parallel to the side line and 1.75 meters from it) is composed of 15 cm short lines drawn 20 cm apart to mark the limit of the coach's area of operation."

Add 1.4.4: "Libero Replacement Zone"

1. "The Libero Replacement Zone is part of the free zone on the side of the team benches, limited by the extension of the attack line up to the end line."
2. Renumber 1.4.4 to 1.4.5.
3. Renumber 1.4.5 to 1.4.6.

USAV 2.1 – Change the net height for 60 years and above, Female/Reverse Co-ed from 2.13 m (7'0") to 2.19 m (7'2 1/8").

USA V 2.3 – Editorial

1. Deleted USAV 2.3: “The side bands will be optional.”
2. Replaced with USAV 2.3: “The side bands are optional.”

USA V 2.6 d to USA V 2.6 e

1. Old USAV rule 2.6 d becomes USAV 2.6 e: “The front and sides of the referee’s platform must be padded in the same manner as the posts to a height of 1.7 m (5’6”).”
2. Add new USAV Rule 2.6 d: A referee’s platform is required. The platform must be on a support and adjustable in height; the referee’s eye position shall be approximately 50 cm (19") above the top of the net. It should be constructed so that it presents the least potential hazard for players.
Step ladders, jump boxes and other devices not specifically designed as referee platforms shall not be used.”

4.1.1: Team composition for FIVB competitions defined

1. Deleted 4.1.1: “A maximum of 12 players and four coach/staff personnel are allowed. For FIVB World and Official Competitions, the medical doctor must be accredited beforehand by the FIVB.”
2. Replaced with: A team may consist of up to 12 players, one coach, one assistant coach, one trainer and one medical doctor. For FIVB World and Official Competitions, the medical doctor must be accredited beforehand by the FIVB. For FIVB and World Competitions for Seniors, a team may consist of a maximum of fourteen (14) players (a maximum of twelve [12] regular players).”

4.3.2: Editorial – Replace “leather” with “composite”

1. Deleted 4.3.2: “The shoes must be light and pliable with rubber or leather soles without heels. For FIVB World and Official Competitions, it is forbidden to wear shoes which are predominantly black with marking soles.”
2. Replaced with 4.3.2: “The shoes must be light and pliable with rubber or composite soles without heels. For FIVB World

and Official Competitions, it is forbidden to wear shoes which are predominantly black with marking soles.”

4.3.3: Editorial – Add: “For FIVB, World and Official Competitions, players’ jerseys must be numbered from 1 to 20.”

1. Deleted 4.3.3: “The players’ jerseys must be numbered in a permanent manner from 1 to 18.”
2. Replaced with 4.3.3: “Players’ jerseys must be numbered from 1 to 18. For FIVB World and Official Competitions, players’ jerseys must be numbered from 1 to 20.”
3. USAV 4.3.3 remains unchanged.

4.3.3.2: Editorial – Add: “Jerseys and shorts should comply with FIVB standards.”

1. Deleted 4.3.3.2: “For FIVB, World and Official Competitions, the player’s number shall be repeated on the right leg of the shorts. The number must be of 4 to 6 cm in height and the stripe forming the numbers shall be a minimum of 1 cm in width.”
2. Replaced with 4.3.3.2: “For FIVB, World and Official Competitions, the player’s number shall be repeated on the right leg of the shorts. The number must be of 4 to 6 cm in height and the stripe forming the numbers shall be a minimum of 1 cm in width. Jerseys and shorts should comply with FIVB standards.”
3. USAV 4.3.3.2 remains unchanged.

USAV 4.5.1 – Add: “Casts, even if padded, are forbidden.”

1. Deleted USAV 4.5.1: “It is forbidden to wear hats or jewelry. An exception will be made for religious or medical medallions and, for adult competition, a flat band ring worn on the finger. If worn, medallions shall be removed from chains and taped or sewn under the uniform. If a ring, other than a flat band, cannot be removed, it shall be taped in such a manner

as not to create a safety hazard. Braces, prosthetic limbs or headgear that may cause an injury or give an artificial advantage to the player must not be worn. If a brace, prosthetic limb or headgear is used, padding or covering may be necessary.”

2. Replaced with USAV 4.5.1: “It is forbidden to wear hats or jewelry. An exception will be made for religious or medical medallions and, for adult competition, a flat band ring worn on the finger. If worn, medallions shall be removed from chains and taped or sewn under the uniform. If a ring, other than a flat band, cannot be removed, it shall be taped in such a manner as not to create a safety hazard. Braces, prosthetic limbs or headgear that may cause an injury or give an artificial advantage to the player must not be worn. If a brace, prosthetic limb or headgear is used, padding or covering may be necessary. Casts, even if padded, are forbidden.”

Narrative Explanation of Change in Regulation

This change clarifies that under no circumstances will a player be allowed to play while wearing a cast.

Add USAV 4.5.2

New USAV 4.5.2: “If a player’s equipment falls to the floor and creates a safety hazard, play is stopped and a delay sanction assessed.”

Narrative Explanation of Change in Regulation

This change clarifies how to handle a safety hazard caused by player equipment.

USAV 5.1.1: Defines when and by whom the scoresheet is signed

1. Deleted USAV 5.1.1: “The coach and the captain do not need to sign the scoresheet before or after the match.”
2. Replaced with USAV 5.1.1: “The captain does not sign the scoresheet before the match.”

5.1.2.3: Add: “in the absence of the coach”

1. Deleted 5.1.2.3: “to request time-outs and substitutions.”
2. Replaced with 5.1.2.3: “in the absence of the coach to request time-outs and substitutions.”

New USAV 5.1.2.3: “The captain may request a time-out.”

Add USAV 5.1.3: Defines when and by whom the scoresheet is signed.

Add New USAV 5.1.3: “For junior competition, both coaches sign the scoresheet after the match to verify the results.”

USAVER 5.2.2: Defines when and by whom the scoresheet is signed.

1. Deleted USAVER 5.2.2: “The coach and captain do not need to sign the scoresheet before or after the match.”
2. Replaced with USAVER 5.2.2: “The coach does not sign the scoresheet before the match.”

Narrative Explanation of Change in Regulation

These changes clarify that neither the coach nor captain sign the scoresheet prior to the match and in junior competitions, the coach signs after the match to verify the results.

USAVER 5.2.3: Defines when the coach can request a line-up check.

Add New USAVER 5.2.3: “During the match the coach is authorized to speak to the referees to verify the positions of the teams.”

5.2.3.4: Editorial – Add “For FIVB World and Official Competitions, the coach is restricted to performing his/her function behind the coach’s restriction line.”

1. Deleted: “may, as well as other team members, give instructions to the players on the court. The coach may give these instructions while standing or walking within the free

zone in front of his/her team's bench from the extension of the attack line up to the warm-up area, without disturbing or delaying the match."

2. Replaced with: "may, as well as other team members, give instructions to the players on the court. The coach may give these instructions while standing or walking within the free zone in front of his/her team's bench from the extension of the attack line up to the warm-up area, without disturbing or delaying the match. For FIVB, World and Official Competitions, the coach is restricted to performing his/her function behind the coach's restriction line."
3. USAV 5.2.3.4 remains unchanged.

5.3.2: Editorial – Add: “for any reason including sanction” and “for the duration of the absence”

1. Deleted: "Should the coach have to leave his/her team, the assistant coach may, at the request of the game captain, and with the authorization of the first referee, assume the coach's functions."
2. Replaced with: "Should the coach have to leave his/her team for any reason including sanction, the assistant coach may, at the request of the game captain and with the authorization of the first referee, assume the coach's functions for the duration of the absence.

6.1.3: Editorial – Change “Consequences of winning a rally” to “Rally and completed rally”

1. Deleted: "Consequences of winning a rally. A rally is the sequence of playing actions from the moment of the service hit by the server until the ball is out of play."
2. Replaced with: "Rally and completed rally. A rally is the sequence of playing actions from the moment of the service hit by the server until the ball is out of play. A completed rally is the sequence of playing actions which results in the award of a point."

USA V 7.2.2 replaced with USAV 7.2.2a, USAV 7.2.2b and USAV 7.2.2c

1. Delete USAV 7.2.2: “For nationally sanctioned adult competition, it is recommended that teams warm up together at the net for 10 minutes if both team captains agree; otherwise, each team will have five minutes separately. For consecutive warm-ups, the team with the first service has the court first. The protocols described on pages 165 and 166 will be used at the Open Division of the Adult Championships, High Performance Championships and any nationally sanctioned Junior Olympic Competitions.”
2. Add New USAV 7.2.2.a: “For adult competition, it is recommended that teams warm up together at the net for 10 minutes if both team captains agree; otherwise, each team will have five minutes separately. For consecutive warm-up periods, the team with the first service has the court first.”
3. Add New USAV 7.2.2.b: “For junior competition, when one team has exclusive use of the court, the other team must either be at its team bench or out of the playing area. Warm-up with balls at the team bench or the spectator walkways is not permitted.”
4. Add New USAV 7.2.2.c: “For nationally sanctioned competitions, the protocols described on pages 165 and 166 will be used.”

Narrative Explanation of Change in Regulation

These changes clarify the different warm-up procedures for adult and junior competitions.

7.5.4.1: Editorial – replace “loss of rally” with “a point and service to the opponent.”

1. Deleted 7.5.4.1: “the team is sanctioned with loss of rally;”
2. Replaced with 7.5.4.1: “the team is sanctioned with a point and service to the opponent.”

7.7.1.1: Editorial – replace “loss of rally” with “a point and service to the opponent.”

1. Deleted 7.7.1.1: “the team is sanctioned with loss of rally;”
2. Replaced with 7.7.1.1: “the team is sanctioned with a point and service to the opponent;”

7.7.2 and USAV 7.7.2: Editorial – replace “loss of rally” with “a point and service to the opponent.”

1. Deleted 7.7.2: “Additionally.....If that moment cannot be determined, no point(s) cancellation takes place, and loss of rally is the only sanction.”
2. Replaced with 7.7.2: “Additionally.....If that moment cannot be determined, no point(s) cancellation takes place, and a point and service to the opponent is the only sanction.”
3. Deleted USAV 7.7.2: “If the rotational fault.....If the points scored while the player is out of rotation order cannot be determined or the opponents have served, then a loss of rally is the only penalty charged. The opponents retain any points scored.”
4. Replaced with USAV 7.7.2: “If the rotational fault.....If the points scored while the player is out of rotation order cannot be determined or the opponents have served, then a point and service to the opponents is the only penalty charged. The opponents retain any points scored.”

USAV 8.4.2 Add: “, other than a served ball.”

1. Deleted USAV 8.4.2: A ball shall remain in play if it contacts the ceiling or other overhead objects 4.6 m (15') or more above the playing area.”
2. Replaced with USAV 8.4.2: “A ball, other than a served ball, shall remain in play if it contacts the ceiling or other overhead objects 4.6 m (15') or more above the playing area.”

Narrative Explanation of Change in Regulation

This change clarifies that a served ball that contacts the ceiling or other overhead objects is out of play.

USAV 8.4.2c: Add “, other than a served ball.”

1. Deleted USAV 8.4.2c: “A ball is out of play and a playover directed...”
2. Replaced with USAV 8.4.2c: “A ball, other than a served ball, is out of play and a playover directed...”

Narrative Explanation of Change in Regulation

This change clarifies that a served ball that contacts the ceiling or other overhead objects is out of play and a playover is NOT directed.

9.1.3: Editorial – replace “reach” with “hit”

1. Deleted 9.1.3: “ASSISTED HIT Within the playing area, a player is not permitted to take support from a teammate or any structure/object in order to reach the ball. However, a player who is about to commit a fault (touch the net or cross the center line, etc.) may be stopped or held back by a teammate.”
2. Replaced with 9.1.3: “ASSISTED HIT Within the playing area, a player is not permitted to take support from a teammate or any structure/object in order to hit the ball. However, a player who is about to commit a fault (touch the net or cross the center line, etc.) may be stopped or held back by a teammate.”

9.3.2: Editorial – replace “reach” with “hit”

1. Deleted 9.3.2: “ASSISTED HIT: a player takes support from a teammate or any structure/object in order to reach the ball within the playing area.”
2. Replaced with 9.3.2: “ASSISTED HIT: a player takes support from a teammate or any structure/object in order to hit the ball within the playing area.”

Add 10.1.3: new under the net rule

New 10.1.3: “The ball that is heading towards the opponent’s court through the lower space is in play until the moment it has completely crossed the vertical plane of the net.”

11.2.2.2: new centerline rule

1. Deleted 11.2.2.2: “To contact the opponent’s court with any other part of the body is forbidden.”
2. Replaced with 11.2.2.2: “to touch the opponent’s court with any part of the body above the feet is permitted provided that it does not interfere with the opponent’s play.”

11.3.1: new net touch rule

1. Deleted 11.3.1: “Contact with the net by a player is not a fault, unless it is made during the action of playing the ball, or it interferes with the play. Some actions of playing the ball may include actions in which the players do not actually touch the ball.”
2. Replaced with 11.3.1: “Contact with the net by a player is not a fault, unless it interferes with the play.”

11.3.2: new net touch rule

1. Deleted 11.3.2: “Once the player has hit the ball, he/she may touch the post, rope or any other object outside the total length of the net, provided that it does not interfere with play.”
2. Replaced with 11.3.2: “Players may touch the post, ropes, or any other object outside the antennae, including the net itself, provided that it does not interfere with play.”

11.4.2: new centerline rule

1. Deleted 11.4.2: “A player penetrates into the opponents’ space under the net, interfering with the latter’s play.”
2. Replaced with 11.4.2: “A player interferes with the opponent’s play while penetrating into the opponent’s space under the net.”

11.4.3: new centerline rule

1. Deleted 11.4.3: “A player penetrates into the opponents’ court.”
2. Replaced with 11.4.3: “A player’s foot (feet) penetrates completely into the opponent’s court.”

11.4.4: new net touch rule

1. Deleted 11.4.4: "A player touches the net or the antenna during his/her action or playing the ball or interferes with the play."
2. Replaced with 11.4.4: "A player interferes with the opponent's play by (amongst others):
 - a. touching the top band of the net or the top 80 cm of the antenna during his/her action of playing the ball, or
 - b. taking support from the net simultaneously with playing the ball, or
 - c. creating an advantage over the opponent, or
 - d. making actions which hinder an opponent's legitimate attempt to play the ball."

Add USAV 12.6.1.2

New USAV 12.6.1.2: "It is a serving fault if the service toss touches any obstruction before the service contact."

Narrative Explanation of Change in Regulation

This change further defines an improperly executed service.

Add USAV 12.6.2

New USAV 12.6.2: "After the ball has been correctly hit, it is a service fault if the ball touches any overhead obstruction."

Narrative Explanation of Change in Regulation

This change further defines an improperly executed service.

12.7: Editorial – new title

1. Deleted 12.7: "FAULTS MADE AFTER THE SERVE AND POSITIONAL FAULTS"
2. Replaced with 12.7: "SERVING FAULTS AND POSITIONAL FAULTS"

13.1: Editorial – new title

1. Deleted 13.1: “ATTACK HIT”
2. Replaced with 13.1 “CHARACTERISTICS OF THE ATTACK HIT”

13.2.3: Editorial

1. Deleted 13.2.3: A back-row player may also complete an attack hit from the front zone, if at the moment of the contact the ball is not higher than the top of the net.”
2. Replaced with 13.2.3: “A back-row player may also complete an attack hit from the front zone, if at the moment of the contact part of the ball is lower than the top of the net.”

14.1.1: Editorial – Add: “regardless of the height of the ball contact” and “but at the moment of contact with the ball, part of the body must be higher than the top of the net.”

1. Deleted 14.1.1: “Blocking is the action of players close to the net to intercept the ball coming from the opponents by reaching higher than the top of the net. Only front-row players are permitted to complete a block.”
2. Replaced with 14.1.1: “Blocking is the action of players close to the net to intercept the ball coming from the opponent by reaching higher than the top of the net, regardless of the height of the ball contact. Only front-row players are permitted to complete a block, but at the moment of contact with the ball, part of the body must be higher than the top of the net.”

15: Add “An interruption is the time between one completed rally and the 1st referee’s whistle for the next service.”

1. Deleted 15: “REGULAR GAME INTERRUPTIONS Regular game interruptions are TIME-OUTS and SUBSTITUTIONS.”
2. Replaced with 15: “REGULAR GAME INTERRUPTIONS Regular game interruptions are TIME-OUTS and SUBSTITU-

TIONS. An interruption is the time between one completed rally and the 1st referee's whistle for the next service.”

15.2: Editorial – new title

1. Deleted 15.2: “REQUEST FOR REGULAR INTERRUPTIONS”
2. Replaced with 15.2: “REQUEST FOR REGULAR GAME INTERRUPTIONS”

15.2.1: Add “Regular game”

1. Deleted 15.2.1: “Interruptions may be requested by the coach or the game captain, and only by them. The request is made by showing the corresponding hand signal when the ball is out of play and before the whistle for service. For FIVB, World and Official Competitions it is obligatory to use the buzzer and then the hand signal to request time-out.”
2. Replaced with 15.2.1: “Regular game interruptions may be requested by the coach, or in the absence of the coach by the game captain, and only by them. The request is made by showing the corresponding hand signal, when the ball is out of play and before the whistle for service. For FIVB, World and Official Competitions it is obligatory to use the buzzer and then the hand signal to request time-out.”

Add USAV 15.2.2

New USAV 15.2.2: “A time-out before the start of a set is permitted.”

Narrative Explanation of Change in Regulation

This change further clarifies when a time out may be taken.

15.3.2 and USAV 15.3: Editorial – Replace “set” with “game”

1. Deleted 15.3.2: “However, a team is not authorized to make consecutive requests for player substitution during the same set interruption. Two or more players may be substi-

- tuted during the same set interruption.”
2. Replaced with 15.3.2: “However, a team is not authorized to make consecutive requests for player substitution during the same game interruption. Two or more players may be substituted during the same game interruption.”
3. Deleted USAV 15.3: “Rule 15.3.2 limits player(s) substitutions to one request during a set interruption. A subsequent request(s) by the same team during the same set interruption will result in an improper request.”
4. Replaced with USAV 15.3: “Rule 15.3.2 limits player(s) substitutions to one request during a game interruption. A subsequent request(s) by the same team during the same game interruption will result in an improper request.”

15.7: Editorial

1. Deleted 15.7: “An injured player (except the Libero) who cannot continue playing should be substituted legally. If this is not possible, the team is entitled to make an EXCEPTIONAL substitution, beyond the limits of Rule 15.6.

An exceptional substitution means that any player who is not on the court at the time of the injury, except the Libero or his/her replacement player, may be substituted into the set for the injured player. The substituted injured player is not allowed to re-enter the match.

An exceptional substitution cannot be counted in any case as a regular substitution.”

2. Replaced with 15.7: “A player (except the Libero) who cannot continue playing due to injury or illness should be substituted legally. If this is not possible, the team is entitled to make an EXCEPTIONAL substitution, beyond the limits of Rule 15.6.

An exceptional substitution means that any player who is not on the court at the time of the injury, except the Libero or his/her replacement player, may be substituted into the game for the injured player. The substituted injured player is not al-

lowed to re-enter the match.

An exceptional substitution cannot be counted in any case as a regular substitution.”

3. USAV 15.7a and b remain unchanged.

15.9.2.1: Editorial – replace “loss of rally,” with “a point and service to the opponent,”

1. Deleted 15.9.2.1: “the team is penalized with loss of rally,”
2. Replaced with 15.9.2.1: “the team is penalized with a point and service to the opponent.”

15.10.3: Substitutions are only recognized when the sub enters the zone. There is no longer a request from the coach or captain.

1. Deleted 15.10.3: “At the moment of the substitution request, the substitute player(s) must be ready to enter the court, standing close to the substitution zone. If that is not the case, the substitution is not granted and the team is sanctioned for a delay. For FIVB World and Official Competitions, numbered paddles are used to facilitate the substitution.”
2. Replaced with 15.10.3a: “The actual request for substitution is the entrance of the substitute player(s) into the substitution zone, ready to play, during a regular interruption.”
3. Replaced with 15.10.3b: “If that is not the case, the substitution is not granted and the team is sanctioned for a delay.”
4. Replaced with 15.10.3c: “The request for substitution is acknowledged and announced by the scorer or second referee, by use of the buzzer or whistle, respectively.”

For FIVB World and Official Competitions, numbered paddles are used to facilitate the substitution.”

15.11.1: Editorial – replace “an” with “any game”

1. Deleted 15.11.1: “It is improper to request an interruption:”
2. Replaced with 15.11.1: “It is improper to request any game interruption:”

15.11.3: Editorial – replace “A repeated” with “Any further” and add “by the same team”

1. Deleted 15.11.3: “A repeated improper request in the match constitutes a delay.”
2. Replaced with 15.11.3: “Any further improper request in the match by the same team constitutes a delay.”

16.1.2: Editorial – add “game” and replace “set” with “game”

1. Deleted 16.1.2: “prolonging other interruptions, after having been instructed to resume the set,”
2. Replaced with 16.1.2: “prolonging other game interruptions, after having been instructed to resume the game,”

16.2.3: Editorial – replace “loss of rally” with “ a point and service to the opponent”

1. Deleted 16.2.3: The second and subsequent delays of any type by any member of the same team in the same match constitute a fault and are sanctioned with a “DELAY PENALTY”: loss of rally.”
2. Replace with 16.2.3: The second and subsequent delays of any type by any member of the same team in the same match constitute a fault and are sanctioned with a “DELAY PENALTY”: a point and service to the opponent.”

USAV 17.1.1 Add: “, a legal Libero replacement (if the Libero is not on the court at the time of the injury)”

1. Deleted USAV 17.1.1: “If the injured player cannot continue playing within 30 seconds, the player must be replaced by substitution or the team must take a legal time-out if the player is to remain in the set.”
2. Replaced with USAV 17.1.1: “If the injured player cannot continue playing within 30 seconds, the player must be replaced by substitution, a legal Libero replacement (if the

Libero is not on the court at the time of the injury), or the team must take a legal time-out if the player is to remain in the set.”

Narrative Explanation of Change in Regulation

This change provides another option that may be taken when an injured player must be replaced.

18.1: Editorial - Define interval as the time between sets

1. Deleted 18.1: “INTERVALS All intervals between sets last three minutes. During this period of time, the change of courts and line-up registrations of the teams on the scoresheet are made. The interval between the second and the third sets can be extended up to 10 minutes by the competent body at the request of the organizer.
2. Replaced with 18.1: “INTERVALS An interval is the time between sets. All intervals last three minutes. During this period of time, the change of courts and line-up registrations of the teams on the score sheet are made. The interval between the second and the third sets can be extended up to 10 minutes by the competent body at the request of the organizer.

19.1.1 and USAV 19.1.1: Libero(s) designation.

1. Deleted 19.1.1: “Each team has the right to designate among the list of players one (1) specialized defensive player: “Libero”.
 2. Replaced with 19.1.1: “Each team has the right to designate from the list of players up to two (2) specialized defensive players: Liberos.
- For FIVB and World Competitions for Seniors where a team chooses to have more than twelve (12) players, it is compulsory for the team to designate amongst the list of players two (2) specialized defensive players: “Liberos.”
3. Add new USAV 19.1.1: “Each team may designate one specialized defensive player (Libero) per set.”

19.1.2: Libero(s) designation.

1. Deleted 19.1.2: "The Libero must be recorded on the scoresheet before the match in the special line reserved for this. His/her number must also be recorded on the line-up sheet of the first set."
2. Replaced with 19.1.2: "All Liberos must be recorded on the score sheet before the match in the special lines reserved for this. For FIVB World and Official Competitions, all Liberos must be recorded on the score sheet before the match only in the special lines reserved for this."
3. USAV 19.1.2 remains unchanged.

19.1.3: Libero(s) designation.

1. Deleted 19.1.3: "The Libero can be neither team captain nor game captain."
2. Replaced with 19.1.3: "One Libero designated by the coach before the start of the match will be the acting Libero. If there is a second Libero, he/she will act as the reserve Libero."

Add 19.1.4: (old 19.1.3)

New 19.1.4: "The Libero cannot be either team captain or game captain at the same time as performing the Libero function."

19.2: Editorial – replace “player” with “players” and “jersey” with “jerseys”

1. Deleted 19.2: "EQUIPMENT
The Libero player must wear a uniform (or jacket/bib for the re-designated Libero) whose jersey at least must contrast in color with that of the other members of the team. The Libero uniform may have a different design, but it must be numbered like the rest of the team members."
2. Replaced with 19.2: "EQUIPMENT
The Libero players must wear a uniform (or jacket/bib for the re-designated Libero) whose jerseys at least must contrast in color with that of the other members of the team. The Libero

uniform may have a different design, but it must be numbered like the rest of the team members.

For FIVB World and Official Competitions the re-designated Libero must wear the same style and color of jersey as the original Libero, but keep his/her own number.

19.3.2.1: Editorial – add “completed” and “unless due to injury/illness or there is a forced rotation caused by a penalty”

1. Deleted 19.3.2.1: “Replacements involving the Libero are not counted as regular substitutions. They are unlimited, but there must be a rally between two Libero replacements. The Libero can only be replaced by the player whom he/she replaced.”
2. Replaced with 19.3.2.1: “Replacements involving the Libero are not counted as regular substitutions. They are unlimited, but there must be a completed rally between two Libero replacements (unless due to injury/illness or there is a forced rotation caused by a penalty). The Libero can only be replaced by the player whom he/she replaced.”

19.3.2.3: Editorial

1. Deleted 19.3.2.3: “A replacement made after the whistle for service but before the service hit should not be rejected but must be the object of a verbal caution after the end of the rally. Subsequent late replacements must be subject to a delay sanction.”
2. Replaced with 19.3.2.3: “A replacement made after the whistle for service but before the service hit should not be rejected but must be the object of a verbal caution after the end of the rally. Subsequent late replacements shall result in the play being interrupted immediately and the imposition of a delay sanction. The team to serve next will be determined by the result of the delay sanction.”

19.3.2.4: Editorial – add “Libero Replacement Zone”

1. Deleted 19.3.2.4: ““The Libero and the replacing player may only enter or leave the court by the side line in front of their team bench between the attack line and the end line.”
2. Replaced with 19.3.2.4: “The Libero and the replacing player may only enter or leave the court by the “Libero Replacement Zone.”

Add 19.3.2.5: Illegal Libero Replacement defined.

New 19.3.2.5: “The consequences of an illegal Libero replacement are the same as those for a rotational fault.”

19.3.3.1: Redesignation of Libero defined.

1. Deleted 19.3.3.1: “In case of injury of the designated Libero, and with the previous approval of the first referee, the coach or set captain can re-designate as new Libero one of the players not on the court at the moment of the re-designation. The injured Libero may not re-enter to play for the remainder of the match.”

2. Replaced with 19.3.3.1: “The coach has the right to exchange the acting Libero with the reserve Libero for any reason, but only once in the match, and only after the regular replacement player has returned to court. This exchange must be recorded in the Remarks section of the scoresheet and on the Libero Control sheet.”

The original Libero may not re-enter to play for the remainder of the match.

In case of illness or injury to the reserve Libero, the coach may designate as Libero for the remainder of the match any other player (except the original Libero) not on the court at the moment of the re-designation.

The team captain may relinquish all leadership privileges to be re-designated as the Libero, if so requested by the coach.

Exchanges due to injury or illness of the Libero or re-designat-

ed Libero are not counted as replacements.”

3. USAV 19.3.3.1 remains unchanged.

21.2.1: Editorial – add “any action”

1. Deleted 21.2.1: “Rude conduct: action contrary to good manners or moral principles, or expressing contempt.”
2. Replaced with 21.2.1: “Rude conduct: action contrary to good manners or moral principles, or any action expressing contempt.”

21.2.3: Editorial – replace “intended aggression” with “or aggressive or threatening behavior.”

1. Deleted 21.2.3: “Aggression: actual physical attack or intended aggression.”
2. Replaced with 21.2.3: “Aggression: actual physical attack or aggressive or threatening behavior.”

21.3: Editorial – add “Penalty, Expulsion or Disqualification.”

1. Deleted 21.3: “SANCTION SCALE

According to the judgment of the first referee and depending on the seriousness of the offense, the sanctions to be applied and recorded on the score sheet are:

2. Replaced with 21.3: “SANCTION SCALE

According to the judgment of the first referee and depending on the seriousness of the offense, the sanctions to be applied and recorded on the score sheet are: Penalty, Expulsion or Disqualification.”

21.3.1: Editorial – replace “loss of rally” with “a point and service to the opponent”

1. Deleted 21.3.1: “Penalty

The first rude conduct in the match by any team member is penalized with loss of rally.”

2. Replaced with 21.3.1: “Penalty

The first rude conduct in the match by any team member is

penalized with a point and service to the opponent."

21.3.3.2: Editorial – add “physical attack or implied or threatened”

1. Deleted 21.3.3.2: "The first aggression is sanctioned by disqualification with no other consequences."
2. Replaced with 21.3.3.2: "The first physical attack or implied or threatened aggression is sanctioned by disqualification with no other consequences."

22.2.3: Editorial – replace “end” with “completion”

1. Deleted 22.2.3: "Immediately after the referee's whistle to signal the end of the rally, they have to indicate with the official hand signals:"
2. Replaced with 22.2.3: "Immediately after the referee's whistle to signal the completion of the rally, they have to indicate with the official hand signals:"

22.2.3.2: Editorial – replace “at all the fault and” with “either the nature of the fault or

1. Deleted 22.2.3.2: "If the fault is whistled by the second referee, he/she will indicate:
 - a) the nature of the fault
 - b) the player at fault (if necessary)
 - c) the team to serve following the hand signal of the first referee.In this case, the first referee does not show at all the fault and the player at fault, but only the team to serve."
2. Replaced with 22.2.3.2: "If the fault is whistled by the second referee, he/she will indicate:
 - a) the nature of the fault
 - b) the player at fault (if necessary)
 - c) the team to serve following the hand signal of the first referee.In this case, the first referee does not show either the nature

of the fault or the player at fault, but only the team to serve.”

Add 22.2.3.3

1. New 22.2.3.3: “In the case of an attack hit fault by back row or Libero players, both referees indicate according to 22.2.3.1 and 22.2.3.2 above.”
2. Renumber old 22.2.3.3 as new 22.2.3.4.

23.3.2: Editorial – delete “only”

1. Deleted 23.3.2: “During the match, only the first referee is authorized:”
2. Replaced with 23.3.2: “During the match, the first referee is authorized:”

23.3.2.3: Editorial – add “above net height”, “completely” and “g) the completed block by back-row players or the attempted block by the Libero.”

1. Deleted 23.3.2.3: “to decide upon:
 - a) the faults of the server and of the positions of the serving team, including the screen,
 - b) the faults in playing the ball,
 - c) the faults above the net and at its upper part,
 - d) the attack hit faults of the Libero and back-row players,
 - e) a completed attack made by a player on a ball coming from an overhand pass with fingers by the Libero player in his/her front zone or its extension,
 - f) the ball crossing the lower space under the net.”
2. Replaced with 23.3.2.3: “to decide upon:
 - a) the faults of the server and of the positions of the serving team, including the screen,
 - b) the faults in playing the ball,
 - c) the faults above the net and at its upper part,
 - d) the attack hit faults of the Libero and back-row players,
 - e) the completed attack hits made by a player on a ball above net height coming from an overhand

- pass with fingers by the Libero in his/her front zone,
- f) the ball crossing completely the lower space under the net.
- g) the completed block by back-row players or the attempted block by the Libero.”

24.3.2.4: Editorial – add “or the attack hit fault by back-row players or by the Libero”

1. Deleted 24.3.2.4: “the completed block by a back-row player or an attempt to block by the Libero.”
2. Replaced with 24.3.2.3: “the completed block by back-row players or the attempted block by the Libero; or the attack hit fault by back-row players or by the Libero;”

USAV 24.3.2.4 Add: “The first referee and”

1. Deleted USAV 24.3.2.4: “The second referee decides, whistles and signals the attack hit faults of the Libero and back-row players.”
2. Replaced with USAV 24.3.2.4: “The first referee and the second referee decide, whistle and signal the attack hit faults of the Libero and back-row players.”

Narrative Explanation of Change in Regulation

This change clarifies that both the first and second referee may call back-row and Libero attack hit faults.

25.2: Editorial – add “notify irregularities or”

1. Delete 25.2: “RESPONSIBILITIES

He/she keeps the score sheet according to the Rules, co-operating with the second referee.

He/she uses a buzzer or other sound device to give signals to the referees on the basis of his/her responsibilities.”

2. Replace with 25.2: “RESPONSIBILITIES

He/she keeps the score sheet according to the Rules, co-operating with the second referee.

He/she uses a buzzer or other sound device to notify irregularities or

give signals to the referees on the basis of his/her responsibilities.”

Add USAV 25.2.1.1: Defines when and by whom the scoresheet is signed.

New USAV 25.2.1.1: “The captains and coaches do not sign the scoresheet before the match.”

25.2.2.3: Editorial – acknowledges use of the buzzer

1. Deleted 25.2.2.3: “records the time-outs and player substitutions, controlling their number; and informs the second referee;”
2. Replaced with 25.2.2.3: “is empowered to acknowledge and announce requests for player substitutions by use of the buzzer, controlling their number; and records the substitutions and time-outs, informing the second referee;”

25.2.2.6: Editorial – add “improper requests”

1. Deleted 25.2.2.6: “records any sanctions;”
2. Replaced with 25.2.2.6: “records any sanctions and improper requests;”

USAV 25.2.3.3: Defines when and by whom the scoresheet is signed.

1. Deleted USAV 25.2.3.3: “The team captains and the second referee are not required to sign the scoresheet.”
2. Replaced with USAV 25.2.3.3: “The second referee is not required to sign the scoresheet(s). For junior competition, the coaches sign the scoresheet(s) after the match to verify the results. For adult competition, the team captains sign the scoresheet(s) after the match to verify the results.”

26.2.2.2: Editorial – acknowledges use of the buzzer

1. Deleted 26.2.2.2: “notifies the referees of any fault of the Libero replacement;”
2. Replaced with 26.2.2.2: “notifies the referees of any fault of the Libero replacement by using the buzzer;”

2009-2011 DOMESTIC COMPETITION REGULATIONS

as Presented by USA VOLLEYBALL

GAME CHARACTERISTICS

Volleyball is a sport played by two teams on a playing court divided by a net. There are different versions available for specific circumstances in order to offer the versatility of the game to everyone.

The object of the game is to send the ball over the net in order to ground it on the opponent's court, and to prevent the same effort by the opponent. The team has three hits for returning the ball (in addition to the block contact).

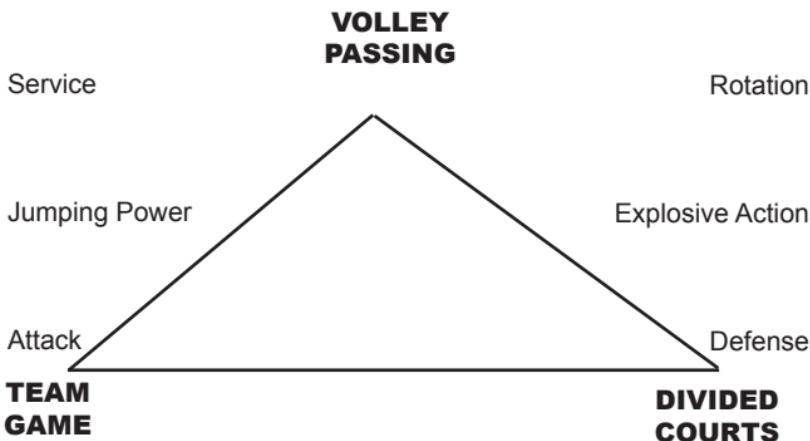
The ball is put in play with a service: hit by the server over the net to the opponents. The rally continues until the ball is grounded on the playing court, goes "out" or a team fails to return it properly.

In Volleyball, the team winning a rally scores a point (Rally Point System). When the receiving team wins a rally, it gains a point and the right to serve, and its players rotate one position clockwise.

Philosophy of Rules and Refereeing

Introduction

Volleyball is one of the most successful and popular competitive and recreational sports in the world. It is fast, it is exciting and the action is explosive. Yet, volleyball comprises several crucial overlapping elements whose complementary interactions render it unique among rally sets:



In recent years, the FIVB has made great strides in adapting the game to a modern audience.

This text is aimed at a broad volleyball public – players, coaches, referees, spectators or commentators – for the following reasons:

- Understanding the rules allows better play – coaches can create better team structure and tactics, allowing players full reign to display their skills;
- Understanding the relationship between rules allows officials to make better decisions.

Volleyball is a Competitive Sport

Competition taps latent strengths. It exhibits the best of ability, spirit, creativity and aesthetics. The rules are structured to allow all of these qualities. With a few exceptions, volleyball allows all players to operate both at the net (in attack) and in the back of the court (to defend or serve).

William Morgan, the game's creator, would still recognize it because volleyball has retained certain distinctive and essential elements over the years. Some of these it shares with other net/ball/racquet games:

- service
- rotation
- attack
- defense.

Volleyball is, however, unique among net games in insisting that the ball is in constant flight – a “flying ball” – and by allowing each team a degree of internal passing before the ball must be returned to the opponents.

The introduction of a specialist defensive player – the Libero – has moved the game forward in terms of rally length and multi-phase play. Modifications to the service rule have changed the act of service from simply a means of putting the ball in play to an offensive weapon.

The concept of rotation is entrenched to allow for all-around athletes. The rules on player positions must permit teams to have flexibility and to create interesting developments in tactics. Competitors use this framework to contest techniques, tactics and power. The framework also allows players a freedom of expression to enthuse spectators and viewers.

And the image of volleyball is increasingly a good one. As the game evolves, there is no doubt that it will change – even better, stronger and faster.

The Referee Within This Framework

The essence of a good referee lies in the concept of fairness and consistency:

- To be fair to every participant.
- To be viewed as fair by the spectators.

This demands a huge element of trust – the referee must be trusted to allow the players to entertain:

- by being accurate in his/her judgment;
- by understanding why the rule is written;
- by being an efficient organizer;
- by allowing the competition to flow and by directing it to a conclusion;
- by being an educator – using the rules to penalize the unfair or admonish the impolite;
- by promoting the game – that is, by allowing the spectacular elements in the game to shine and the best players to do what they do best: entertain the public.

Finally, we can say that a good referee will use the rules to make the competition a fulfilling experience for all concerned.

To those who have read so far, view the Rules that follow as the current state of development of a great game, but keep in mind why these preceding few paragraphs may be of equal importance to you in your own position within the sport.

**Get involved!
Keep the ball flying!**



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SECTION I - THE GAME

CHAPTER ONE FACILITIES AND EQUIPMENT

1. PLAYING AREA

The playing area includes the playing court and the free zone. It shall be rectangular and symmetrical.

1.1 DIMENSIONS

The playing court is a rectangle measuring 18 x 9 m (59' x 29'6") surrounded by a free zone, which is a minimum of 3 m (9'10") wide on all sides. The free playing space is the space above the playing area which is free from any obstructions. The free playing space shall measure a minimum of 7 m (23') in height from the playing surface.

USAV 1.1a: The free zone may be a minimum of 2 m (6'6 3/4"). It is not required that the free zone be symmetrical.

USAV 1.1b: For nationally sanctioned competition and recommended for all other competitions, 7 m (23') is the minimum free playing space (ceiling height).

For FIVB World and Official Competitions, the free zone shall measure a minimum of 5 m from the sidelines and 8 m from the end lines. The free playing space shall measure a minimum of 12.5 m in height from the playing surface.

1.2 PLAYING SURFACE

1.2.1 The surface must be flat, horizontal and uniform. It must not present any danger of injury to the players. It is forbidden to play on rough or slippery surfaces.

USAV 1.2.1: Players may mop the floor provided the first referee does not judge the action to be a delay.

For FIVB World and Official Competitions, only a wooden or synthetic surface is allowed. Any surface must be previously approved by the FIVB.

USA V 1.2.1: For nationally sanctioned competition, USA Volleyball must approve the surface.

- 1.2.2 On indoor courts the surface of the playing court must be of a light color.

USA V 1.2.2: It is recommended the surface of the playing court be a light color or that other contrasting colors be used for the playing court and free zone.

For FIVB World and Official Competitions, white colors are required for the lines. Other colors, different from each other, are required for the playing court and the free zone.

- 1.2.3 On outdoor courts a slope of 5 mm per meter is allowed for drainage. Court lines made of solid materials are forbidden.

1.3 LINES ON THE COURT

- 1.3.1 All lines are 5 cm (2") wide. They must be of a light color which is different from the color of the floor and from any other lines.
- 1.3.2 Boundary lines
Two sidelines and two end lines mark the playing court. Both sidelines and end lines are drawn inside the dimensions of the playing court.
- 1.3.3 Center line
The axis of the center line divides the playing court into two equal courts measuring 9 x 9 m (29'6" x 29'6") each; however, the entire width of the line is considered to belong to both courts equally. This line extends beneath the net from sideline to sideline.

1.3.4 Attack line

On each court, an attack line, whose rear edge is drawn 3 m (9'10") back from the axis of the center line, marks the front zone.

For FIVB World and Official Competitions, the attack line is extended by the addition of broken lines from the sidelines, with five 15 cm (6") short lines 5 cm (2") wide, drawn 20 cm (8") from each other to a total length of 1.75 m (70"). The "coach's restriction line" (a broken line which extends from the attack line to the end line of the court, parallel to the side and 1.75 meters (70") from it) is composed of 15 cm (6") short lines drawn 20 cm (8") apart to mark the limit of the coach's area of operation.

USAV 1.3.4: For nationally sanctioned competitions, the extensions of the attack lines outside the court are required as described above. These markings are optional for all other events.

1.4 ZONES AND AREAS

1.4.1 Front zone

On each court the front zone is limited by the axis of the center line and the rear edge of the attack line. The front zone is considered to extend beyond the sidelines to the end of the free zone.

1.4.2 Service zone

The service zone is a 9 m (29'6") wide area behind each end line.

It is laterally limited by two short lines, each 15 cm (6") long, drawn 20 cm (8") behind the end line as an extension of the sidelines. Both short lines are included in the width of the service zone.

In depth, the service zone extends to the end of the free zone.

USAV 1.4.2: The service zone shall have a minimum depth of 2 m (6'6 3/4"). If this zone is less than 2 m (6'6 3/4") [Rule 1.4.2], a line shall be marked on the court to provide the minimum depth. After the service, the line is ignored and becomes part of the court.

1.4.3 Substitution zone

The substitution zone is limited by the extension of both attack lines up to the scorer's table.

1.4.4 Libero Replacement Zone

The Libero Replacement Zone is part of the free zone on the side of the team benches, limited by the extension of the attack line up to the end line.

1.4.5 Warm-up area

For FIVB World and Official Competitions, the warm-up areas, sized approximately 3 x 3 m (9'10" x 9'10"), are located in both of the bench-side corners, outside the free zone.

USAV 1.4.5: The warm-up area is at the end of the bench or bench area, and no nearer to the court than the front of the team bench. Substitutes must not interfere with play or the officials' duties.

1.4.6 Penalty Area

A penalty area, sized approximately 1 x 1 m (39" x 39") and equipped with two chairs, is located in the control area, outside the prolongation of the end line. They may be limited by a 5 cm (2") wide red line.

USAV 1.4.6: Inclusion of a penalty area is recommended.

1.5 TEMPERATURE

The minimum temperature shall not be below 10° C (50° F).

For FIVB World and Official Competitions, the maximum temperature shall not be higher than 25° C

(77° F) and the minimum not lower than 16° C (61° F).

1.6 LIGHTING

For FIVB World and Official Competitions, the lighting on the playing area should be 1000 to 1500 lux measured at 1 m (39") above the surface of the playing area.

USAV 1.6: *For nationally sanctioned USA Volleyball competition, the lighting on the playing area should be 300 lux (27.9 foot candles) measured at 1 m (39") above the playing surface.*

USAV 1.7 SCOREBOARD

The scoreboard must be divided into two parts with numbers that provide the score for each team. The score displayed on the scoreboard is not official and may not be used as a basis of protest.

2. NET AND POSTS

2.1 HEIGHT OF THE NET

2.1.1 Placed vertically over the center line there is a net whose top is set at the height of 2.43 m (7'11^{5/8"}) for men and 2.24 m (7'4^{1/8"}) for women.

USAV 2.1: *The height of the net may vary for specific age groups as follows:*

AGE GROUPS	FEMALE/REVERSE CO-ED	MALE/CO-ED
70 years and above	2.19 m (7'2 1/8")	2.29 m (7'6")
60 years and above	2.19 m (7'2 1/8")	2.38 m (7'9 5/8")
55 years and above	2.19 m (7'2 1/8")	2.38 m (7'9 5/8")
45 years and above	2.19 m (7'2 1/8")	2.43 m (7'11 5/8")
15/18 years and under	2.24 m (7'4 1/8")	2.43 m (7'11 5/8")
13/14 years and under	2.24 m (7'4 1/8")	2.24 m (7'4 1/8")
11/12 years and under	2.13 m (7'0")	2.13 m (7'0")
10 years and under	1.98 m (6'6")	2.13 m (7'0")

- 2.1.2 Its height is measured from the center of the playing court. The net height (over the two sidelines) must be exactly the same and must not exceed the official height by more than 2 cm (3/4").

2.2 STRUCTURE

The net is 1 m (39") wide and 9.50 to 10 m (31'6"-33") long (with 25 to 50 cm [10"-19^{1/2}"] on each side of the side bands), made of 10 cm (4") square black mesh.

At its top a horizontal band, 7 cm (2 3/4") wide, made of two-fold white canvas, is sewn along its full length. Each extreme end of the band has a hole, through which passes a cord, fastening the band to the posts for keeping its top taut.

USAV 2.2: At its top a horizontal band, 5 to 7 cm (2 to 2 3/4") wide, made of two-fold white canvas, is sewn along its full length.

Within the band, a flexible cable fastens the net to the posts and keeps its top taut.

At the bottom of the net there is another horizontal band, 5 cm (2") wide, similar to the top band, through which is threaded a rope. This rope fastens the net to the posts and keeps its lower part taut.

2.3 SIDE BANDS

Two white bands are fastened vertically to the net and placed directly above each sideline.

They are 5 cm (2") wide and 1 m (39") long, and are considered as part of the net.

USAV 2.3: The side bands are optional.

2.4 ANTENNAE

An antenna is a flexible rod, 1.80 m (5'11") long and 10 mm (3/8") in diameter, made of fiberglass or similar material.

An antenna is fastened at the outer edge of each side band. Antennae are placed on opposite sides of the net.

[Diagram 3b]

The top 80 cm (32") of each antenna extends above the net and is marked with 10 cm (4") stripes of contrasting color, preferably red and white.

The antennae are considered as part of the net and laterally delimit the crossing space.

2.5 POSTS

- 2.5.1 The posts supporting the net are placed at a distance of 0.50-1.00 m (20"-39") outside the sidelines. They are 2.55 m (8'4") high and preferably adjustable.

For all FIVB World and Official Competitions, the posts supporting the net are placed at a distance of 1 m (39") outside the sidelines.

- 2.5.2 The posts are rounded and smooth, fixed to the ground without wires. There shall be no dangerous or obstructing devices.

USAV 2.5.2: Ceiling mounted net systems are allowed.

2.6 ADDITIONAL EQUIPMENT

All additional equipment is determined by FIVB regulations.

USAV 2.6:

- a. *If the posts are secured by barrels or other supporting apparatus, there must be some means of clearly identifying the barrels or supporting apparatus. All other dangerous or obstructing devices must be eliminated. Metal cables, tensioning devices and other exposed wires may need to be covered if the referees determine these items may cause injury to players.*
- b. *All wires that support posts from the floor will be eliminated, or if that is not possible, then all exposed wires must be padded with at least 1.25 cm (1/2") thick, resilient, shock absorbing material throughout the entire length. The padding must be clearly recognizable.*

- c. Posts shall be padded to a minimum height of 1.7 m (5'6") with at least 1.25 cm (1/2") thick, resilient, shock absorbing material.
- d. A referee's platform is required. The platform must be on a support and adjustable in height; the referee's eye position shall be approximately 50 cm (19") above the top of the net. It should be constructed so that it presents the least potential hazard for players. Step ladders, jump boxes and other devices not specifically designed as referee platforms shall not be used.
- e. The front and sides of the referee's platform must be padded in the same manner as the posts to a height of 1.7 m (5'6").

3. BALLS

3.1 STANDARDS

The ball shall be spherical, made of a flexible leather or synthetic leather case with a bladder inside made of rubber or a similar material.

Its color may be a uniform light color, or a combination of colors. Synthetic leather material and color combinations of balls used in International Official competitions should comply with FIVB standards.

Its circumference is 65-67 cm (25.6" to 26.4") and its weight is 260-280 g (9 to 10 oz).

Its inside pressure shall be 0.30 to 0.325 kg/cm² (4.26 to 4.61 psi) (294.3 to 318.82 mbar or hPa).

USAV 3.1: Twelve-and-under competition at the USAV Junior Olympic Volleyball Championships will be conducted using a ball with the same circumference and inside pressure as listed in Rule 3.1, but with a weight of 198 to 227 g (7 to 8 oz).

3.2 UNIFORMITY OF BALLS

All balls used in a match must have the same standards regarding circumference, weight, pressure, type, color, etc. **FIVB World and Official Competitions, as well as National or League Championships, must be played with FIVB approved balls, unless by agreement of FIVB.**

USAV 3.2: For nationally sanctioned competition, USA Volleyball must approve the game balls.

3.3 THREE-BALL SYSTEM

For FIVB World and Official Competitions, three balls shall be used. In this case, six ball retrievers are stationed, one at each corner of the free zone and one behind each referee.

USAV 3.3: For nationally sanctioned USA Volleyball competitions, the three-ball system is recommended.

CHAPTER TWO

PARTICIPANTS

4. TEAMS

4.1 TEAM COMPOSITION

- 4.1.1 A team may consist of up to 12 players, one coach, one assistant coach, one trainer and one medical doctor. **For FIVB World and Official Competitions, the medical doctor must be accredited beforehand by the FIVB. For FIVB and World Competitions for Seniors, a team may consist of a maximum of fourteen (14) players (a maximum of twelve (12) regular players.**

USAV 4.1.1: a. Players are the team members on the team court. Substitutes are team members in uniform who are not in the starting line-up of a set.
b. A team may consist of a maximum of 15 players and five coaches/staff personnel.

- 4.1.2 One of the players, other than the Libero, is the team captain, who shall be indicated on the scoresheet.
- 4.1.3 Only the players recorded on the scoresheet may enter the court and play in the match. Once the coach and the team captain have signed the scoresheet, the recorded players cannot be changed.

USAV 4.1.3

a. The coach and captain do not need to sign the scoresheet before or after the match except for Adult Open Competition.

b. At least 10 minutes before the start of each match, including tournament play, each team shall submit a roster listing the names and uniform numbers of players eligible to participate in the match. The coach or team captain must sign the roster. A roster may be changed at any time during the

match, but only to correct a uniform number. However, if the coach or game captain requests such a number change, that team will be charged with a team penalty. A roster may not be changed to add a player at any time after having been signed by the coach or team captain.

4.2 LOCATION OF THE TEAM

- 4.2.1 The players not in play should either sit on their team bench or be in their warm-up area. The coach and other team members sit on the bench, but may temporarily leave it.
The benches for the teams are located beside the scorer's table, outside the free zone.
- 4.2.2 Only the team members are permitted to sit on the bench during the match and to participate in the warm-up session.
- 4.2.3 Players not in play may warm up without balls as follows:
 - 4.2.3.1 during play: in the warm-up areas;
 - 4.2.3.2 during time-outs and technical time-outs: in the free zone behind their playing court.
- 4.2.4 During set intervals, players may warm up using balls in the free zone.

USAV 4.2.4: During set intervals, players may warm up using balls on their court or in the free zone.

4.3 EQUIPMENT

A player's equipment consists of a jersey, shorts, socks (the uniform) and sport shoes.

USAV 4.3: If undergarments, including but not limited to T-shirts, boxer shorts, tights, leotards, body suits, bicycle shorts, sports bras, etc., are worn in such a manner that they are exposed, they will be considered a part of the uniform. In that case, they must be similar and the same color for any team members (except the Libero) who wear such a uniform. Socks and sport shoes are not part of the uniform.

- 4.3.1 The color and the design for the jerseys, shorts and socks must be uniform for the team (except for the Libero). The uniforms must be clean.

USAV 4.3.1: The color and design for the jerseys and shorts must be uniform for the team (except for the Libero).

- 4.3.2 The shoes must be light and pliable with rubber or composite soles without heels.

For Senior FIVB World and Official Competitions, it is forbidden to wear shoes with black marking soles.

- 4.3.3 **Players' jerseys must be numbered from 1 to 18. For FIVB World and Official Competitions, players' jerseys must be numbered from 1 to 20.**

USAV 4.3.3: The players' jerseys must be numbered in a permanent manner from 1 to 99. Duplicate numbers are not allowed.

- 4.3.3.1 The number must be placed on the jersey at the center of the front and of the back. The color and brightness of the numbers must contrast with the color and brightness of the jerseys.

USAV 4.3.3.1

- a. *Uniform numbers must be clearly visible and centered on the chest and back. Each jersey must use the same color and number height for all players except the Libero.*
- b. *USAV 4.3.3.1b: Color combinations such as purple/black, dark green/black, navy/black, white/light yellow or navy/maroon are not distinctive enough to comply with the rules.*

- 4.3.3.2 The number must be a minimum of 15 cm (6") in height on the chest and a minimum of 20 cm (8") in height on the back. The stripe forming the numbers shall be a minimum of 2 cm (3/4") in width.

USAV 4.3.3.2: The numbers must be a minimum of 10 cm (4") in height on the chest and a minimum of 15 cm (6") in height on the back. It is recommended that the numbers be a minimum of 15 cm (6") in height on the chest and a minimum of 20 cm (8") on the back.

For FIVB World and Official Competitions, the player's number shall be repeated on the right leg of the shorts. The number must be 4 to 6 cm in height and the stripe forming the numbers shall be a minimum of 1 cm in width. Jerseys and shorts should comply with FIVB standards.

- 4.3.4 The team captain must have on his/her jersey a stripe of 8 x 2 cm (3.15" x 8/10") underlining the number on the chest.

USAV 4.3.4: It is recommended that the captain have a stripe on his/her jersey underlining the number on the chest.

- 4.3.5 It is forbidden to wear uniforms of a color different from that of the other players (except for the Libero), and/or without official numbers.

USAV 4.3.5: For nationally sanctioned competition, uniforms must be identical with the exception of sleeve length and the Libero player. An exception will also be made for a single manufacturer's logo or trademark on the outside of the jerseys or shorts, provided that the logo or trademark does not exceed 14.6 square cm (2 1/4 square inches).

4.4 CHANGE OF EQUIPMENT

The first referee may authorize one or more players:

- 4.4.1 to play barefoot,

**For FIVB World and Official Competitions
it is forbidden to play barefoot.**

- 4.4.2 to change wet or damaged uniforms between sets

- or after substitution, provided that the color, design and number of the new uniform(s) are the same,
- 4.4.3 to play in training suits in cold weather, provided that they are of the same color and design for the whole team (except for the Libero) and numbered according to Rule 4.3.3.

4.5 FORBIDDEN OBJECTS

- 4.5.1 It is forbidden to wear objects which may cause injury, or give an artificial advantage to the player.

USAV 4.5.1: It is forbidden to wear hats or jewelry. An exception will be made for religious or medical medallions and, for adult competition, a flat band ring worn on the finger. If worn, medallions shall be removed from chains and taped or sewn under the uniform. If a ring, other than a flat band, cannot be removed, it shall be taped in such a manner as not to create a safety hazard. Braces, prosthetic limbs or headgear that may cause an injury or give an artificial advantage to the player must not be worn. If a brace, prosthetic limb or headgear is used, padding or covering may be necessary. Casts, even if padded, are forbidden.

- 4.5.2 Players may wear glasses or lenses at their own risk.

USAV 4.5.2: If a player's equipment falls to the floor and creates a safety hazard, play is stopped and a delay sanction assessed.

5. TEAM LEADERS

Both the team captain and the coach are responsible for the conduct and discipline of their team members.

The Libero cannot be the team captain.

5.1 CAPTAIN

- 5.1.1 PRIOR TO THE MATCH, the team captain signs the scoresheet and represents his/her team in the toss.

USA V 5.1.1: The captain does not sign the scoresheet before the match.

5.1.2 DURING THE MATCH and while on the court, the team captain is the game captain. When the team captain is not on the court, the coach or the team captain must assign another player on the court, but not the Libero, to assume the role of game captain. This game captain maintains his/her responsibilities until he/she is substituted, or the team captain returns to play, or the set ends.

When the ball is out of play, only the game captain is authorized to speak to the referees:

5.1.2.1 to ask for an explanation on the application or interpretation of the Rules, and also to submit the requests or questions of his/her teammates. If the game captain does not agree with the explanation of the first referee, he/she may choose to protest against such decision and immediately indicates to the first referee that he/she reserves the right to record an official protest on the scoresheet at the end of the match;

USA V 5.1.2.1: If an explanation of an application or interpretation of a rule is not satisfactory to the game captain, he/she must immediately indicate his/her disagreement and file a protest prior to the authorization of the next service. If the disagreement with the referee's explanation involves the last point of the set, the official protest must be recorded within the first 60 seconds of the timed interval between sets. If the final point of the match is disputed, the protest must be recorded before the referees leave the playing area. (Protest is ruled upon by the Championship Committee

either immediately or prior to the start of the next set.) It is advisable to have an assigned Protest Committee available to rule upon a protest as soon as possible prior to the first service following the protest. Such action should preclude playing the match over from the point of protest if the protest is upheld. Protests considered by the first referee (Protest or Tournament Committee) include: a 1) misinterpretation of a playing rule, 2) failure of the first referee to apply the correct rule to a given situation, or 3) failure to charge the correct penalty-sanction for a given fault. Protest facts recorded on the scoresheet include the: 1) score of the set at the time of the protest, 2) players and positions at the time of the protest, 3) player substitutions and team substitutions made up to the protest, 4) team time-outs taken up to the protest, 5) situation that caused the protest, and 6) signatures of the scorer, captains and first referee, indicating the facts are correct.

- 5.1.2.2 to ask authorization:
- a) to change all or part of the equipment,
 - b) to verify the positions of the teams,
 - c) to check the floor, the net, the ball, etc.;
- USAV 5.1.2.2: For nationally sanctioned 14-and-under competition, the coach may act instead of the game captain to perform the functions stated in 5.1.2.1 and 5.1.2.2.*
- 5.1.2.3 *in the absence of the coach* to request time-outs and substitutions.
- 5.1.3 AT THE END OF THE MATCH, the team captain:
- 5.1.3.1 Thanks the referees and signs the score-

- sheet to ratify the outcome;
- 5.1.3.2 when it has been notified in due time to the first referee, may confirm and record on the scoresheet an official protest regarding the referee's application or interpretation of the Rules.

USAV 5.1.3: For junior competition, the coach signs the scoresheet after the match to verify the results.

5.2 COACH

- 5.2.1 Throughout the match, the coach conducts the play of his/her team from outside the playing court. He/she selects the starting line-ups, their substitutes, and takes time-outs. In these functions his/her contacting official is the second referee.
- 5.2.2 PRIOR TO THE MATCH, the coach records or checks the names and numbers of his/her players on the scoresheet, and then signs it.

USAV 5.2.2: The coach does not sign the scoresheet before the match.

- 5.2.3 DURING THE MATCH, the coach:
- 5.2.3.1 prior to each set, gives the scorer or the second referee the line-up sheet(s) duly filled in and signed;
- 5.2.3.2 sits on the team bench nearest to the scorer, but may leave it;
- 5.2.3.3 requests time-outs and substitutions;
- 5.2.3.4 may, as well as other team members, give instructions to the players on the court. The coach may give these instructions while standing or walking within the free zone in front of his/her team's bench from the extension of the attack line up to the warm-up area, without disturbing or delaying the match.

For FIVB World and Official Competitions, the coach is restricted to performing his/her function behind the coach's restriction line.

USAV 5.2.3: During the match the coach is authorized to speak to the referees to verify the positions of the teams.

USAV 5.2.3.4: During play, the coach may give these instructions while standing or walking within the free zone in front of his/her team's bench from the extension of the attack line up to the warm-up area, no closer to the court than 1.75 m (5'10") from the sideline and its extension without disturbing or delaying the match. The extension of the attack line is drawn to a distance of 1.75 m (5'10") from the sideline.

5.3 ASSISTANT COACH

- 5.3.1 The assistant coach sits on the team bench, but has no right to intervene in the match.

USAV 5.3.1: One assistant coach at a time may leave the bench to give instructions to the players on the court. During play, this assistant coach may give these instructions while standing or walking within the free zone in front of his/her team's bench from the extension of the attack line up to the warm-up area, and no closer to the court than 1.75 m (5'10") from the sideline and its extension, without disturbing or delaying the match. The extension of the attack line is drawn to a distance of 1.75 (5'10") from the sideline.

- 5.3.2 Should the coach have to leave his/her team for any reason including sanction, the assistant coach may, at the request of the game captain, and with the authorization of the first referee, assume the coach's functions for the duration of the absence.

CHAPTER THREE

PLAYING FORMAT

6. TO SCORE A POINT, TO WIN A SET AND THE MATCH

6.1 TO SCORE A POINT

6.1.1 Point - A team scores a point

6.1.1.1 by successfully grounding the ball on the opponent's court;

6.1.1.2 when the opponent team commits a fault;

6.1.1.3 when the opponent team receives a penalty.

6.1.2 Fault

A team commits a fault by making a playing action contrary to the rules (or by violating them in some other way). The referees judge the faults and determine the consequences according to the Rules:

6.1.2.1 If two or more faults are committed successively, only the first one is counted.

6.1.2.2 If two or more faults are committed by opponents simultaneously, a DOUBLE FAULT is called and the rally is replayed.

6.1.3 Rally and completed rally

A rally is the sequence of playing actions from the moment of the service hit by the server until the ball is out of play. A completed rally is the sequence of playing actions which results in the award of a point.

6.1.3.1 if the serving team wins a rally, it scores a point and continues to serve;

6.1.3.2 if the receiving team wins a rally, it scores a point and it must serve next.

6.2 TO WIN A SET

A set (except the deciding, fifth set) is won by the team which first scores 25 points with a minimum lead of two points. In the case of a 24-24 tie, play is continued until a two-point lead is achieved (26-24; 27-25; ...).

6.3 TO WIN THE MATCH

- 6.3.1 The match is won by the team that wins three sets.
- 6.3.2 In the case of a 2-2 tie, the deciding set (the 5th) is played to 15 points with a minimum lead of 2 points.

USAV 6.3:

- a. *For tournament play, the match is won by the team that wins two sets out of three. A set (except the deciding third set) is won by the first team to score 25 points with a minimum lead of two points.*
- b. *A playoff set is considered a match and only one set will be played. The match is won by the team that scores either 15 or 25 (as specified in the tournament guidelines) with a two-point advantage. Teams change courts when one team has scored eight or 13 points, respectively.*

6.4 DEFAULT AND INCOMPLETE TEAM

- 6.4.1 If a team refuses to play after being summoned to do so, it is declared in default and forfeits the match with the result 0-3 for the match and 0-25 for each set.
- 6.4.2 A team that, without justifiable reason, does not appear on the playing court on time is declared in default with the same result as in Rule 6.4.1.
- 6.4.3 A team that is declared INCOMPLETE for the set or for the match loses the set or the match. The opposing team is given the points, or the points and the sets, needed to win the set or the match. The incomplete team keeps its points and sets.

USAV 6.4: *Matches that are two sets out of three would have a default match score of 0-2.*

7. STRUCTURE OF PLAY

7.1 THE TOSS

Before the match, the first referee carries out a toss to decide upon the first service and the sides of the court in the first set.

If a deciding set is to be played, a new toss will be carried out.

- 7.1.1 The toss is taken in the presence of the two team captains.

- 7.1.2 The winner of the toss chooses:

EITHER

7.1.2.1 the right to serve or to receive the service,

7.1.2.2 OR the side of the court.

The loser takes the remaining choice.

- 7.1.3 In the case of consecutive warm-ups, the team that has the first service takes the first turn at the net.

7.2 WARM-UP SESSION

- 7.2.1 Prior to the match, if the teams have previously had a playing court at their disposal, they are entitled to a 6-minute warm-up period together at the net; if not, they may have 10 minutes.

- 7.2.2 If either captain requests separate (consecutive) warm-ups at the net, the teams may do so for 3 minutes each or 5 minutes each, according to Rule 7.2.1.

USAV 7.2.2

a. For adult competition, it is recommended that teams warm up together at the net for 10 minutes if both team captains agree; otherwise, each team will have five minutes separately. For consecutive warm-up periods, the team with first service has the court first.

b. For junior competition, when one team has exclusive use of the court, the other team must either be at its team bench or out of the playing area. Warming up with balls at the team bench

or in the spectator walkways is not permitted.
c. For nationally sanctioned competitions, the protocols described on pages 182 and 183 will be used.

7.3 TEAM STARTING LINE-UP

- 7.3.1 There must always be six players per team in play. The team's starting line-up indicates the rotational order of the players on the court. This order must be maintained throughout the set.

USAV 7.3.1: If failure to adhere to Rule 7.3.1 is due to insufficient players on a team to begin a match, the team defaults the first set at match time. After a team defaults the first set of a match, an interval of up to 10 minutes shall be allowed for the team to produce sufficient players to play the next set. If the team has six players present prior to the expiration of this interval, play shall begin immediately. If, after the 10-minute interval a team does not have at least six players present and ready to play, the second set shall be declared a default. If the match consists of the best three out of five sets, an additional 10-minute interval shall be allowed before declaring the match a default.

- 7.3.2 Before the start of each set, the coach has to present the starting line-up of his/her team on a line-up sheet. The sheet is submitted, duly filled in and signed, to the second referee or the scorer.

USAV 7.3.2: At least two minutes before the end of the timed warm-up period and 30 seconds prior to the expiration of the interval between sets, a coach or game captain submits the team's starting line-up on a signed line-up sheet to the second referee or scorer.

- 7.3.3 The players who are not in the starting line-up of a set are the substitutes for that set (except for the Libero).

- 7.3.4 Once the line-up sheet has been delivered to the second referee or scorer, no change in line-up may be authorized without a regular substitution.
- 7.3.5 Discrepancies between players' positions on court and on the line-up sheet are dealt with as follows:
 - 7.3.5.1 When such a discrepancy is discovered before the start of the set, players' positions must be rectified according to that on the line-up sheet; there will be no sanction.
 - 7.3.5.2 When, before the start of the set, a player on court is found not to be registered on the line-up sheet of that set, this player must be changed to conform to the line-up sheet; there will be no sanction.
 - 7.3.5.3 However, if the coach wishes to keep such non-recorded player(s) on the court, he/she has to request regular substitution(s), which will then be recorded on the scoresheet.

7.4 POSITIONS

At the moment the ball is hit by the server, each team must be positioned within its own court in the rotational order (except the server).

- 7.4.1 The positions of the players are numbered as follows:
 - 7.4.1.1 The three players along the net are front-row players and occupy positions 4 (front-left), 3 (front-center) and 2 (front-right).
 - 7.4.1.2 The other three are back-row players occupying positions 5 (back-left), 6 (back-center) and 1 (back-right).
- 7.4.2 Relative positions between players:
 - 7.4.2.1 Each back-row player must be positioned

- further back from the net than the corresponding front-row player.
- 7.4.2.2 The front-row players and the back-row players, respectively, must be positioned laterally in the order indicated in Rule 7.4.1.
- 7.4.3 The positions of players are determined and controlled according to the positions of their feet contacting the ground as follows:
- 7.4.3.1 each front-row player must have at least a part of his/her foot closer to the center line than the feet of the corresponding back-row player;
- 7.4.3.2 each right- (left-) side player must have at least a part of his/her foot closer to the right (left) sideline than the feet of the center player in that row.
- USAV 7.4.3: The position of the players is judged according to the position of the foot last in contact with the floor at the time the ball is contacted for service.*
- 7.4.4 After the service hit, the players may move around and occupy any position on their court, and the free zone.

7.5 POSITIONAL FAULT

- 7.5.1 The team commits a positional fault, if any player is not in his/her correct position at the moment the ball is hit by the server.
- 7.5.2 If the server commits a serving fault at the moment of the service hit, the server's fault is counted before a positional fault.
- 7.5.3 If the service becomes faulty after the service hit, it is the positional fault that will be counted.
- 7.5.4 A positional fault leads to the following consequences:
- 7.5.4.1 the team is sanctioned with a point and

- service to the opponent;
7.5.4.2 players' positions are rectified.

USAV 7.5.4: If the positional fault is discovered before the opponent serves, all points scored subsequent to the fault must be cancelled. In addition, all time-outs taken by the team not at fault, as well as substitutions and team sanctions charged to either team subsequent to the commission of the positional fault, must be cancelled. Individual misconduct sanctions assessed to either team, and time-outs taken by the team at fault, are not cancelled. If the points scored while the player was out of position can not be determined or the opponents have served, then a loss of rally is the only penalty charged. The opponents retain any points scored.

7.6 ROTATION

- 7.6.1 Rotational order is determined by the team's starting line-up, and controlled with the service order, and players' positions, throughout the set.
- 7.6.2 When the receiving team has gained the right to serve, its players rotate one position clockwise: the player in position 2 rotates to position 1 to serve, the player in position 1 rotates to position 6, etc.

7.7 ROTATIONAL FAULT

- 7.7.1 A rotational fault is committed when the SERVICE is not made according to the rotational order. It leads to the following consequences:
- 7.7.1.1 the team is sanctioned with a point and service to the opponent;
- 7.7.1.2 the players' rotational order is rectified.
- 7.7.2 Additionally, the scorer should determine the exact moment when the fault was committed and all points scored subsequently by the team at fault must be cancelled. The opponent's points remain valid. If that moment cannot be determined, no point(s)

cancellation takes place, and a point and service to the opponent is the only sanction.

USAV 7.7.2: If the rotational fault is discovered before the opponents serve, all points scored subsequent to the fault must be cancelled. In addition, all time-outs taken by the team not at fault, as well as substitutions and team sanctions charged subsequent to the commission of the rotational fault, must be cancelled. Individual misconduct sanctions assessed to either team, and time-outs taken by the team at fault, are not cancelled. If the points scored while the player was out of rotation order cannot be determined or the opponents have served, then a point and service to the opponents is the only penalty charged. The opponents retain any points scored.

CHAPTER FOUR

PLAYING ACTIONS

8. STATES OF PLAY

8.1 BALL IN PLAY

The ball is in play from the moment of the hit of the service authorized by the first referee.

8.2 BALL OUT OF PLAY

The ball is out of play at the moment of the fault which is whistled by one of the referees; in the absence of a fault, at the moment of the whistle.

USAV 8.2: In the case of an inadvertent whistle, the rally is ended. The first referee must make a ruling that will not penalize either team.

8.3 BALL “IN”

The ball is “in” when it touches the floor of the playing court, including the boundary lines.

8.4 BALL “OUT”

The ball is “out” when:

- 8.4.1 the part of the ball which contacts the floor is completely outside the boundary lines;
- 8.4.2 it touches an object outside the court, the ceiling or a person out of play;

USAV 8.4.2: A ball, other than a served ball, shall remain in play if it contacts the ceiling or other overhead objects 4.6 m (15') or more above the playing area.

- a. *If benches, bleachers, low-hanging baskets or other floor obstructions are fewer than 2 m (6'6 3/4") from the court and interfere with play of the ball, the ball becomes out of play and a playover may be*

- directed at the first referee's discretion.*
- b. *The ball is out of play when:*
 - i. *Rule 10.1.2 is not in effect, and the ball makes contact with the ceiling or obstruction above the opponent's playing area.*
 - ii. *Rule 10.1.2 is in effect, and a ball that cannot be legally retrieved from the opponent's free zone contacts the ceiling or obstruction over the opponent's playing area.*
 - iii. *The ball contacts the ceiling or obstruction above the team's playing area and crosses the plane of the net into the opponent's court.*
 - c. *A ball, other than a served ball, is out of play and a playover directed if it contacts overhead object(s) or the supports (e.g., basketball backboard) fewer than 4.6 m (15') above the playing area and would have remained playable if the object had not been present.*
 - d. *A ball is out of play if it contacts the ceiling or overhead objects, regardless of height, over non-playing areas.*
 - e. *A ball is out of play and a playover is directed if the ball comes to rest on an overhead object above the team's playing area and is still a playable ball.*
 - f. *If an official, media equipment or personnel or spectator interferes with a player's legal attempt to play the ball, a playover shall be directed.*
- 8.4.3 it touches the antennae, ropes, posts or the net itself outside the side bands; it crosses the vertical plane of the net either partially or totally outside the crossing space, except in the case of Rule 10.1.2.
- 8.4.4 it crosses completely the lower space under the net.

9. PLAYING THE BALL

Each team must play within its own playing area and space (except Rule 10.1.2). The ball may, however, be retrieved from beyond the free zone.

USAV 9: The ball may be retrieved from beyond the free zone when the surface change is 1.25 cm (1/2") or less, the secondary surface is lower than the free zone and the area is free of obstructions.

If obstructions or other safety concerns prohibit retrieval from beyond the free zone, the player retrieving a ball over a non-playing area must be in contact with the playing surface when contact with the ball is made.

Non-playing areas are defined as the: (1) walls, bleachers or other spectator seating areas; (2) team benches and any area behind the team benches; (3) area between the scorer's table and the team benches; (4) any other area outlined in the pre-match conference by the first referee. [Rule 23.2.5]

- a. *If nets or dividers are separating courts, only the player attempting to play the ball may move the net or divider to play the ball.*
- b. *When competition is scheduled or is occurring on adjacent court(s), it is a fault for a player to enter the adjacent court(s) to play a ball or after playing a ball. The free zone, including the service zone on an adjacent court, is a playable area.*

9.1 TEAM HITS

A hit is any contact with the ball by a player in play. The team is entitled to a maximum of three hits (in addition to blocking, Rule 14.4.1), for returning the ball. If more are used, the team commits the fault of: "FOUR HITS."

9.1.1 CONSECUTIVE CONTACTS

A player may not hit the ball two times consecutively (except Rules 9.2.3, 14.2 & 14.4.2).

9.1.2 SIMULTANEOUS CONTACTS

Two or three players may touch the ball at the same moment.

- 9.1.2.1 When two (three) teammates touch the ball simultaneously, it is counted as two (three) hits (with the exception of blocking). If they reach for the ball, but only one of them touches it, one hit is counted. A collision of players does not constitute a fault.

USAV 9.1.2.1: USAV is testing this rule. When two or more teammates touch the ball simultaneously, it is counted as one hit. If teammates collide, no fault is committed. Any player may play the ball next if the simultaneous hit is not the third team hit.

- 9.1.2.2 When two opponents touch the ball simultaneously over the net and the ball remains in play, the team receiving the ball is entitled to another three hits. If such a ball goes "out," it is the fault of the team on the opposite side.
- 9.1.2.3 If simultaneous hits by two opponents above the net lead to extended contact with the ball, play continues.

9.1.3 ASSISTED HIT

Within the playing area, a player is not permitted to take support from a teammate or any structure/object in order to hit the ball. However, a player who is about to commit a fault (touch the net or cross the center line, etc.) may be stopped or held back by a teammate.

9.2 CHARACTERISTICS OF THE HIT

- 9.2.1 The ball may touch any part of the body.

- 9.2.2 The ball must be hit, not caught and/or thrown. It can rebound in any direction.
- 9.2.3 The ball may touch various parts of the body, provided that the contacts take place simultaneously.

Exceptions:

- 9.2.3.1 At blocking, consecutive contacts may be made by one or more blocker(s), provided that the contacts occur during one action.
- 9.2.3.2 At the first hit of the team, the ball may contact various parts of the body consecutively, provided that the contacts occur during one action.

9.3 FAULTS IN PLAYING THE BALL

- 9.3.1 FOUR HITS: a team hits the ball four times before returning it.
- 9.3.2 ASSISTED HIT: a player takes support from a teammate or any structure/object in order to hit the ball within the playing area.
- 9.3.3 CATCH: the ball is caught and/or thrown; it does not rebound from the hit
- 9.3.4 DOUBLE CONTACT: a player hits the ball twice in succession or the ball contacts various parts of his/her body in succession.

10 BALL AT THE NET

10.1 BALL CROSSING THE NET

- 10.1.1 The ball sent to the opponent's court must go over the net within the crossing space. The crossing space is the part of the vertical plane of the net limited as follows:
 - 10.1.1.1 below, by the top of the net,
 - 10.1.1.2 at the sides, by the antennae, and their imaginary extension,
 - 10.1.1.3 above, by the ceiling.

10.1.2 The ball that has crossed the net plane to the opponent's free zone totally or partly through the external space may be played back within the team hits, provided that:

USAV 10.1.2: A minimum of 2 m (6'6 3/4") clearance beyond the court equipment on both sides is required.

10.1.2.1 the opponent's court is not touched by the player;

10.1.2.2 the ball, when played back, crosses the net plane again totally or partly through the external space on the same side of the court. The opponent team may not prevent such action.

10.1.3 The ball that is heading towards the opponent's court through the lower space is in play until the moment it has completely crossed the vertical plane of the net.

10.2 BALL TOUCHING THE NET

While crossing the net, the ball may touch it.

10.3 BALL IN THE NET

10.3.1 A ball driven into the net may be recovered within the limits of the three team hits.

10.3.2 If the ball rips the mesh of the net or tears it down, the rally is cancelled and replayed.

11. PLAYER AT THE NET

11.1 REACHING BEYOND THE NET

11.1.1 In blocking, a blocker may touch the ball beyond the net, provided that he/she does not interfere with the opponents' play before or during the latter's attack hit.

11.1.2 After an attack hit, a player is permitted to pass his/her hand beyond the net, provided that the contact has been

made within his/her own playing space.

11.2 PENETRATION UNDER THE NET

- 11.2.1 It is permitted to penetrate into the opponents' space under the net, provided that this does not interfere with the opponents' play.
- 11.2.2 Penetration into the opponent's court, beyond the center line:
 - 11.2.2.1 To touch the opponent's court with a foot (feet) is permitted, provided that some part of the penetrating foot (feet) remains either in contact with or directly above the center line.
 - 11.2.2.2 To touch the opponent's court with any part of the body above the feet is permitted provided that it does not interfere with the opponent's play.
- 11.2.3 A player may enter the opponent's court after the ball goes out of play.
- 11.2.4 Players may penetrate into the opponent's free zone, provided that they do not interfere with the opponents' play.

11.3 CONTACT WITH THE NET

- 11.3.1 Contact with the net by a player is not a fault, unless it interferes with the play.
- 11.3.2 Players may touch the post, ropes, or any other object outside the antennae, including the net itself, provided that it does not interfere with play.
- 11.3.3 When the ball is driven into the net and causes it to touch an opponent, no fault is committed.

11.4 PLAYERS' FAULTS AT THE NET

- 11.4.1 A player touches the ball or an opponent in the opponents' space before or during the opponents' attack hit.
- 11.4.2 A player interferes with the opponent's play while penetrating into the opponent's space under the net.
- 11.4.3 A player's foot (feet) penetrates completely into the opponent's court.
- 11.4.4 A player interferes with the opponent's play by (amongst others):
 - touching the top band of the net or the top 80 cm (2' 7.49") of the antenna during his/her action of playing the ball, or
 - taking support from the net simultaneously with playing the ball, or
 - creating an advantage over the opponent, or
 - making actions which hinder an opponent's legitimate attempt to play the ball.

12. SERVICE

The service is the act of putting the ball into play, by the back right player, placed in the service zone.

12.1 FIRST SERVICE IN A SET

- 12.1.1 The first service of the first set, as well as that of the deciding set (the 5th) is executed by the team determined by the toss.
- 12.1.2 The other sets will be started with the service of the team that did not serve first in the previous set.

12.2 SERVICE ORDER

- 12.2.1 The players must follow the service order recorded on the line-up sheet.

- 12.2.2 After the first service in a set, the player to serve is determined as follows:
- 12.2.2.1 when the serving team wins the rally, the player (or his/her substitute) who served before serves again.
- 12.2.2.2 when the receiving team wins the rally, it gains the right to serve and rotates before actually serving. The player who moves from the right-front position to the back-right position will serve.

12.3 AUTHORIZATION OF THE SERVICE

The first referee authorizes the service, after having checked that the two teams are ready to play and that the server is in possession of the ball.

USAV 12.3: The server shall be on the playing surface to receive authorization for service.

12.4 EXECUTION OF THE SERVICE

- 12.4.1 The ball shall be hit with one hand or any part of the arm after being tossed or released from the hand(s).
- 12.4.2 Only one toss or release of the ball is allowed. Dribbling or moving the ball in the hands is permitted.
- 12.4.3 At the moment of the service hit or take-off for a jump service, the server must not touch the court (the end line included) or the ground outside the service zone. After the hit, he/she may step or land outside the service zone, or inside the court.

USAV 12.4.3: The entire service action must take place on the playing area.

- 12.4.4 The server must hit the ball within 8 seconds after the first referee whistles for service.

*USAV 12.4.4: For 14-and-under age groups:
a. The server must contact the ball within 5 sec-*

- onds after the first referee whistles for service.*
- b. If the ball, after having been tossed or released by the server, lands without touching the player, it is considered a service tossing error.*
 - c. After a service tossing error, the referee must authorize the service again (re-serve) and the server must execute it within the next 5 seconds.*
 - d. One service tossing error is permitted for each service.*

12.4.5 A service executed before the referee's whistle is cancelled and repeated.

USAV 12.4.5: After the whistle for the service, no other actions (requests for line-up check, time-out, substitution, etc.) may be considered until after the ball has been served and the rally completed. This is true even if a request has been made after a server has initiated service action and legally permitted the ball to fall to the floor. A re-serve is considered to be part of a single effort to serve and must be completed before any requests may be considered.

12.5 SCREENING

- 12.5.1 The players of the serving team must not prevent their opponent, through individual or collective screening, from seeing the server or the flight path of the ball.
- 12.5.2 A player or group of players of the serving team make a screen by waving arms, jumping or moving sideways, during the execution of the service, or by standing grouped to hide the flight path of the ball.

USAV 12.5.2: The factors to be weighed when judging whether a screen has been committed are the: (a) relative positions of the players on the serving team; (b) path of the serve; (c) speed of the serve; and (d) trajectory of the serve. If the players of the serving team are positioned close to

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

12.6 FAULTS MADE DURING THE SERVICE

12.6.1 Serving faults

The following faults lead to a change of service, even if the opponent is out of position. The server:

- 12.6.1.1 violates the service order,
- 12.6.1.2 does not execute the service properly.

USAV 12.6.1.2: It is a serving fault if the service toss touches any obstruction before the service contact.

12.6.2 Faults after the service hit

After the ball has been correctly hit, the service becomes a fault (unless a player is out of position) if the ball:

- 12.6.2.1 touches a player of the serving team or fails to cross the vertical plane of the net completely through the crossing space,
- 12.6.2.2 goes "out,"
- 12.6.2.3 passes over a screen.

USAV 12.6.2: After the ball has been correctly hit, the service becomes a fault if the ball touches any overhead obstruction.

12.7 SERVING FAULTS AND POSITIONAL FAULTS

12.7.1 If the server makes a fault at the moment of the service hit (improper execution, wrong rotational

order, etc.) and the opponent is out of position, it is the serving fault which is sanctioned.

- 12.7.2 Instead, if the execution of the service has been correct, but the service subsequently becomes faulty (goes out, goes over a screen, etc.), the positional fault has taken place first and is sanctioned.

13. CHARACTERISTICS OF THE ATTACK HIT

13.1 ATTACK HIT

- 13.1.1 All actions which direct the ball toward the opponents, with the exception of service and block, are considered as attack hits.
- 13.1.2 During an attack hit, tipping is permitted only if the ball is cleanly hit, and not caught or thrown.
- 13.1.3 An attack hit is completed at the moment the ball completely crosses the vertical plane of the net or is touched by an opponent.

13.2 RESTRICTIONS OF THE ATTACK HIT

- 13.2.1 A front-row player may complete an attack hit at any height, provided that the contact with the ball has been made within the player's own playing space (except Rule 13.2.4).
- 13.2.2 A back-row player may complete an attack hit at any height from behind the front zone:
- 13.2.2.1 at his/her take-off, the player's foot (feet) must neither have touched nor crossed over the attack line;
 - 13.2.2.2 after his/her hit, the player may land within the front zone.
- 13.2.3 A back-row player may also complete an attack hit from the front zone, if at the moment of the contact part of the ball is lower than the top of the net.
- 13.2.4 No player is permitted to complete an attack hit on the opponents' service, when the ball is in the front zone and entirely higher than the top of the net.

13.3 FAULTS OF THE ATTACK HIT

- 13.3.1 A player hits the ball within the playing space of the opposing team.
- 13.3.2 A player hits the ball “out.”
- 13.3.3 A back-row player completes an attack hit from the front zone, if at the moment of the hit the ball is entirely higher than the top of the net.
- 13.3.4 A player completes an attack hit on the opponent’s service, when the ball is in the front zone and entirely higher than the top of the net.
- 13.3.5 A Libero completes an attack hit if at the moment of the hit the ball is entirely higher than the top of the net.
- 13.3.6 A player completes an attack hit from higher than the top of the net when the ball is coming from an overhand finger pass by a Libero in his/her front zone.

USAV 13.3.6: If an attack-hit fault occurs simultaneously with a blocking fault by the opponents, a double fault is committed.

14. BLOCK

14.1 BLOCKING

- 14.1.1 Blocking is the action of players close to the net to intercept the ball coming from the opponents by reaching higher than the top of the net, regardless of the height of the ball contact. Only front-row players are permitted to complete a block, but at the moment of contact with the ball, part of the body must be higher than the top of the net.

14.1.2 Block Attempt

A block attempt is the action of blocking without touching the ball.

14.1.3 Completed Block

A block is completed whenever the ball is touched

by a blocker.

14.1.4 Collective Block

A collective block is executed by two or three players close to each other and is completed when one of them touches the ball.

14.2 BLOCK CONTACT

Consecutive (quick and continuous) contacts with the ball may occur by one or more blockers, provided that the contacts are made during one action.

USAV 14.2: A block is the interception of a ball coming from the opponents. Accordingly, it is a double contact fault if a player has successive contacts while using a blocking action when directing a ball toward the opponent during the execution of the second or third team hit.

14.3 BLOCKING WITHIN THE OPPONENT'S SPACE

In blocking, the player may place his/her hands and arms beyond the net, provided that this action does not interfere with the opponents' play. Thus, it is not permitted to touch the ball beyond the net until an opponent has executed an attack hit.

USAV 14.3: Blocking the ball beyond the net above the opponent's team area shall be permitted, provided:

- a. *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 touched by a player, and no member of the attacking team is in a position to make a play on the ball.*
- b. *the ball is falling near the net, and no member of the attacking team could, in the first referee's judgment, make a play on the ball.*

14.4 BLOCK AND TEAM HITS

14.4.1 A block contact is not counted as a team hit. Consequently, after a block contact, a team is entitled

to three hits to return the ball.

- 14.4.2 The first hit after the block may be executed by any player, including the one who touched the ball during the block.

14.5 BLOCKING THE SERVICE

To block an opponent's service is forbidden.

14.6 BLOCKING FAULTS

- 14.6.1 The blocker touches the ball in the opponents' space either before or simultaneously with the opponents' attack hit.
- 14.6.2 A back-row player or a Libero completes a block or participates in a completed block.
- 14.6.3 Blocking the opponents' service.
- 14.6.4 The ball is sent "out" off the block.
- 14.6.5 Blocking the ball in the opponent's space from outside the antenna.
- 14.6.6 A Libero attempts an individual or collective block.

USAV 14.6: If a blocking fault is committed simultaneously with an attack-hit fault by the opponent, a double fault is committed and the rally shall be replayed.

CHAPTER FIVE

INTERRUPTIONS AND DELAYS

15. REGULAR GAME INTERRUPTIONS

Regular game interruptions are TIME-OUTS and SUBSTITUTIONS. An interruption is the time between one completed rally and the 1st referee's whistle for the next service.

15.1 NUMBER OF REGULAR INTERRUPTIONS

Each team is entitled to request a maximum of two time-outs and six player substitutions per set.

USAV 15.1: See USAV 15.6 for limitations of substitutions under USAV Domestic Competition Regulations.

15.2 REQUEST FOR REGULAR GAME INTERRUPTIONS

15.2.1 Regular game Interruptions may be requested by the coach or the game captain, and only by them. The request is made by showing the corresponding hand signal when the ball is out of play and before the whistle for service.

**For FIVB World and Official Competitions,
it is obligatory to use the buzzer and then
the hand signal to request time-out.**

15.2.2 Substitution before the start of a set is permitted, and should be recorded as a regular substitution in that set.

USAV 15.2.2: A time-out before the start of a set is permitted.

15.3 SEQUENCE OF INTERRUPTIONS

15.3.1 A request for one or two time-outs, and one request for player substitution by either team, may follow one another, with no need to resume the set.

15.3.2 However, a team is not authorized to make consecu-

tive requests for player substitution during the same game interruption. Two or more players may be substituted during the same game interruption.

USAV 15.3: Rule 15.3.2 limits player(s) substitutions to one request during a game interruption. A subsequent request(s) by the same team during the same game interruption will result in an improper request.

15.4 TIME-OUTS AND TECHNICAL TIME-OUTS

15.4.1 All time-outs that are requested last for 30 seconds.

For FIVB World and Official Competitions, in sets 1-4, two additional 60-second “Technical Time-Outs” are applied automatically when the leading team reaches the 8th and 16th points. In the deciding (5th) set, there are no “Technical Time-Outs”; only two time-outs of 30 seconds duration may be requested by each team.

15.4.2 During all time-outs, the players in play must go to the free zone near their bench.

USAV 15.4.2: The players may remain on the court or go to the free zone near their team bench. Any member of the team listed on the roster may participate in the time-out. Coaches and non-playing team members may not enter the court. Referees may direct teams to move to the free zone near their team bench for administrative purposes. Teams may return to the court when permitted by the referees.

15.5 SUBSTITUTION OF PLAYERS

A substitution is the act by which a player, after being recorded by the scorer, enters the set to occupy the position of another player who must leave the court (except for the Libero). Substitution requires the referee's authorization.

15.6 LIMITATION OF SUBSTITUTIONS

- 15.6.1 Six substitutions is the maximum permitted per team per set. One or more players may be substituted at the same time.
- 15.6.2 A player of the starting line-up may leave the set, but only once in a set, and re-enter, but only once in a set, and only to his/her previous position in the line-up.
- 15.6.3 A substitute player may enter the set in place of a player of the starting line-up, but only once per set, and he/she can only be substituted by the same starting player.

USAV 15.6:

- a. *Twelve substitutions are the maximum permitted per team per set. Substitution of one or more players is permitted at the same time.*
- b. *A player in the starting line-up may leave the set and re-enter, but only in his/her previous position in the line-up (Exception 15.7).*
- c. *A substitute may enter a set in the position of a teammate in the starting line-up.*
- d. *Unlimited individual entries by a substitute within the team's allowable 12 substitutions are permitted. Each entry must be in the same position in the line-up.*
- e. *More than one substitute may enter the set in each position.*

15.7 EXCEPTIONAL SUBSTITUTION

A player (except the Libero) who cannot continue playing due to injury or illness should be substituted legally. If this is not possible, the team is entitled to make an EXCEPTIONAL substitution, beyond the limits of Rule 15.6.

An exceptional substitution means that any player who is not on the court at the time of the injury, except the Libero or his/her replacement player, may be substituted into the game for the injured player. The substituted injured

player is not allowed to re-enter the match.

An exceptional substitution cannot be counted in any case as a normal substitution.

USAV 15.7a: Priority for exceptional substitution:

- i. by the starter or a substitute who has played in the position of the injured player, or by any substitute who has not already participated in the set;
- ii. by any substitute on the bench, regardless of position previously played;
- iii. by any other substitute; or
- iv. by the Libero.

USAV 15.7b: If an injured player is unable to play and a legal or exceptional substitution cannot be made, the referee must grant a special time-out of up to three minutes.

Play will be resumed as soon as the injured player is able to continue. In no case shall the special injury time-out exceed three minutes. After the special time-out, a team may request a legal time-out. If, after three minutes, or at the expiration of time-outs granted subsequent to the special time-out, the injured player cannot continue to play, the team is declared incomplete. No player may be granted more than one three-minute injury time-out during any match. If a player becomes injured to the extent that a second injury time-out would be required, the team is declared incomplete.

15.8 SUBSTITUTION FOR EXPULSION OR DISQUALIFICATION

An EXPELLED or DISQUALIFIED player must be substituted through a legal substitution. If this is not possible, the team is declared INCOMPLETE.

15.9 ILLEGAL SUBSTITUTION

15.9.1 A substitution is illegal, if it exceeds the limitations indicated in Rule 15.6 (except the case of Rule 15.7).

USAV 15.9.1: The following substitutes are illegal:

- a. player not on the roster;*
- b. player with illegal number or uniform;*
- c. exceeds the number of total team substitutions;*
- d. player expelled or disqualified;*
- e. player replaced by exceptional substitution.*

15.9.2 When a team has made an illegal substitution and the play has been resumed the following procedure shall apply:

15.9.2.1 the team is penalized with a point and service to the opponent,

15.9.2.2 the substitution is rectified,

15.9.2.3 the points scored by the team at fault since the fault was committed are cancelled. The opponents' points remain valid.

USAV 15.9.2.3:

a. No substitution will be charged to the team or player(s), even if required to correct the wrong entry. In addition, any player or team substitutions charged at the time of the wrong entry shall be removed from the scoresheet as though they had never occurred; and

b. If the team at fault is receiving and discovery is after the opponents have served, all points previously scored by the offending team shall be retained. The serving team will be awarded a point unless the error is

- discovered after the serving team has scored a point. In this case, no additional point will be awarded.*
- c. *If it is not possible to determine when the error first occurred and the offending team is serving, only the last point in that term of service will be removed.*

15.10 SUBSTITUTION PROCEDURES

(For limitations see Rule 15.6)

(For replacements involving a Libero, see Rules 19.3.2 & 19.3.3)

- 15.10.1 Substitution must be carried out within the substitution zone.
- 15.10.2 A substitution shall only last the time needed for recording the substitution on the scoresheet, and allowing entry and exit of the players.
- 15.10.3a The actual request for substitution is the entrance of the substitute player(s) into the substitution zone, ready to play, during a regular interruption.
- 15.10.3b If that is not the case, the substitution is not granted and the team is sanctioned for a delay.
- 15.10.3c The request for substitution is acknowledged and announced by the scorer or second referee, by use of the buzzer or whistle, respectively.
- For FIVB World and Official Competitions, numbered paddles are used to facilitate the substitution.**
- 15.10.4 If a team intends to make simultaneously more than one substitution, the number of substitutions must be indicated at the time of the request. In this case, substitutions must be made in succession, one pair of players after another.

USAV 15.10.4

- a. If a request is made for multiple substitutions and not all substitutes are legal, the legal substitute(s) is allowed and the other(s) is denied with the appropriate sanction assessed.
- b. Any significant delay between incoming substitutes entering the substitution zone shall result in the team being limited to one substitute.

15.11 IMPROPER REQUESTS

- 15.11.1 It is improper to request any game interruption:
 - 15.11.1.1 during a rally or at the moment of, or after the whistle to serve,
 - 15.11.1.2 by a non-authorized team member,
 - 15.11.1.3 for player substitution before the set has been resumed from a previous substitution by the same team,
 - 15.11.1.4 after having exhausted the authorized number of time-outs and player substitutions.

- 15.11.2 The first improper request in the match that does not affect or delay the set shall be rejected without any other consequences.

USAV 15.11.2: If a change in request is due to a referee's mind change, the request will be honored and no sanction assessed.

- 15.11.3 Any further improper request in the match by the same team constitutes a delay.

USAV 15.11: A request for first or second time-out may be honored immediately subsequent to an improper request for substitution because of wrong player or excess team substitution. A proper request for substitution may be honored immediately subsequent to an improper request for time-out.

16. SET DELAYS

16.1 TYPES OF DELAYS

An improper action of a team that defers resumption of the set is a delay and includes, among others:

- 16.1.1 delaying a substitution,
- 16.1.2 prolonging other game interruptions, after having been instructed to resume the game,
- 16.1.3 requesting an illegal substitution,
- 16.1.4 repeating an improper request,
- 16.1.5 delaying the set by a team member.

USAV 16.1: A request for an illegal substitution or excess time-out shall result in an improper request. However, if such a request is acknowledged (i.e., whistled), a delay sanction shall result. Any substitution request that is improper or causes a delay is denied. No additional request for substitution from that team may be made until the next interval when the ball is out of play.

16.2 DELAY SANCTIONS

- 16.2.1 “Delay warning” and “delay penalty” are team sanctions.
 - 16.2.1.1 Delay sanctions remain in force for the entire match.
 - 16.2.1.2 All delay sanctions are recorded on the scoresheet.
- 16.2.2 The first delay in the match by a team member is sanctioned with a “DELAY WARNING.”
- 16.2.3 The second and subsequent delays of any type by any member of the same team in the same match constitute a fault and are sanctioned with a “DELAY PENALTY”: a point and service to the opponent.
- 16.2.4 Delay sanctions imposed before or between sets are applied in the following set.

17. EXCEPTIONAL SET INTERRUPTIONS

17.1 INJURY

- 17.1.1 Should a serious accident occur while the ball is in play, the referee must stop the set immediately and permit medical assistance to enter the court. The rally is then replayed.

USAV 17.1.1: If the injured player cannot continue playing within 30 seconds, the player must be replaced by substitution, a legal Libero replacement (if the Libero is not on the court at the time of the injury), or the team must take a legal time-out if the player is to remain in the set.

- a. *If the referees are informed within 30 seconds that a substitute will replace the injured player, no time-out will be charged regardless of the time required to remove the player safely from the playing area.*
- b. *No substitution requests may be made by the injured player's team until the injury situation is resolved.*

- 17.1.2 If an injured player cannot be substituted, legally or exceptionally, the player is given a 3-minute recovery time, but not more than once for the same player in the match. If the player does not recover, his/her team is declared incomplete.

17.2 EXTERNAL INTERFERENCE

If there is any external interference during the set, play has to be stopped and the rally is replayed.

17.3 PROLONGED INTERRUPTIONS

- 17.3.1 If unforeseen circumstances interrupt the match, the first referee, the organizer and the Control Committee, if there is one, shall decide the measures to be taken to re-establish normal conditions.

- 17.3.2 Should one or several interruptions occur, not exceeding 4 hours in total:
- 17.3.2.1 if the match is resumed on the same playing court, the interrupted set shall continue normally with the same score, players and positions. The sets already played will keep their scores;
 - 17.3.2.2 if the match is resumed on another playing court, the interrupted set is cancelled and replayed with the same team members and the same starting line-ups. The sets already played will keep their scores.
- 17.3.3 Should one or several interruptions occur, exceeding 4 hours in total, the whole match shall be replayed.

18. INTERVALS AND CHANGE OF COURTS

18.1 INTERVALS

An interval is the time between sets. All intervals last 3 minutes.

During this period of time, the change of courts and line-up registrations of the teams on the scoresheet are made. The interval between the second and the third sets can be extended up to 10 minutes by the competent body at the request of the organizer.

18.2 CHANGE OF COURTS

- 18.2.1 After each set, the teams change courts, with the exception of the deciding set.
- 18.2.2 In the deciding set, once a team reaches 8 points, the teams change courts without delay and the player positions remain the same.
If the change is not made once the leading team reaches 8 points, it will take place as soon as the error is noticed. The score at the time that the change is made remains the same.

CHAPTER SIX

THE LIBERO PLAYER

19. THE LIBERO PLAYER

19.1 DESIGNATION OF THE LIBERO

- 19.1.1 Each team has the right to designate from the list of players up to two (2) specialized defensive players: Liberos.

For FIVB and World Competitions for Seniors where a team chooses to have more than twelve (12) players, it is compulsory for the team to designate amongst the list of players two (2) specialized defensive players: "Liberos."

[USAV 19.1.1: Each team may designate one specialized defensive player (Libero) per set.]

- 19.1.2 All Liberos must be recorded on the scoresheet before the match in the special line reserved for this.

For FIVB World and Official Competitions, all Liberos must be recorded on the score sheet before the match only in the special lines reserved for this.

[USAV 19.1.2: The Libero may be designated for the set and must be recorded on the line-up sheet for each set.]

- 19.1.3 One Libero designated by the coach before the start of the match will be the acting Libero. If there is a second Libero, he/she will act as the reserve Libero.

- 19.1.4 The Libero cannot be either team captain or game captain at the same time as performing the Libero function.

19.2 EQUIPMENT

The Libero players must wear a uniform (or jacket/bib for the re-designated Libero) whose jerseys at least must contrast in color with that of the other members of the team. The Libero uniform may have a different design, but it must be numbered like the rest of the team members.

For FIVB World and Official Competitions, the re-designated Libero must wear the same style and color of jersey as the original Libero, but keep his/her own number.

USAV 19.2

- a. The Libero player's jersey must contrast in color with that of the predominant colors of the jerseys of the other team members. Color combinations such as purple/black, dark green/black, navy/maroon, and white/light yellow are not distinctive enough to comply with the rules."*
- b. A jacket or bib can only be worn by the re-designated Libero. If a jacket or bib is worn by the re-designated Libero, the uniform number must still be visible.*

19.3 ACTIONS INVOLVING THE LIBERO

19.3.1 The playing actions

- 19.3.1.1** The Libero is allowed to replace any player in a back-row position.
- 19.3.1.2** He/she is restricted to perform as a back-row player and is not allowed to complete an attack hit from anywhere (including playing court and free zone) if at the moment of the contact, the ball is entirely higher than the top of the net.
- 19.3.1.3** He/she may not serve, block or attempt to block.
- 19.3.1.4** A player may not complete an attack hit from higher than the top of the net, if the ball is coming from an overhand finger

pass by a Libero in his/her front zone or its extension. The ball may be freely attacked if the Libero makes the same action from behind his/her front zone or its extension.

19.3.2 Replacements of players

19.3.2.1 Replacements involving the Libero are not counted as regular substitutions. They are unlimited, but there must be a completed rally between two Libero replacements (unless due to injury/illness or there is a forced rotation caused by a penalty). The Libero can only be replaced by the player whom he/she replaced.

19.3.2.2 Replacements must only take place while the ball is out of play and before the whistle for service.

At the start of each set, the Libero cannot enter the court until the second referee has checked the starting line-up.

19.3.2.3 A replacement made after the whistle for service but before the service hit should not be rejected but must be the object of a verbal caution after the end of the rally. Subsequent late replacements shall result in the play being interrupted immediately and the imposition of a delay sanction. The team to serve next will be determined by the result of the delay sanction.

19.3.2.4 The Libero and the replacing player may only enter or leave the court by the "Libero Replacement Zone."

19.3.2.5 The consequences of an illegal Libero replacement are the same as those for a rotational fault.

19.3.3 Re-designation of a new Libero

19.3.3.1 The coach has the right to exchange the acting Libero with the reserve Libero for any reason, but only once in the match, and only after the regular replacement player has returned to court. This exchange must be recorded in the Remarks section of the scoresheet and on the Libero Control Sheet.

The original Libero may not re-enter to play for the remainder of the match.

In case of illness or injury to the reserve Libero, the coach may designate as Libero for the remainder of the match any other player (except the original Libero) not on the court at the moment of the re-designation.

The team captain may relinquish all leadership privileges to be re-designated as the Libero, if so requested by the coach. Exchanges due to injury or illness of the Libero or re-designated Libero are not counted as replacements.

USAV 19.3.3.1 *The player thus re-designated as Libero must remain as Libero for the remainder of the set.*

19.3.3.2 In the case of a re-designated Libero, this player's number must be recorded on the scoresheet remarks box.

CHAPTER SEVEN

PARTICIPANTS' CONDUCT

20. REQUIREMENTS OF CONDUCT

20.1 SPORTSMANLIKE CONDUCT

20.1.1 Participants must know the “Official Volleyball Rules” and abide by them.

USAV 20.1.1: Participants must also know the “Domestic Competition Regulations” and abide by them.

20.1.2 Participants must accept referees’ decisions with sportsmanlike conduct, without disputing them. In case of doubt, clarification may be requested only through the game captain.

20.1.3 Participants must refrain from actions or attitudes aimed at influencing the decisions of the referees or covering up faults committed by their team.

20.2 FAIR PLAY

20.2.1 Participants must behave respectfully and courteously in the spirit of FAIR PLAY, not only toward the referees, but also toward other officials, the opponents, teammates and spectators.

20.2.2 Communication between team members during the match is permitted.

21. MISCONDUCT AND ITS SANCTIONS

21.1 MINOR MISCONDUCT

Minor misconduct offenses are not subject to sanctions. It is the first referee’s duty to prevent the teams from approaching the sanctioning level by issuing a verbal or hand signal warning to a team member or to the team through the game captain.

This warning is not a sanction and has no immediate consequences. It should not be recorded on the scoresheet.

21.2 MISCONDUCT LEADING TO SANCTIONS

Incorrect conduct by a team member toward referees, opponents, teammates or spectators is classified in three categories according to the seriousness of the offense.

- 21.2.1 Rude conduct: action contrary to good manners or moral principles, or any action expressing contempt.
- 21.2.2 Offensive conduct: defamatory or insulting words or gestures.
- 21.2.3 Aggression: physical attack or aggressive or threatening behavior.

21.3 SANCTION SCALE

According to the judgment of the first referee and depending on the seriousness of the offense, the sanctions to be applied and recorded on the scoresheet are: Penalty, Expulsion or Disqualification.

21.3.1 Penalty

The first rude conduct in the match by any team member is penalized with a point and service to the opponent.

21.3.2 Expulsion

21.3.2.1 A team member who is sanctioned by expulsion shall not play for the rest of the set and must remain seated in the penalty area with no other consequences. An expelled coach loses his/her right to intervene in the set and must remain seated in the penalty area.

USAV 21.3.2.1: When facility space does not allow for a penalty area, a player or substitute who is sanctioned by expulsion

shall not play for the rest of the set and must remain seated on his/her bench for the remainder of the set. Any other team member sanctioned by expulsion must leave the playing area, bench and warm-up area for the remainder of the set.

- 21.3.2.2 The first offensive conduct by a team member is sanctioned by expulsion with no other consequences.
- 21.3.2.3 The second rude conduct in the same match by the same team member is sanctioned by expulsion with no other consequences.
- 21.3.3 Disqualification
 - 21.3.3.1 A team member who is sanctioned by disqualification must leave the Competition Control Area for the rest of the match with no other consequences.

USAV 21.3.3.1: As a minimum, the Competition Control Area includes the playing area, bench, warm-up area and spectator area.
 - 21.3.3.2 The first physical attack or implied or threatened aggression is sanctioned by disqualification with no other consequences.
 - 21.3.3.3 The second offensive conduct in the same match by the same team member is sanctioned by disqualification with no other consequences.
 - 21.3.3.4 The third rude conduct in the same match by the same team member is sanctioned by disqualification with no other consequences.

21.4 APPLICATION OF MISCONDUCT SANCTIONS

- 21.4.1 All misconduct sanctions are individual sanctions,

- remain in force for the entire match and are recorded on the scoresheet.
- 21.4.2 The repetition of misconduct by the same team member in the same match is sanctioned progressively (the team member receives a heavier sanction for each successive offense).
- 21.4.3 Expulsion or disqualification due to offensive conduct or aggression does not require a previous sanction.

21.5 MISCONDUCT BEFORE AND BETWEEN SETS

Any misconduct occurring before or between sets is sanctioned according to Rule 21.3 and sanctions apply in the following set.

21.6 SANCTION CARDS

Warning: verbal or hand signal, no card

Penalty: yellow card

Expulsion: red card

Disqualification: yellow + red card (jointly)

SECTION II

THE REFEREES, THEIR RESPONSIBILITIES AND OFFICIAL SIGNALS

CHAPTER EIGHT

REFEREES

22. REFEREEING CORPS AND PROCEDURES

22.1 COMPOSITION

The refereeing corps for a match is composed of the following officials:

- the first referee
- the second referee
- the scorer
- four (two) line judges

Their location is shown in Diagram 10.

For FIVB World and Official Competitions, an assistant scorer is compulsory.

USAV 22.1: For all USAV competition, the assistant scorer is a compulsory member of the referee corps.

22.2 PROCEDURES

22.2.1 Only the first and second referees may blow a whistle during the match:

USAV 22.2.1: The scorer may use an audible device, including a whistle, to notify the referees of a rotational fault.

22.2.1.1 the first referee gives the signal for the service that begins the rally;

22.2.1.2 the first and second referees signal the end of the rally, provided that they are sure that a fault has been committed and they have identified its nature.

- 22.2.2 They may blow the whistle when the ball is out of play to indicate that they authorize or reject a team request.
- 22.2.3 Immediately after the referee's whistle to signal the completion of the rally, they have to indicate with the official hand signals:
- 22.2.3.1 If the fault is whistled by the first referee, he/she will indicate:
- a) the team to serve,
 - b) the nature of the fault,
 - c) the player at fault (if necessary).
- The second referee will follow the first referee's hand signals by repeating them.
- 22.2.3.2 If the fault is whistled by the second referee, he/she will indicate:
- a) the nature of the fault
 - b) the player(s) at fault (if necessary)
 - c) the team to serve following the hand signal of the first referee.
- In this case, the first referee does not show either the nature of the at fault or the player at fault, but only the team to serve.
- 22.2.3.3 In the case of an attack hit fault by back-row or Libero players, both referees indicate according to 22.2.3.1 and 22.2.3.2 above.
- 22.2.3.4 In the case of a double fault, both referees indicate:
- a) the nature of the fault
 - b) the players at fault (if necessary)
 - c) the team to serve as directed by the first referee.

23. FIRST REFEREE

23.1 LOCATION

The first referee carries out his/her functions seated or standing on a referee's stand located at one end of the net. His/her view must be approximately 50 cm (19^{1/2}"') above the net.

23.2 AUTHORITY

23.2.1 The first referee directs the match from the start until the end. He/she has authority over all members of the refereeing corps and the members of the teams.

During the match the first referee's decisions are final. He/she is authorized to overrule the decisions of other members of the refereeing corps, if it is noticed that they are mistaken.

The first referee may even replace a member of the refereeing corps who is not performing his/her functions properly.

23.2.2 The first referee also controls the work of the ball retrievers, floor wipers and moppers.

23.2.3 The first referee has the power to decide any matter involving the set including those not provided for in the Rules.

23.2.4 The first referee shall not permit any discussion about his/her decisions.

However, at the request of the game captain, the first referee will give an explanation on the application or interpretation of the Rules upon which he/she has based the decision.

If the game captain does not agree with the explanation of the first referee and chooses to protest against such decision, he/she must immediately reserve the right to file and record this protest at the conclusion of the match. The first referee must

authorize this right of the game captain.

*USAV 23.2.4: For the Protest Procedures, see
USAV 5.1.2.1.*

- 23.2.5 The first referee is responsible for determining before and during the match whether the playing area equipment and the conditions meet playing requirements.

23.3 RESPONSIBILITIES

- 23.3.1 Prior to the match, the first referee:
- 23.3.1.1 inspects the conditions of the playing area, the balls and other equipment,
 - 23.3.1.2 performs the toss with the team captains,
 - 23.3.1.3 controls the teams' warming-up.
- 23.3.2 During the match, the first referee is authorized:
- 23.3.2.1 to issue warnings to the teams,
 - 23.3.2.2 to sanction misconduct and delays,
 - 23.3.2.3 to decide upon:
 - a) the faults of the server and of the positions of the serving team, including the screen,
 - b) the faults in playing the ball,
 - c) the faults above the net and at its upper part,
 - d) the attack hit faults of the Libero and back-row players,
 - e) the completed attack hits made by a player on a ball above net height coming from an overhand pass with fingers by the Libero player in his/her front zone,
 - f) the ball crossing completely the lower space under the net.
 - g) the completed block by back row players or the attempted block by the Libero.

23.3.3 At the end of the match, he/she checks the scoresheet and signs it.

24. SECOND REFEREE

24.1 LOCATION

The second referee performs his/her functions standing outside the playing court near the post, on the opposite side facing the first referee.

24.2 AUTHORITY

- 24.2.1 The second referee is the assistant of the first referee, but has also his/her own range of jurisdiction. Should the first referee become unable to continue his/her work, the second referee may replace the first referee.
- 24.2.2 The second referee may, without whistling, also signal faults outside his/her range of jurisdiction, but may not insist on them to the first referee.
- 24.2.3 The second referee controls the work of the scorer(s).
- 24.2.4 The second referee supervises the team members on the team bench and reports their misconduct to the first referee.
- 24.2.5 The second referee controls the players in the warm-up areas.
- 24.2.6 The second referee authorizes the interruptions, controls their duration and rejects improper requests.

USAV 24.2.6: The second referee is responsible for starting and ending the Technical Time-out.
- 24.2.7 The second referee controls the number of time-outs and substitutions used by each team and reports the 2nd time-out and 5th and 6th substitutions to the first referee and the coach concerned.

USAV 24.2.7: The second referee reports substitutions

9, 10, 11 and 12 to the first referee and the appropriate coach, or game captain.

- 24.2.8 In the case of an injury of a player, the second referee authorizes an exceptional substitution or grants a 3-minute recovery time.
- 24.2.9 The second referee checks the floor condition, mainly in the front zone. He/she also checks, during the match, that the balls still fulfill the regulations.
- 24.2.10 The second referee supervises the team members in the penalty areas and reports their misconduct to the first referee.

24.3 RESPONSIBILITIES

- 24.3.1 At the start of each set, at the change of courts in the deciding set and whenever necessary, he/she checks that the actual positions of the players on the court correspond to those on the line-up sheets.

USAV 24.3.1: The second referee's check of the line-up is a courtesy. The responsibility to ensure that the correct players are on the court rests with the captain and/or coach.

- 24.3.2 During the match, the second referee decides, whistles and signals:
 - 24.3.2.1 penetration into the opponent's court, and the space under the net,
 - 24.3.2.2 positional faults of the receiving team,
 - 24.3.2.3 the faulty contact of the player with the net at its lower part or with the antenna on his/her side of the court,
 - USAV 24.3.2.3: The second referee decides, whistles and signals the faulty contact by a player with any portion of the net.*
 - 24.3.2.4 the completed block by back-row players

or the attempted block by the Libero; or the attack hit fault by back-row players
or by the Libero:

USAV 24.3.2.4: *The first referee and the second referee decide, whistle and signal the attack hit faults of the Libero and back-row players.*

- 24.3.2.5 the contact of the ball with an outside object,
- 24.3.2.6 the contact of the ball with the floor when the first referee is not in a position to see the contact,
- 24.3.2.7 the ball that crosses the net totally or partially outside the crossing space to the opponent court or contacts the antenna on his/her side of the court.

24.3.3 At the end of the match, he/she signs the scoresheet.

USAV 24.3.3: *At the end of the match, he/she is not required to sign the scoresheet, but is still required to check the scoresheet for accuracy.*

25. SCORER

25.1 LOCATION

The scorer performs his/her functions seated at the scorer's table on the opposite side of the court facing the first referee.

25.2 RESPONSIBILITIES

He/she keeps the scoresheet according to the Rules, co-operating with the second referee.

He/she uses a buzzer or other sound device to notify irregularities or give signals to the referees on the basis of his/her responsibilities.

25.2.1 Prior to the match and set, the scorer:

25.2.1.1 registers the data of the match and teams, including the name and number of the Libero player, according to the procedures in force and obtains the signatures of the captains and the coaches;

USAV 25.2.1.1: The captains and coaches do not sign the scoresheet before the match.

25.2.1.2 records the starting line-up of each team from the line-up sheet; if he/she fails to receive the line-up sheets on time, he/she immediately notifies this fact to the second referee;

25.2.2 During the match, the scorer:

25.2.2.1 records the points scored;

25.2.2.2 controls the serving order of each team and indicates any error to the referees immediately after the service hit;

25.2.2.3 is empowered to acknowledge and announce requests for player substitutions by use of the buzzer, controlling their number; and records the substitutions and time-outs, informing the second referee;

25.2.2.4 notifies the referees of a request for interruption that is out of order;

25.2.2.5 announces to the referees the ends of the sets and the scoring of the 8th point in the deciding set;

25.2.2.6 records any sanctions and improper requests;

25.2.2.7 records all other events as instructed by the second referee, i.e. exceptional substitutions, recovery time, prolonged interruptions, external interference, etc.

- 25.2.3 At the end of the match, the scorer:
- 25.2.3.1 records the final result;
 - 25.2.3.2 in the case of protest, with the previous authorization of the first referee, writes or permits the team captain to write on the scoresheet a statement on the incident protested.
 - 25.2.3.3 after signing the scoresheet him/herself, obtains the signatures of the team captains and then the referees.

USAV 25.2.3.3: The second referee is not required to sign the scoresheet(s). For junior competitions, each team's coach signs the scoresheet(s) after the match to verify the results. For adult competitions, in the absence of a coach, the captains sign the scoresheet(s) after the match to verify the results.

26. ASSISTANT SCORER

26.1 LOCATION

The assistant scorer performs his/her function seated beside the scorer at the scorer's table.

26.2 RESPONSIBILITIES

He/she records the replacements involving the Libero. He/she assists with the administrative duties of the scorer's work.

Should the scorer become unable to continue his/her work, the assistant scorer substitutes for the scorer.

- 26.2.1 Prior to the set, the assistant scorer:

- 26.2.1.1 prepares the Libero control sheet
- 26.2.1.2 prepares the reserve score sheet.

- 26.2.2 During the match, the assistant scorer:

- 26.2.2.1 records the details of the Libero replacements;

USA V 26.2.2.1: In addition to recording the details of the Libero replacements, the assistant scorer records all substitutions.

- 26.2.2.2 notifies the referees of any fault of the Libero replacement by using the buzzer;
- 26.2.2.3 starts and ends the timing of the Technical Time-out;

USA V 26.2.2.3: The second referee is responsible for starting and ending the Technical Time-out.

- 26.2.2.4 operates the manual scoreboard on the scorer's table;

USA V 26.2.2.4: It is recommended that someone other than the assistant scorer operate the visual scoreboard.

- 26.2.2.5 checks that the scoreboards agree;
- 26.2.2.6 if necessary, updates the reserve score sheet and gives it to the scorer.

- 26.2.3 At the end of the match, the assistant scorer:

- 26.2.3.1 signs the Libero control sheet and submits it for checking,
 - 26.2.3.2 signs the score sheet.

USA V 26.2.3: The assistant scorer does not sign the Libero control sheet or the score sheet.

27. LINE JUDGES

27.1 LOCATION

If only two line judges are used, they stand at the corners of the court closest to the right hand of each referee, diagonally at 1 to 2 m (39" to 6'5") from the corner.

Each one of them controls both the end line and sideline on his/her side.

USAV 27.1: If two line judges are used, they stand at the corners of the court closest to the right hand of each referee.

**For FIVB World and Official Competitions, it is compulsory to have four line judges.
They stand in the free zone at 1 to 3 m (39" to 9'10") from each corner of the court, on the imaginary extension of the line that they control.**

27.2 RESPONSIBILITIES

27.2.1 The line judges perform their functions by using flags (40 X 40 cm) (16" X 16") as shown in Diagram 12 to signal:

- 27.2.1.1 the ball "in" and "out" whenever the ball lands near their line(s),
- 27.2.1.2 the touches of "out" balls by the team receiving the ball,
- 27.2.1.3 the ball touching the antenna, the served ball crossing the net outside the crossing space, etc.,
- 27.2.1.4 any player (except the server) stepping outside of his/her playing court at the moment of the service hit,
- 27.2.1.5 the foot faults of the server,
- 27.2.1.6 any contact with the antenna on their side of the court by any player during his/her action of playing the ball or interfering with the play

USAV 27.2.1.6: The decision regarding any contact with the antenna by any player during his/her action of playing the ball or interfering with the play is that of the first and second referee. The decision is not a responsibility of the line judge.

- 27.2.1.7 ball crossing the net outside the crossing

space into opponent's court or touching the antenna on his/her side of the court.

- 27.2.1.8 At the first referee's request, a line judge must repeat his/her signal.

USAV 27.2.1: When flags are not used, the line judges will perform their functions as shown in Diagram 11, Officials Hand Signals 3, 4, 5, and 9.

28. OFFICIAL SIGNALS

28.1 REFEREES' HAND SIGNALS

The referees must indicate with the official hand signal the reason for their whistle (nature of the fault whistled or the purpose of the interruption authorized). The signal has to be maintained for a moment and, if it is indicated with one hand, the hand corresponds to the side of the team which has made the fault or the request.

28.2 LINE JUDGES' FLAG SIGNALS

The line judges must indicate with the official flag signal the nature of the fault called, and maintain the signal for a moment.

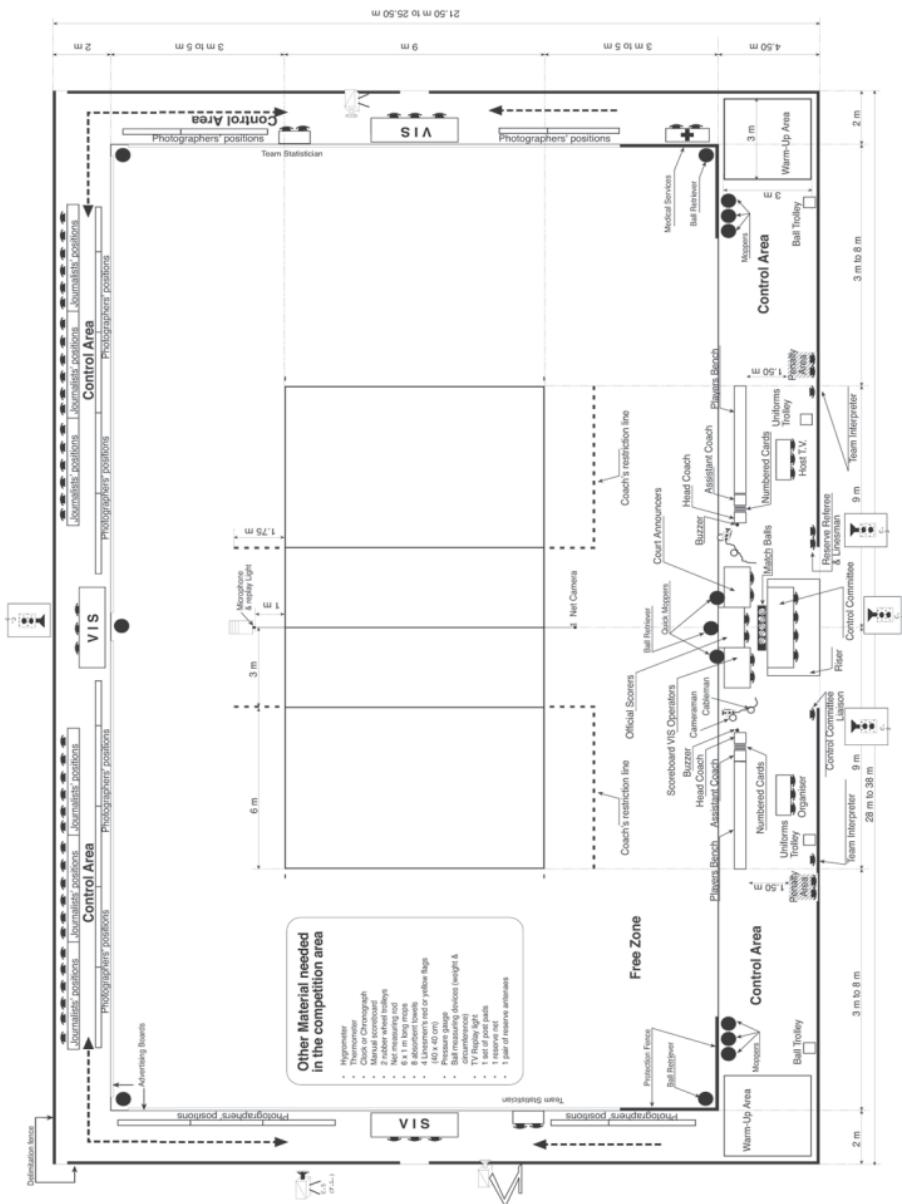


Diagram 1a

THE PLAYING AREA / L'AIRE DE JEU

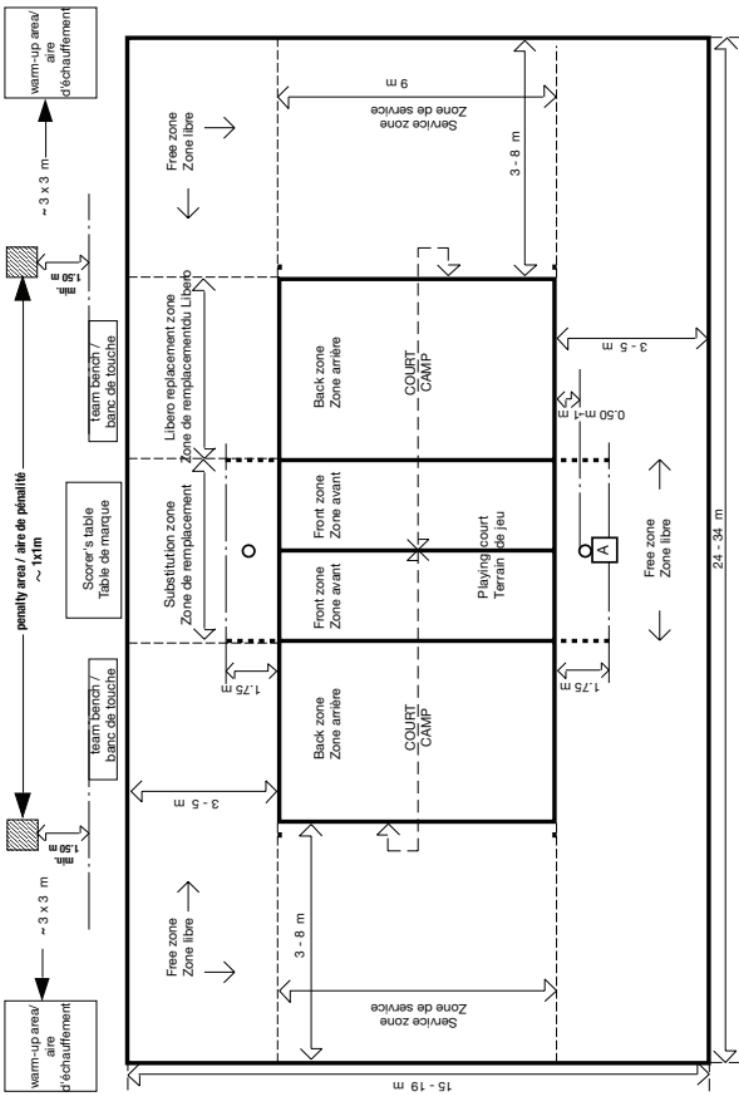


Diagram 1b

THE PLAYING COURT / LE TERRAIN DE JEU

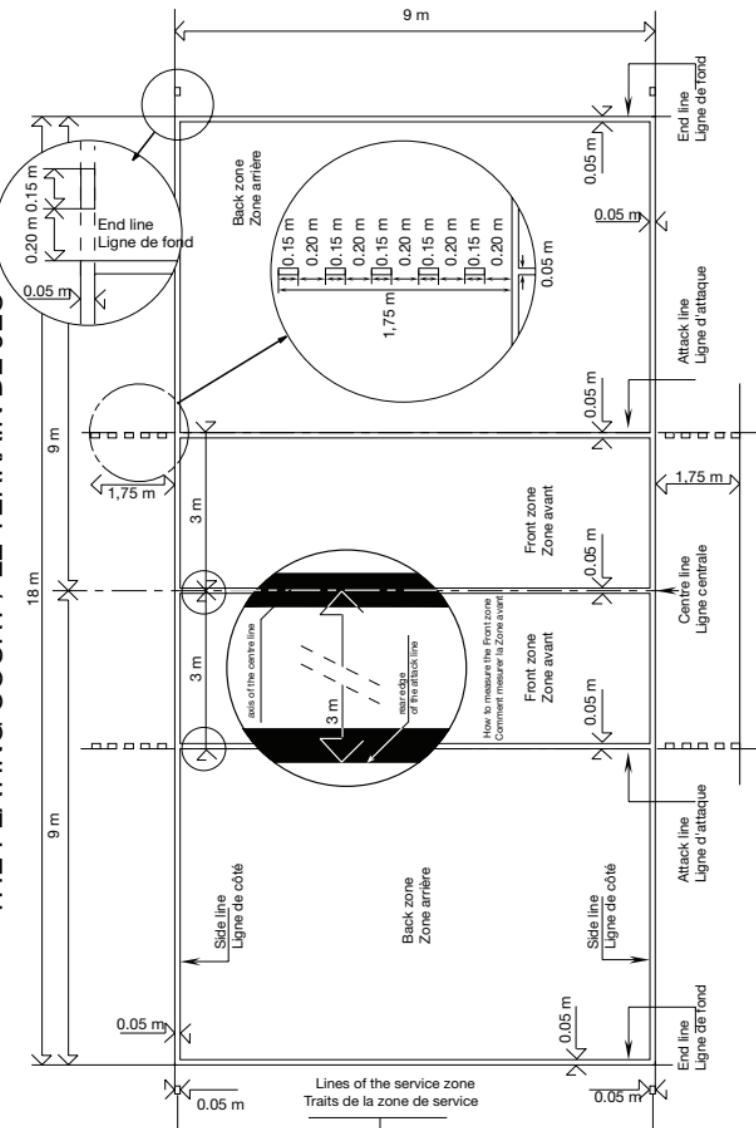


Diagram 2

Design of the Net

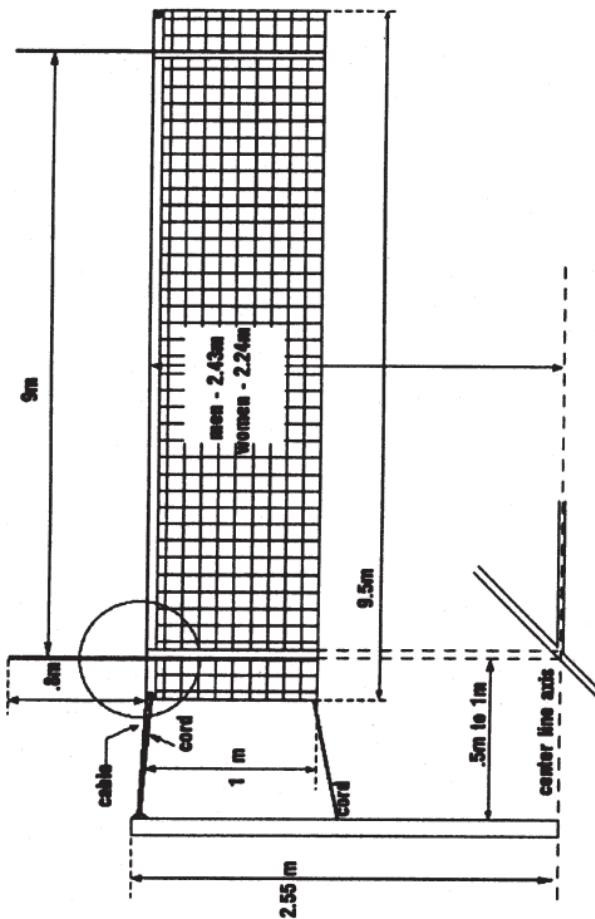


Diagram 3a

Design of the Net (Detail)

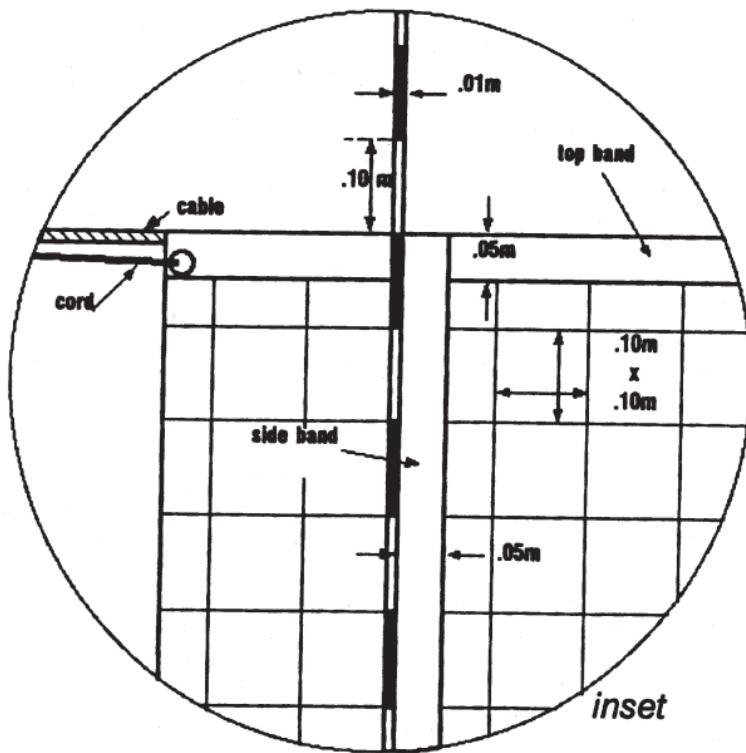


Diagram 3b

Position of Players

Example A: Determination of the positions between a front-row player and the corresponding back-row player

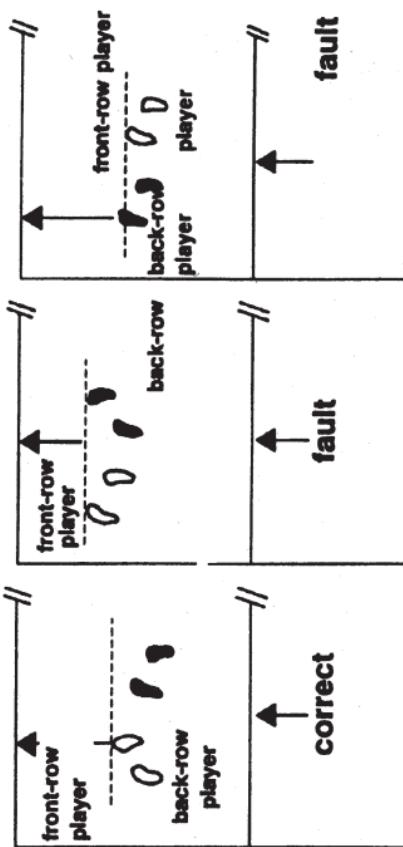


Diagram 4a

Position of Players

Example B: Determination of the positions between players of the same row.

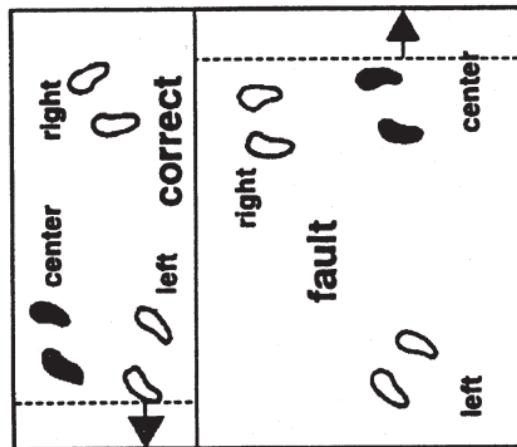
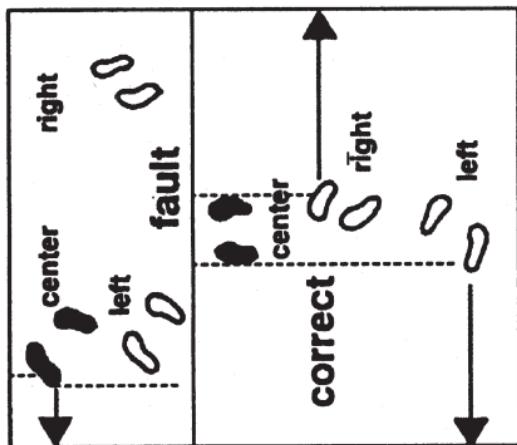


Diagram 4b

Ball Crossing Vertical Plane of the Net

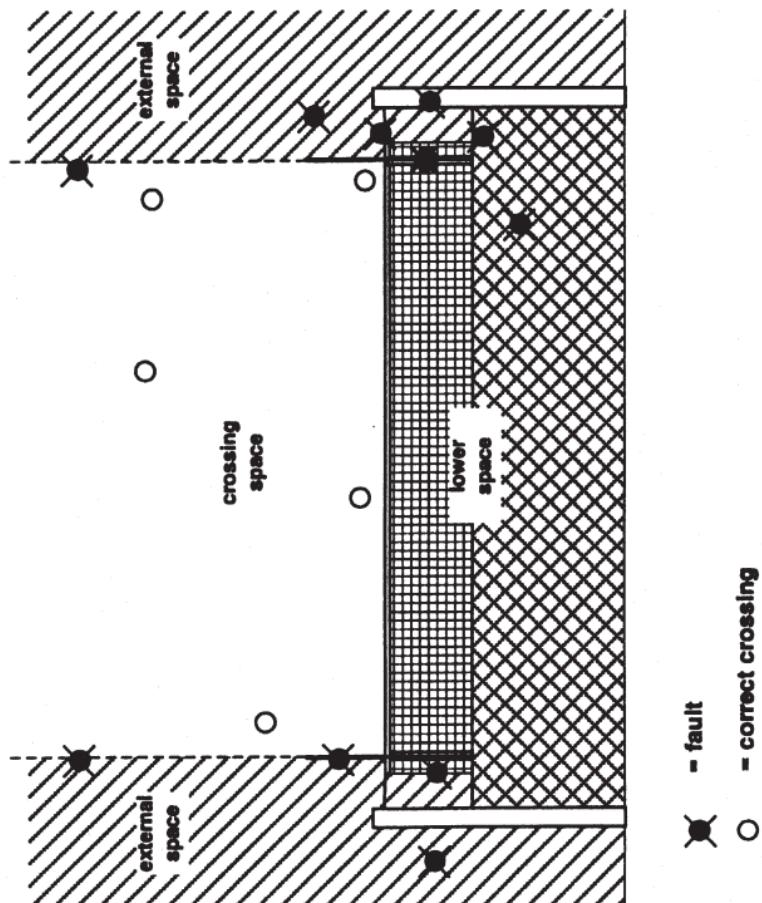


Diagram 5

Collective Screen

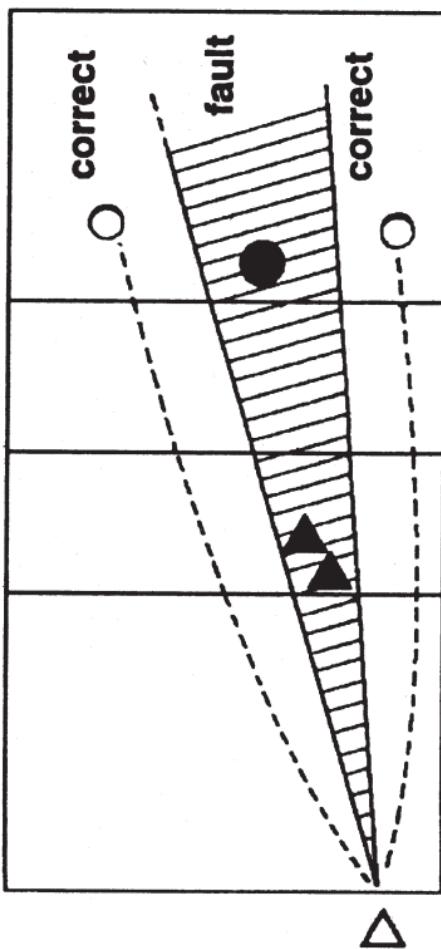


Diagram 6

Completed Block

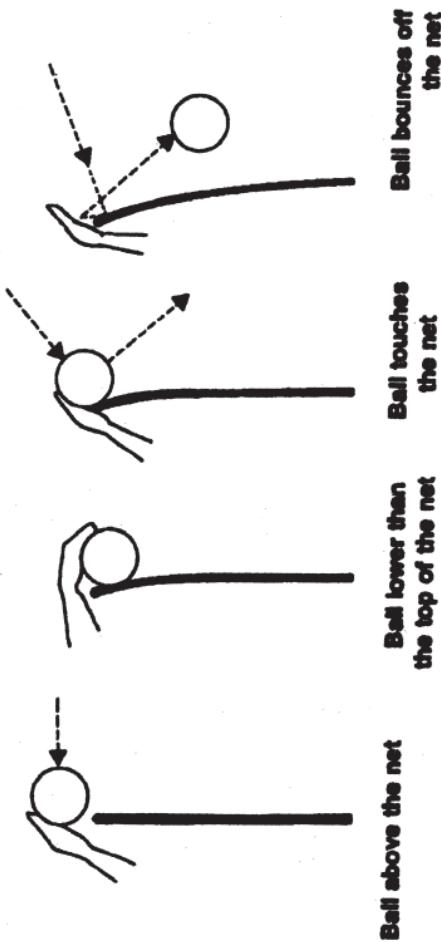
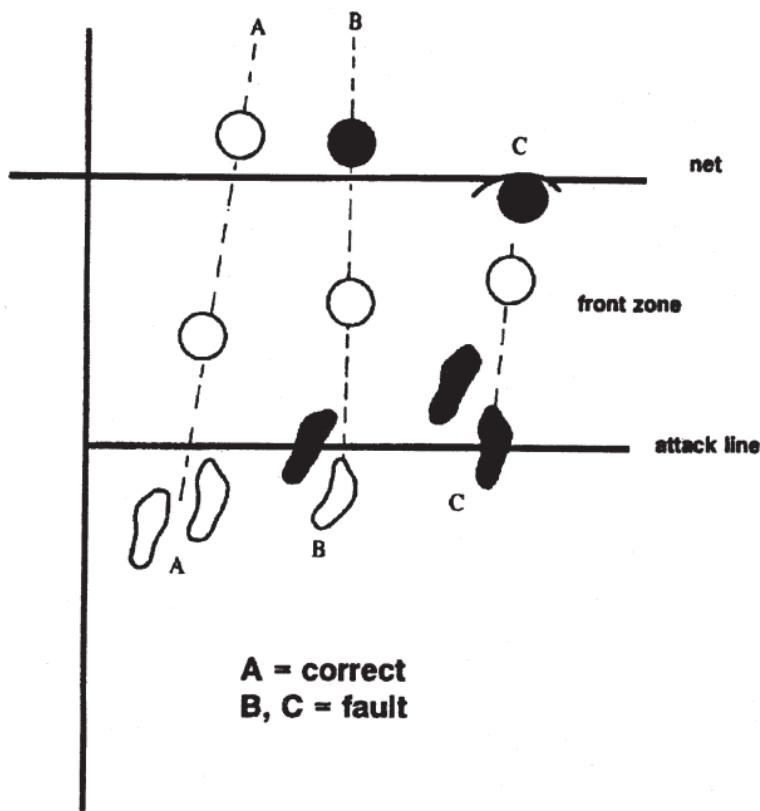


Diagram 7

Back-Row Attack Fault (Attack Line)



A = correct

B, C = fault

The curved line in "c" means that the ball was legally blocked.

Back-Row Attack Fault (Height of the Ball)

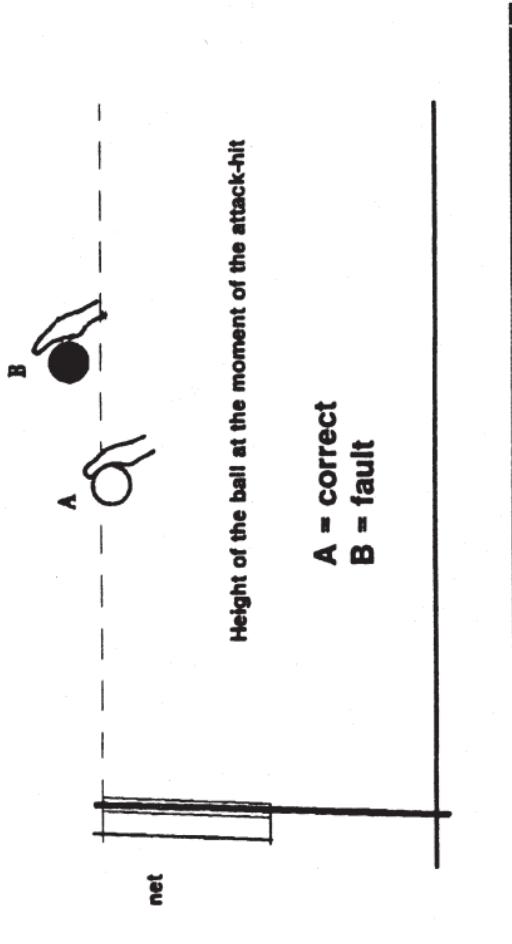


Diagram 8b

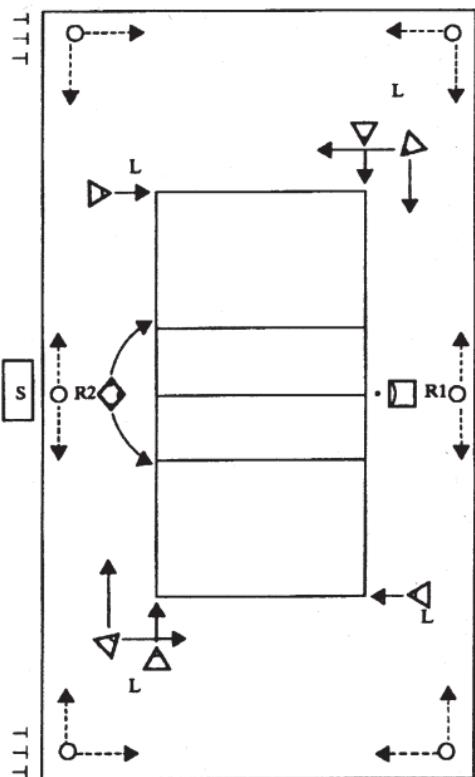
Misconduct Sanction Scale

Category	Occurrence (in a match)	Offender	Sanction	Card(s)	Consequences
Rude Conduct	First	Any member	Penalty	Yellow	Point and Service to the Opponent
	Second	Same member	Expulsion	Red	Team member sits in Penalty Area for remainder of set. If area is not available, refer to USAV 21.3.2.1
	Third	Same member	Disqualification	Red + Yellow Jointly	Team member leaves the playing, warm-up, bench, and spectator areas for remainder of match
Offensive Conduct	First	Any member	Expulsion	Red	Team member sits in Penalty Area for remainder of set. If area is not available, refer to USAV 21.3.2.1
	Second	Same member	Disqualification	Red + Yellow Jointly	Team member leaves the playing, warm-up, bench, and spectator areas for remainder of match
Aggression ..	First	Any member	Disqualification	Red + Yellow Jointly	Team member leaves the playing, warm-up, bench, and spectator areas for remainder of match

Delay Sanction Scale

Delay	First	Any Team member	Delay Warning	Hand Signal #23 with no card	Prevention – no penalty
	Second and Subsequent	Any Team member	Delay Penalty	Hand Signal #23 with yellow card	Point and Service to the Opponent

Location of the Corps of Officials and their Assistants



R1 = First Referee

R2 = Second Referee

S = Scorekeeper

L = Line Judges

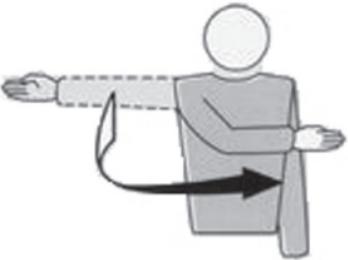
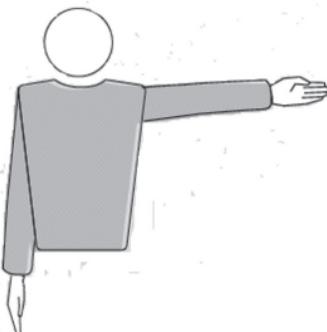
O = Ball retrievers

- = Floor moppers

Diagram 10

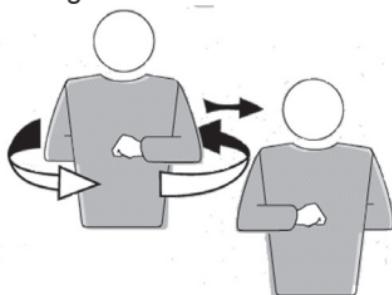
Diagram 11: Official Hand Signals (Indoor)

1. All signals which are made with one hand shall be made with the hand on the side of the team that commits the fault or makes the request.
2. After the signal is made, the referee gestures to the player who has committed the fault or the team that has made the request.

Authorization to Serve	1	Move the hand to indicate the direction of service. 
Team to Serve	2	Extend the arm to the side of the team that will serve. 

Change of Courts

3

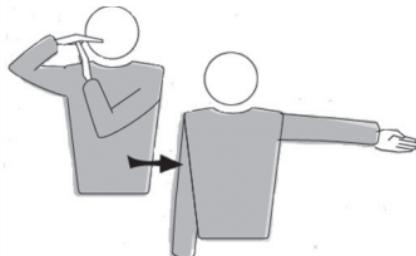


Raise the forearms front and back and twist them around the body.

F

Time-Out

4



Place the palm of one hand over the fingers of the other, held vertically (forming a "T") and then indicate the requesting team.

F

S

Substitution

5



Circular motion of the forearms around each other.

F

S

Misconduct Penalty

6



Show a yellow card for penalty.

F

Expulsion

7



Show a red card for expulsion.

F

Disqualification

8



Show both cards jointly for disqualification.

F

End of set
or match

9



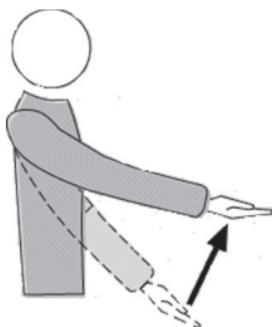
Cross the forearms
in front of the chest,
hands open.

F

S

Ball not tossed or released
at the service hit

10



Lift the extended
arm, the palm
of the hand
facing upwards.

F

Delay in Service

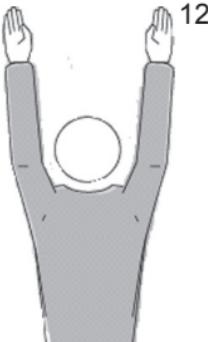
11



Raise eight fingers,
spread open.

F

Blocking Fault
or Screening



12

Raise both arms
vertically, palms
forward.

F	S		
---	---	--	--

Positional or Rotation
Fault



13

Make a circular
motion with the
forefinger.

F	S		
---	---	--	--

Ball "In"



14

Point the arm and
fingers toward the
floor.

F	S		
---	---	--	--

Ball "Out"

15



Raise the forearms vertically, hands open, palms toward the body.

F

S

Catch

16



Slowly lift the forearm, palm of the hand facing upwards.

F

Double Contact

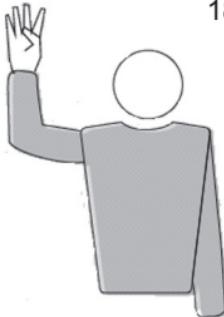
17



Raise two fingers, spread open.

F

Four Hits

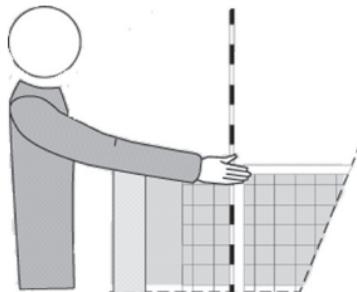


18

Raise four fingers,
spread open.

F

- (1) Net Touched by Player 19
(2) Served Ball Fails to Pass to the
Opponent Through Crossing Space



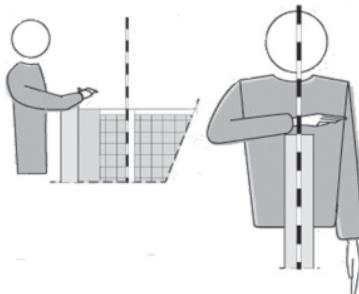
19

Indicate the
respective side of
the net.

F

S

- Reaching Beyond the Net 20



Place a hand above
the net, palm facing
downwards.

F

Attack Hit Fault

21



Make a downward motion with the forearm, hand open.

F

S

Penetration into the Opponent Court

Ball Crossing the Lower Space or the Server Touches the Court (End Line) or the Player Steps Outside His/Her Court at the Moment of the Service Hit



Point to the center line.

F

S

Double Fault and Replay

23



Raise both thumbs vertically.

F

Ball Touched



24

Brush with the palm of one hand the fingers of the other, held vertically.

F

S

Delay Warning/
Delay Penalty

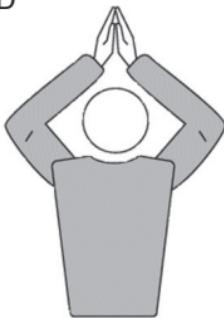


25

Cover the wrist with open hand, palm facing referee (warning) or point to the wrist with yellow card (penalty).

F

Illegal contact
(used in CO-ED competition)



26

Place hands together (palms facing each other) overhead.

F

Diagram 12: Official Line Judge Flag Signals (Indoor)

All signals which are made with the flag shall be made with the hand on the side of the team that commits the fault or makes the request.

Ball in	1	Point down with flag.
Ball "out"	2	Raise flag vertically.

The diagram illustrates two flag signaling methods. In the first method (Ball in), the official is shown from the side, facing right, with their right arm bent at the elbow and their hand pointing downwards. A small flag is attached to their right wrist. In the second method (Ball "out"), the official is shown from the side, facing left, with their left arm bent at the elbow and their hand pointing upwards. A small flag is attached to their left wrist. Both illustrations show the official's torso and head.

Ball Touched

3



Raise flag and touch the top with the palm of the free hand.

L

Crossing Space Faults, Ball Touched an Outside Object or Foot Fault by any Player During Service

4

Wave flag over the head and point to the antenna or the respective line.



L

Judgment Impossible

5



Raise and cross both arms and hands in front of the chest.

L

U-VOLLEY RULES

Height Restrictions

All players shall conform to the height restrictions as prescribed by FIVB rules, which are “under 185 centimeters” (approximately 72.83 inches) for men and “under 175 centimeters” (approximately 68.89 inches) for women.

Height measurement will be in stocking feet or bare feet (without shoes). All players close to this limitation are subject to individual measurement prior to competition during pre-tournament check-in and during random checks throughout the tournament.

USAV: For ease of administration, the height of 6'1" for men and 5'9" for women may be used for recreational play.

CO-ED RULES

The following Rules govern co-ed and reverse co-ed competition. The Rules Testing Commission solicits comments and suggestions from volleyball groups and organizations that conduct and sponsor special competitions such as doubles, triples, mixed doubles, etc.

1. CO-ED PLAY

The Domestic Competition Regulations in general shall govern play for females and males on the same team with the following exceptions:

- 1.1 The serving order and positions on the court at service shall be male and female alternated or vice-versa.
 - 1.1.1 A team may list one specialized defensive player, "Libero," on the line-up sheet for each set, along with the numbers of the six starting regular players. If a Libero is not designated on the line-up sheet for a set, the team may not use a Libero in that set.
 - 1.1.1.1 Alternating male and female service order must be maintained. A female Libero may only replace regular female players. A male Libero may only replace regular male players. All other Libero rules and restrictions apply.
- 1.2 When the ball is played more than once by a team, a female player shall make at least one of the contacts. Contact of the ball during blocking shall not constitute playing the ball. There is no requirement for a male player to contact the ball, regardless of the number of hits by a team.
 - 1.2.1 If a team contacts the ball more than one time during offensive action, one of the

- contacts must be by a female player, but there is no restriction preventing all three team hits from being made by female players. Contact of the ball during blocking action does not count as one of the three team hits. Therefore, after a block, a male player may play the ball back over the net as such contact would be considered the first team hit.
- 1.2.2 A ball contacted more than once by a team, without a female player having contacted it, remains live and does not become an illegal hit until it fully crosses the plane of the net or is contacted by an opponent.
- 1.2.3 An illegally hit ball blocked by an illegal blocker results in a double fault, and a playover is directed.
- 1.3 Uniforms of players shall be identical within the following provisions:
- 1.3.1 All female players shall be attired in identical jerseys and shorts or one-piece uniforms.
- 1.3.2 All male players shall be attired in identical jerseys and shorts or one-piece uniforms.
- 1.3.3 All uniforms shall be numbered in compliance with Rule 4.3.3. There shall be no duplicate numbers, regardless of color of the jerseys or gender of the player.
- 1.4 When only one male player is in the front row at service, one male back-row player may be forward of the attack line for the purpose of blocking. The remaining back-row player must be behind the attack line until the ball has been contacted by the blocker(s) or has been hit in such a manner that no block is possible.
- 1.4 *Commentary: If a back-row player is not participating in a block, there is no restriction on both back-row male players being in the attack zone.*

- 1.4.1 The provisions of Rule 13.2.2 shall govern male back-row players when playing the ball in other than blocking actions.
- 1.4.2 No female back-row player may participate in a block.
- 1.5 The height of the net for mixed-six play shall be 2.43 m (7'11^{5/8}").
- 1.5.1 Where age group mixed-six competition is conducted, the height of the net shall be that prescribed for men's competition in the respective age group. In order to protect the safety of the competitors, this shall not be modified.

2. REVERSE CO-ED PLAY

The Domestic Competition Regulations as Presented by USAV in general shall govern play for females and males on the same team with the following exceptions:

- 2.1 The serving order and positions on the court at service shall be male and female alternated or vice-versa.
- 2.2 When the ball is played more than once by a team, a male player shall make at least one of the contacts. Contact of the ball during blocking shall not constitute playing the ball. There is no requirement for a female player to contact the ball, regardless of the number of hits by a team.
- 2.2.1 If a team contacts the ball more than one time during offensive action, one of the contacts must be by a male player, but there is no restriction preventing all three team hits from being made by male players. Contact of the ball during blocking action does not count as one of the three team hits. Therefore, after a block, a female player may play the ball back over the net as such contact

- would be considered the first team hit.
- 2.2.2 A ball contacted more than once by a team, without a male player having contacted it, remains live and does not become an illegal hit until it fully crosses the plane of the net or is contacted by an opponent.
- 2.3 Uniforms of players shall be identical within the following provisions:
- 2.3.1 All female players shall be attired in identical jerseys and shorts or one-piece uniforms.
 - 2.3.2 All male players shall be attired in identical jerseys and shorts or one-piece uniforms.
 - 2.3.3 All uniforms shall be numbered in compliance with Rule 4.3.3. There shall be no duplicate numbers, regardless of color of the jerseys or gender of the player.
- 2.4 When only one female player is in the front row at service, one female back-row player may be forward of the attack line for the purpose of blocking. The remaining female back-row player must be behind the attack line until the ball has been contacted by the blocker(s) or has been hit in such a manner that no block is possible.
- 2.4 *Commentary: If a back-row player is not participating in a block, there is no restriction on both back-row female players being in the attack zone.*
- 2.4.1 The provisions of Rule 13.2.2 shall govern female back-row players when playing the ball in other than blocking actions.
 - 2.4.2 No male player may participate in a block.
- 2.5 Male players may attack the ball from above the height of the net and direct it to enter the opponent's court so long as the ball has an upward trajectory immediately after contact.
- 2.6 The height of the net for reverse co-ed play shall be 2.24 m (7'4^{1/8}").

GUIDE TO DISABLED VOLLEYBALL

From minimal disability to major handicaps, statistics indicate seven percent of any population is disabled. This guide gives you the opportunity to promote volleyball to those with whom you may cross paths who are disabled and want to play our great set! Volleyball easily fits with the motto of Disabled Sports/USA: "If I Can Do This, I Can Do Anything."

Along with wheelchair basketball, sitting volleyball has become one of the most widely played and most popular sports in the disabled society. In some parts of the world, the matches are televised. Disabled volleyball is played with participants standing, sitting and in wheelchairs. The sport allows for participation by amputees, as well as cerebral palsy athletes.

We urge you to take the time to teach anyone how to play the sitting version, even if over a rope in a classroom on a night you might have lost the main gym. Please take the time to find those athletes aspiring to play volleyball and join with them in training, either in standing or sitting versions...you'll be amazed.

Volleyball — An Ideal Sport for the Disabled

Volleyball is a team sport which can be played by the disabled and able-bodied. It can be played by youth, juniors, adults and seniors in any combination. Unlike many sports, volleyball can be played at all levels co-educationally, creating a gregarious and integrating atmosphere that is appreciated by all involved.

Volleyball is a uniquely universal sport, as it includes persons of minor disability, as well as people who are more severely handicapped. Top international sitting teams use setters who are double-leg amputees and these athletes are much faster in on-court movement.

Volleyball practice is economical, especially for sitting volleyball, since no expensive prostheses, wheelchairs and

special sport equipment are needed. All that is needed is floor space, a rope or net, and a ball.

Disabled Volleyball History

The need for disabled people to compete in sport arose during and after World War II. The rehabilitation process for disabled veterans progressed at a quicker pace when a sporting activity was involved in stimulating recovery. After the war, sitting volleyball was invented in The Netherlands. The first competitive international match was played in 1957.

Disabled Sports/USA (DS/USA), founded in 1976, is the national organization chartered to provide access to year-round, grassroots sports and recreational programs for children and adults with disabilities. The organization supports the vertical integration of disabled athletes into the National Governing Bodies (NGBs) of the United States Paralympics (USP) on an equivalent basis. The USP was formed in 2001 as part of the U.S. Olympic Committee (USOC) and works with USA Volleyball (USAV) in the development and training of the USA Women's and Men's National Sitting Teams for international World Championships and the Paralympics. The USA Men's Standing Team is self-supported at this time.

The international governing body for volleyball for athletes with physical disabilities is the World Organization Volleyball for Disabled (WOVD). WOVD oversees international championships and tournaments, including zonal championships, World Championships and the Paralympic Games. For more information, log on to <http://www.wovd.info>.

Standing Volleyball

Standing volleyball is played by regular volleyball rules with one exception: on-court player rankings of "A", "B" or "C". The six players on court must include a minimum of one "C"

class player, and may include a maximum of one "A" class player. If a Libero is on court, the six players must still satisfy this requirement. This is known as a classification system. Players are not classified "A", "B" or "C" by their ability to play, but by the severity of their disability. "A" is considered a minimum disability and "C" would be someone with a more severe disability.

A complete set of rules for standing volleyball can be found and downloaded from the World Organization Volleyball for Disabled website at www.wovd.info.

Wheelchair Volleyball

Wheelchair volleyball is now being developed in Europe, and is played on a court 7 m x 12 m, over a net about 1.75 m in height. For more information, contact the World Organization of Volleyball for Disabled (WOVD) at WOVD Headquarters, Secretary General Mr. J.A.J. Herrebrugh, Kraaivenstraat 45 B, 2820 Rijmenam, Belgium. E-mail: sg@wovd.info.

Sitting Volleyball

A complete set of rules for sitting volleyball can be found and downloaded from the World Organization Volleyball for Disabled website at www.wovd.info.

The regulation sitting court size is 6 m x 10 m. Boundary lines are included in the court. The centerline divides the court into two courts, 6 m x 5 m each. A racquetball court is almost perfectly sized, especially when using a lowered Wallyball net. The lines of a regular court using two linked nets down the middle allow for three courts (end line to 3-meter line; 3-meter line to 3-meter line; 3-meter line to end line).

Most programs use a normal net that is 1 m wide and 10 m long attached to the standards of a 9 m x 18 m court. Internationally, a regulation net is 80 cm wide and 6.5 m long).

The net height is 1.15 m for men and 1.05 m for women.

The attack lines are drawn parallel to the centerline, 2 m from the middle of the centerline. The service zone is marked with two lines, each 15 cm long and placed inside the service zone at the end of each court, 20 cm behind and perpendicular to the end line. Both are drawn as an extension of each sideline.

The court size and height of the net may be modified for sitting volleyball. Modifications to gym space are acceptable for local play, as long as both courts are equal in size.

Key Rule Modifications for Sitting Volleyball

- The position of each player is determined and controlled by the position of his/her bottom. This means that at the time of service, the hand(s) and/or legs of back-court players may lie in the attack zone, and that the hand(s) and/or legs of on-court players may lie off court.

- "Bottom" is defined as the upper part of the body, from the shoulder to one's buttocks.

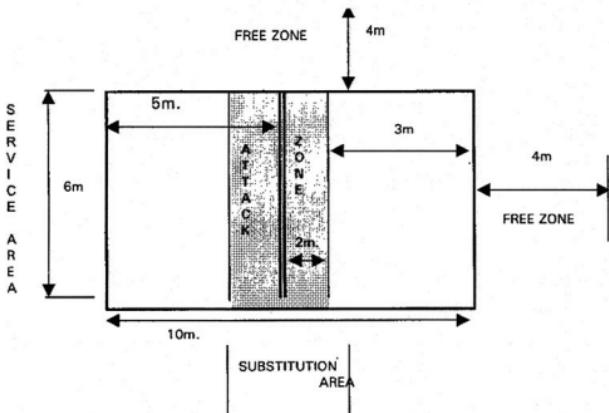
- Touching the opponent's court beyond the centerline with a hand is permitted, if some part of the penetrating hand remains either in contact with or directly above the centerline. The players' legs may penetrate into the opponent's court or space under the net, provided there is no interference with the opponent.

- At all times during playing actions, the players must contact the court with some part of the body between the buttocks and the shoulders, except that a *short* loss of contact with the court is permitted when playing the ball, excluding the service, the block and attack hit when the ball is completely higher than the top of the net. To stand up, raise the body or take steps is forbidden.

- The back-row player may perform any type of attack-hit from any height, if at the time of the hit the bottom does not touch or cross over to the attack line.

- The referee's official hand signal of "lifting from the court" is made by raising the upper hand and forearm positioned parallel to the floor and mirror imaging the lower hand and forearm.
- Referees in sitting volleyball must stand to the sides of the court because of the height of the net and the fact that the players are in a seated position.
- Blocking a served ball is allowed.

Sitting Volleyball Court Diagram



Paralympics

Volleyball has been a Paralympic discipline for more than 20 years. The first Paralympics were conducted in 1960 in Rome, although the expression "The Paralympic Games" was first used in 1984. Although in the beginning it only included men's competition, women's sitting volleyball was added to the Athens 2004 Summer Paralympics. In the 2004 Athens Games, the U.S. women's sitting team earned a bronze medal; and the men, although ending up in sixth place, earned valuable international experience.

The U.S. women's sitting team won the silver medal at the 2008 Paralympics in Beijing, China. The U.S. men narrowly missed the opportunity to compete in Beijing by virtue of a defeat

at the hands of Brazil at the 2007 Parapan American Games.

The USA needs to identify and train the top American athletes for men's and women's sitting and men's standing volleyball. In 2009, Bill Hamiter was selected as the first high performance director and resident head coach for the U.S. Sitting Teams, which are based at the University of Central Oklahoma (UCO) in Edmond. He will work closely with Elliot Black, the sitting volleyball coordinator at UCO.

USA National Championships

The U.S. Standing Volleyball Team competed in the "A" Division at the 2003 U.S. Open Championships in Minneapolis, Minn. – an event designed for non-disabled athletes. The Sitting Men's and Women's Teams also use Nationals and various Junior Qualifiers as training and talent awareness stops on their quadrennial journey to the Paralympics.

Disabled Sports/USA annually holds the National Amputee and Les Autres Games, including the Standing and Sitting Volleyball National Championships. Teams need only three disabled on the roster and two disabled players on the court at all times.

Resources

- If you would like to play, organize or coach a disabled volleyball team, including establishing a volleyball program in your area, please check out the web sites of www.dsusa.org and www.usavolleyball.org.

- For more information on WOVD officiating in the United States, contact Joe Campbell at (713) 856-5565 or jcampbell30@houston.rr.com.

- For more information on the sitting team programs at UCO, contact Elliot Blake at (405) 974-3153 or jblake1@uco.com or Bill Hamiter at (405) 974-3144, bhamiter@uco.edu or bill.hamiter@usav.org.

**2009-2011 DOMESTIC COMPETITION
REGULATIONS (INDOOR)
TECHNIQUES, MECHANICS & PROCEDURES**

Referee Techniques

1. Roster verification:

Rosters, if used, are verified pre-match by the score keeper, assisted by the second referee. Both referees visually review uniforms for legality.

2. Coin toss procedures:

USA Volleyball does not designate "home" or "visitor" teams, so it is appropriate for the first referee to designate one team as "heads" and the other team as "tails" for the pre-match and deciding set coin tosses. The coin should be tossed and the result immediately revealed without turning the coin onto the back of the opposite hand. If the coin is dropped, it shall be re-tossed. Captains have the options of: serve or receive the serve, or the side of the court to occupy.

3. Pre-set line-up check by second referee:

When checking line-ups at the start of each set, the second referee should stand at the sideline of each team's court with both teams' line-up sheets in hand to verify player positions. The second referee should not enter the court. The game ball should remain at the scorer's table or on the barrel until line-ups have been verified and Libero replacements authorized. Once the line-up sheets have been returned to the scorer, the game ball should be rolled to the first server.

4. Referee signal sequence:

a. If the fault is whistled by the first referee, the first referee indicates which team wins the rally by extending the arm in the direction of the team that will serve (palm perpendicular to floor), then the nature of the fault and the player at fault, if necessary. All signals are repeated by

the second referee except net serve and service beckon (Rule 22.2.3.1).

b. If the fault is whistled by the second referee, the second referee indicates the nature of the fault and the player at fault, if necessary. The first referee then indicates the next team to serve and the second referee repeats that signal. The first referee does not signal the fault or player at fault (Rule 22.2.3.2).

5. Second referee position at end of rally:

a. When the second referee's whistle ends a rally, s/he steps to the offending team's side of the net before signaling the fault.

b. When the first referee's whistle ends the rally, the second referee should attempt to step to the offending team's side of the net and repeat the signals of the first referee. When facilities do not present enough space for the second referee to accomplish this easily, the second referee should simply step laterally away from the post and repeat the first referee's signal sequence.

6. Illegal attack signal (Signal 21):

Completely extend the arm straight up, above the shoulder, hand open, and then bending at the elbow, make a downward motion toward the opposing team. The final position of the arm should not obstruct the referee's view.

7. Illegal block/screening signal (Signal 12):

Completely extend both arms straight up from the shoulders (elbows are not bent), palms facing away from the body.

8. Improper request signal & technique:

An improper request is signaled with a "wave off" – a sweeping motion with the arm extended, open hand, palm facing away from the body, on the offending team's side of the court. Second referee communicates to coach (or first referee to captain) at earliest opportunity, without delaying the match. Record on scoresheet at the end of the rally.

- 9. Same player makes third and fourth team hits:**
Signal “double hit” (Signal 17).
- 10. Indication of which player(s) contacted the net:**
Indicate the player at fault by pointing with an open hand.
- 11. Completed attack-hit from an overhand set by Libero in the front zone:**
Signal illegal attack (Signal 21), and then indicate the Libero by pointing toward the Libero with an open hand.
- 12. Identification of game captain:**
During pre-match line-up checks, the second referee indicates the game captain to the first referee by placing the arm in the chest area, hand open and palm facing the floor, and then pointing, open hand, toward this player. This technique should also be used when the captain is replaced by substitution or the Libero. The captain should acknowledge this designation by raising a hand.
- 13. Second referee “ready” signal:**
Indicated by holding both hands in front of body, just above head height, palms toward first referee. Used by a second referee after any regular game interruption or a delay to the resumption of play. Also used by the scorer upon completion of recording a substitution(s), or at the end of a time-out. “Ready” means that the scorer has recorded all necessary information, the second referee is in proper position, all players have taken their positions on the court, and that the second referee is ready for play. The first referee is still obligated to complete a court scan, check that the server has the ball, and ensure team readiness before authorizing the next serve.
- 14. Time-out administration:**
 - a.** Second (or first) referee whistles to acknowledge time-out request. Both referees make the time-out signal (Signal 4) with the vertical hand of the signal on the side of the requesting team, and point toward the

- requesting team's bench with an open hand; second referee may informally display each team's time-out status to first referee at the beginning of the time-out.
- b.** Players are not required to leave the court and go to the bench area.
 - c.** Second referee whistles at end of 30 seconds and ensures both teams re-take the court.
 - d.** Upon conclusion of each team's second time-out, the second referee will notify the coach (or captain, if necessary) by visually displaying the time-out signal (Signal 4) and then showing two fingers. The second referee will then notify the first referee in the same manner after getting into position for the resumption of play before signaling "ready."
 - e.** It is not necessary to notify teams after their first time-out unless requested to do so by the coach/captain. Similarly, it is not necessary for the referees visually to display each team's time-out status at the end of any time-outs unless necessary for clarification.
 - f.** Teams may re-take court prior to expiration of time-out, unless necessary for court to remain clear; however, time-outs will not end early.

15. Substitution notification:

With the 9th, 10th, 11th and 12th team substitutions, the second referee will notify the coach by displaying the substitution signal (Signal 5), followed by the number of team substitutions used during the set (10 – clenched right fist, 11 – clenched right fist plus index finger of left hand, 12 – clenched right fist plus index and middle finger of left hand). The second referee will then notify the first referee in the same manner after getting into position for the resumption of play before signaling "ready."

16. Multiple substitutions by one team:

Only one incoming and outgoing player may be in the

substitution zone at a time awaiting authorization to enter. Subsequent substitutes must wait outside the substitution zone until the first pair of players has been authorized to enter by the second referee. For multiple substitutions by a team during the same dead ball, there can be no significant delay between substitutions.

17. Substitution request procedure:

A request for substitution requires that the incoming substitute has entered the substitution zone before the request is acknowledged (whistled). Verbal or hand-signal requests for substitution by the coach or captain do not constitute a formal request and will not be acknowledged (whistled). NOTE: Referees must facilitate this new procedure and help properly educate teams in its use.

18. Requests for game interruption by opponents during same dead ball:

When opponents request a game interruption (time-out, substitution, etc.) during the same dead-ball period, the second referee will acknowledge each team's request with a separate whistle. Multiple substitutions by the same team require only one whistle.

19. Coaches' location:

All coaches must remain 1.75 meters (5'10") from the court while the ball is in play. During dead-ball periods, coaches may briefly approach the court to give instructions to players on the court but must step away from the court when the first referee prepares to beckon for service. If a coach fails to adhere to this rule after being reminded to do so, a delay sanction may be assessed. NOTE: When the distance between the sideline and the team bench/bench area is fewer than 2 meters, the coach must remain in the free zone near the team bench/bench area while the ball is in play. Coaches may not enter the substitution zone. A coach or one assistant

coach may give instructions to a player in the warm-up area but may not remain there for any extended length of time.

20. First/second referee duties:

- a.** First referee controls player conduct during the pre-match warm-ups. First referee also times the warm-ups but may request the second referee to assist while first referee instructs line judges or attends to other pre-match duties.
- b.** Either referee may whistle net faults, and (back row) attack-hit or blocking faults.
- c.** Second referee calls (whistles) antenna faults on his/her side of the court.
- d.** First referee checks the score sheet for accuracy, and then signs it at the end of the match.

21. Second referee discreet assistance techniques:

Discreet assistance from the second referee should only be offered when, from the second referee's view, a fault has occurred. Discreet assistance should not be used for possible faults, e.g., to indicate that no opposing player touched the ball after a team's third contact. Expectations regarding these techniques should be the subject of referees' pre-match briefings. NOTE: When possible, discreet signals which are indicated using only one hand (ex: 2-hits, 4-hits, attack-hit fault, etc.) should be signaled with the hand corresponding to the team at fault. If the view of the second referee is obstructed, the discreet signal may be made with the more visible hand.

- a. 2-hits vs 4-hits:** The second referee should use the appropriate discreet assistance only after the same player has hit the ball twice in succession ("2-hits") or after a team has touched the ball four times and the third and fourth hits were not by the same player ("4-hits"). NOTE: "4-hits" should not be used to indicate "no touch" by the blocking team.

- b.** Attack-hit fault: The attack fault signal (Signal 21) should be shown in the chest area, and the second referee should allow the first referee the opportunity to whistle the fault or to communicate that the play was legal before whistling this fault (USAV 24.3.2.4).
- c.** Blocking fault: The second referee may whistle this fault immediately, or a discreet illegal block signal (Signal 12) may be shown in the chest area with hands only shoulder-height.
- d.** Requesting an individual sanction: The second referee should whistle, step to the offending team's side of the court, and verbalize the sanction and offending team member. Other hand signals are not necessary to request an individual sanction.
- e.** Requesting a delay sanction: Display the delay sanction signal, without a card in chest area.
- f.** Ball in/pancake play: Step to the side of the court where the ball hit the floor, maintain a position visible to the first referee, and give the "ball in" signal. If the first referee does not see this assistance, the signal should be made more visible. If the first referee does not quickly recognize the assistance, the second referee should whistle this fault.
- g.** Ball handling opinions: The second referee should not offer ball handling opinions during a match. Only if the first referee has requested such assistance during unusual plays (i.e., the first referee is screened from viewing the play) should the second referee offer an opinion.
- h.** Touch information: At the end of a rally in which the second referee has observed a player touching the ball before it lands out of bounds, the second referee should offer a visible "touch" signal (Signal 24). If the first referee does not notice this assistance, the signal should quickly be made more visible and the second referee should step laterally, away from the post.

22. Deciding set coin toss:

For the deciding set coin toss, the first referee may conduct the coin toss near the scorer's table or may request the second referee to do so. During this time, teams are released to their benches while each team's game captain attends the toss. The coin toss takes place during the three-minute interval between sets. The first referee should blow a whistle to direct teams to change courts or to remain at their current benches to start the deciding set. After the toss, the scorer should be immediately notified of the result in order to prepare the deciding set score sheet, and the first referee should return to the stand (if s/he conducted the toss).

23. Change of courts during deciding set:

The first referee signals for teams to change courts immediately after the eighth point has been scored by a team. Teams are not directed to the end lines during this court change but teams should change sides by going counter-clockwise around the post to their respective right side (or under the net as near the posts as possible if space does not permit the players to pass outside the posts).

24. Set/Match point:

The second referee will verbally/visually confirm set or match point with the scorer and then place an index finger against the shoulder corresponding to that team. For example, if the team to the second referee's left has earned set/match point, the index finger of the right hand will be placed against the left shoulder (or vice versa for the team on the right).

25. Ball hitting an antenna:

When the ball is hit into an antenna, the referee will whistle and signal "out," and if necessary, will indicate with an open hand the player who hit the ball into the antenna.

26. First referee whistling positional faults on receiving team:

First referee should normally check position faults for the serving team only; second referee is authorized to check position faults for receiving team only. If the second referee does not call a blatant positional fault after ample communication/notification by the first referee, the first referee may whistle this fault. This should occur only on very rare occasions.

27. Sanction procedures:

- a.** For a player on court: The player being sanctioned must approach the first referee's stand to acknowledge the sanction. The first referee awards the loss of rally if necessary, displays the appropriate card(s) to this player, and then verbalizes, "This penalty (or expulsion or disqualification) is for you for unsporting conduct."
- b.** For a team member on the bench: The first referee will call the captain to the stand, award the loss of rally if necessary, display the appropriate card(s), and verbalize "This penalty (or expulsion or disqualification) is for player (or coach) 'X'. Please inform him/her of the sanction." The captain should go immediately to the bench to inform the team member, who should acknowledge the sanction while the R1 continues to display the card(s).
- c.** For delay sanctions: The first referee will call the captain to the stand, award the loss of rally if necessary, and verbalize "This delay sanction is for [delay action]," while displaying the appropriate signal. The captain may inform the coach of the sanction for clarification purposes.
- d.** For verbal (official) warnings: Verbal or hand signal warnings must be accompanied by a whistle and are notified directly to the team member being warned or through the team captain. Multiple warnings to the same team member during the same set/ match are permitted

for minor unsporting conduct.

e. For simultaneous sanctions to opponents: When individual sanctions are assessed to opponents for simultaneous unsporting acts, the team member from the serving team shall be sanctioned first, followed by the team member from the receiving team. The sanctions are administered following the above procedures.

28. Notification of illegal Libero replacement:

The assistant scorer shall notify the second referee of an illegal Libero replacement after the contact of the serve. A positional fault is the resulting fault.

29. Line judge position during time-outs:

At midpoint of respective end line.

30. Line judge position when server is within 1-2 meters of the line judge:

When a server takes a position within 1-2 meters of the line judge, the line judge must step behind the server along the sideline extension. After the service contact, the line judge should quickly return to the position at the intersection of the end line and sideline.

Points of Emphasis

1. Warm-ups:

a. For adult competition: When one team has exclusive use of the court, the opposing team may warm up with practice balls in the free zone surrounding the court but may not interfere with the warm-up of the opponent on the court, including serving practice.

b. For junior competition: When one team has exclusive use of the court, the other team must either be at its team bench or out of the playing area. Warming up with balls at the team bench or the spectator walkways is not permitted.

2. Line Judge Positioning:

a. When a server takes a position within 1-2 meters of

the line judge, the line judge must step behind the server along the sideline extension. After the service contact, the line judge should quickly return to the position at the intersection of the end line and sideline.

b. During time-outs, line judges will stand at the mid-point of their respective end lines.

3. The Serve: The server must be on the playing surface before the serve is authorized.

4. Coaches' Location:

a. All coaches must remain 1.75 meters (5'10") from the court while the ball is in play. During dead-ball periods, coaches may briefly approach the court to give instructions to players on the court but must step away from the court when the first referee prepares to beckon for service. If a coach fails to adhere to this rule after being reminded to do so, a delay sanction may be assessed.

NOTE:

When the distance between the sideline and the team bench/bench area is fewer than 2 meters, the coach must remain in the free zone nearer to the team bench/bench area while the ball is in play. Coaches may not enter the substitution zone.

b. The coach or one assistant coach may give instructions to a player in the warm-up area but may not remain there for any extended length of time.

5. Assistant Coaches: One assistant coach at a time may leave the bench to give instructions to the players on the court. During play, this assistant coach may give these instructions while standing or walking within the free zone in front of his/her team's bench from the extension of the attack line up to the warm-up area, no closer to the court than 1.75 meters (5'10") from the sideline and its extension, without disturbing or delaying the match. Assistant coaches may not address the referees.

6. Disruptive Coaching: Includes loud or abusive lan-

guage, comments to officials or to opposing teams, throwing of objects, and displaying disgust in an overt manner.

7. The Libero:

- a.** Libero must be designated on the line-up sheet for each set.
- b.** The Libero's jersey or jacket must contrast in color (dark vs. light) to the color of the jersey worn by other members of the team. (Please note USAV 19.2a.)
- c.** If the Libero wears an exposed undergarment as noted in USAV 4.3, that undergarment may differ from exposed undergarments worn by teammates.
- d.** The Libero may replace an injured player in the back row after the 30-second injury evaluation if the Libero was not on the court at the time of the injury.

8. Uniform Numbers: Must be centered on the front and back of the team jerseys. The numbers must be a minimum of 10 cm (4") on the front and 15 cm (6") on the back.

9. Player Equipment:

- a.** If a player's towel falls to the floor during a rally, which consequently requires a stoppage of play, a delay sanction must be issued. The rally should not be stopped unless a referee judges that a safety hazard exists. A delay sanction can be avoided if the team takes steps to mitigate the risk hazard in this situation.
- b.** Player equipment (eyeglasses, contact lenses, etc.) is worn at the player's own risk (Rule 4.5.2). If a stoppage of play results due to a concern for safety, a delay sanction is assessed and a replay should be granted. A similar rationale, as noted above in 9a, should be used to determine if a safety hazard exists. If a player is injured as his/her lenses fall to the floor, the injury takes precedence and the provisions of Rule 17.1 should be applied.

- c.** Casts are not permitted, regardless of covering or padding.
- d.** Bobby pins, barrettes and hard plastic headbands may be used to control the hair. Such items do not need to be covered or padded.

10. Interference with Play:

- a.** A player who places a hand/hands near the net in the path of a ball to intentionally deflect the natural rebound of a ball that has been passed into the net by the opponent has committed a net fault according to the FIVB/USA V interpretation of “interferes with play.”
- b.** If a player contacts an official (second referee or line judge) during an attempt to play the ball legally, the first referee may award a replay if the physical interference impeded that player’s attempt.
- c.** A ball that contacts an official (referee or line judge) is ruled “out” per Rule 8.4.2.

11. Improper Requests:

- a.** A request for an illegal substitution shall result in an improper request. However, if such a request is acknowledged (i.e., whistled), a delay sanction shall result.
- b.** Despite any previous delay sanction, a team’s first improper request of the match is rejected, and the improper request is assessed without further sanction.
- c.** An improper request is signaled with a sweeping motion – the arm extended, open hand, and the palm facing away from the body on the offending team’s side of the court.

INSTRUCTIONS FOR USE OF THE OFFICIAL INDOOR VOLLEYBALL SCORESHEETS

PRELIMINARY

The scorekeeper prints all information (except the signature) in capital letters on the scoresheet. Certain information must be written in blue or black ink as indicated in the instructions. At other times, pencil or pen (blue or black ink) is acceptable.

Before the start of a match, the scorekeeper prepares the scoresheet(s) for the match (sets 1 and 2 for a best-of-three match; sets 1 through 3 for an "automatic 3-set" match or a best-of-five match) by printing the heading information in blue or black ink at the top of the scoresheet. This includes:

NAME OF COMPETITION

CITY

STATE

COURT

HALL - NAME OF FACILITY

POOL/PHASE - number or letter for Pool; playoff bracket (e.g. GOLD, SILVER, BRONZE, etc.) for Phase.

MATCH NO. - Match number, or SEMI, FINAL, etc.

DIVISION - X the appropriate box, Men, Women or Co-Ed

DATE - MM/DD/YY or MM-DD-YY (05/22/09; note the leading zero)

CATEGORY - X the appropriate Adult or Junior box.

LEVEL - Write in the level of play (A, BB, B, 16O, 14C, 40s, 55s, etc.).

TIME - Time Match Scheduled, HH:MM in international time (9:10am=09:10 [note the leading zero], 1:15pm=13:15, etc.); leave blank if the match has no scheduled time.

OFFICIALS SECTION: At the lower right side of the scoresheet, this includes:

1st Referee - LAST NAME, FIRST NAME

2nd Referee - LAST NAME, FIRST NAME

Scorekeeper - *Print name* - LAST NAME, FIRST NAME

Sign name - leave blank for now

Work Team - TEAM NAME

Region - REGION of the Work Team

RESULTS SECTION:

Set - Number of the SET (if not pre-printed)

After the coin toss and the determination of the serving team and the playing area, the scorekeeper prints, in ink, the names of the teams on the sides where they will begin play. The scorekeeper places an "X" through the **S** for the team that is serving first, and then places an "X" through the **R** for the receiving team. Since the player in **Service Order I** of the receiving team will not serve first, the scorekeeper places an "X" in box 1 of the **Service Rounds** section for that player. On the scoresheet for set 2 of the match, the scorekeeper should mark the "X's" on the **S** and **R** and the first **Service Rounds** box of the receiving team. If the match format is best-of-five sets or "automatic 3-sets" (with no second coin toss), the scorekeeper should mark the appropriate "X's" for the serving and receiving teams on the scoresheet for set 3.

The team that begins the match on the left court is designated as Team **A**. The scorekeeper records an "A" in the empty circle next to the team name. The team that begins the match on the right court is designated as Team **B**. The scorekeeper records a "B" in the empty circle next to that team name. (Note: The letter designations for each team will remain the same for the entire match. In the second set of the match, Team B will be on the left side of the scoresheet and Team A will be on the right side of the scoresheet.) The scorekeeper should record

the team names and the appropriate A and B designations in the circles on the second set scoresheet. If the match format is best-of-five sets, the scorekeeper should also record the team names and the appropriate A and B designations in the circles on the third set scoresheet. On some scoresheets, the team A and B designations may already be pre-printed.

If the format of the non-deciding sets is fewer than 25 points, the leading points for each team must be “hourgassed” in the **Points** column. For example, if 21-point sets are used, the starting score is 4-4, and the first four points for each team are “hourgassed” in the **Points** column.

Points		
1	12	23
2	13	24
3	14	25
4	15	26
5	16	27
6	17	28
7	18	29
8	19	30
9	20	31
10	21	32
11	22	33

The scorekeeper obtains a signed roster from each team. (Note: rosters may not be provided for all Regional play). The scorekeeper verifies that all players’ uniform numbers are correct and accurate by checking the roster. No changes may be made to the roster once submitted to the scorekeeper, except to correct a uniform number. Uniform number changes result in a team delay penalty.

The scorekeeper also obtains a line-up sheet, previously distributed, from each team. The scorekeeper confirms a coach or team captain has signed the line-up sheet and indicated the floor captain. If a Libero player is being used, the scorekeeper also verifies the Libero player’s uniform number has been indicated on the line-up sheet for that set. If a roster is provided, the scorekeeper verifies the numbers on the line-up sheet are consistent with the numbers on the roster. No changes may be made to the players’ numbers on the line-up

sheet after it is submitted to the scorekeeper. However, a substitution prior to any set is permitted. Opponents may not see line-ups submitted by the other team or the Libero tracking sheet after line-ups have been entered.

Using the line-up sheets, the scorekeeper writes the starting players' uniform numbers in position order in the **Service Order** row. The scorekeeper records in ink the player number from the line-up sheet onto the scoresheet, matching the Roman numeral box on the line-up sheet to the corresponding Roman numeral on the scoresheet. The numbers should be written to the far left on the top line in each box. Note the position order of the players (and thus the way the line-up is recorded) is the same for both teams, regardless of which team is serving first.

The scorekeeper indicates the playing captain for each team by marking a small "c" next to the player number in the **Service Order** area. The Libero's number, if being used, is written in the box by each team's name. Mark an "X" in the box if a team is not using a Libero.

The second referee will use the line-up sheets to check the players' starting positions on the court, while the scorekeeper simultaneously uses the scoresheet to verify the players' positions. When the first referee whistles for the first serve, the time the set starts is recorded (in pen) in the **START** section (HH:MM, international time, with leading zeros if necessary); refer to sample formats shown at lower left section of scoresheet).

DURING THE MATCH

Controlling Service

Each time a player enters the service zone, the scorekeeper should verify the correct server has the ball and is preparing to serve.

All **Service Rounds** information may be recorded in pencil or pen. The first time each correct server serves in a particular service round, the scorekeeper records a small check mark (✓) on top of the number in the corner of the appropriate **Service Rounds** box beneath the serving player's number. (Check mark should extend from lower left to upper right.)



When the rally is won by the serving team, the scorekeeper slashes the appropriate point in the **Points** column for the serving team. (Slashes should always be drawn in the same direction.)

X	12	23
Z	13	24
	14	25

When the rally is won by the receiving team, the scorekeeper records in the checked **Service Rounds** box the serving team's total cumulative points (called the exit score).



The scorekeeper will also immediately record the rally point for the receiving team by slashing the appropriate point in that team's **Points** column. (Note the slashed rally point should be 1 point more than that team's previous exit score.)

When the result of the rally is a play-over, the scorekeeper does not record anything. Note: the scorekeeper should verify the visible scoreboard reflects the correct score and no point was inadvertently added.

Service Faults

If an incorrect player is in the service area preparing to serve,

the scorekeeper must wait until the incorrect player serves the ball. Immediately after an incorrect player serves the ball, the scorekeeper must notify the second referee so play can be stopped. If the wrong service occurs on the first service for that round, the scorekeeper does not check the **Service Rounds** number. The scorekeeper then records the exit score in the **Service Rounds** box of the player who should have served. If it occurs after the correct player's first service for that round, the scorekeeper records the exit score in the **Service Rounds** box of the player who should have served and does not do anything additional. This situation is not recorded in the **REMARKS** or **SANCTIONS** section.

If a server fails to serve in the allotted time period or for any other reason does not actually contact the ball for service after the first referee beckons for service, the scorekeeper records the exit score in the **Service Rounds** box of that player. If the violation occurs on the first service for that round, the scorekeeper does not check the **Service Rounds** number. If it occurs after the player's first service for that round, the scorekeeper records the exit score in the **Service Rounds** box of that player and does not do anything additional. This situation is not recorded in the **REMARKS** or **SANCTIONS** section.

Substitutions

When the referee blows a whistle indicating a substitution for a team, the scorekeeper verifies the legality of the substitution (player listed on the roster, if a team roster is provided; entering in the correct position; and sufficient team substitutions left), and records the substitution information while the second referee authorizes the substitute to enter the game. If the substitution is not legal, the scorekeeper must immediately notify the second referee (ideally before the substitution is recorded on the scoresheet).

The substitution is recorded in the **No of Players** section by slashing the departing player number and writing the substitute's number to the right on the same line (use the second or third line only when the previous line is filled). The score at the moment of the substitution is written in the **Score at Change** section. The score of the team requesting the substitution is written in the upper half of the box, and the opponent's score is written in the lower half of the box.

5	4	5
3	6	
7	6	

The scorekeeper should use the first available box beneath the player number, continuing downward, using the second column only after the first column has been completely used.

The scorekeeper also slashes the next available substitution number beneath the **Service Rounds** section to indicate total team substitutions.

If one team has multiple substitutions at the same time, the second referee will authorize the first pair to exchange, followed by the second pair. (Hint: It is easier if the scorekeeper writes in both replacement numbers first, then completes the remaining substitution procedures.) If both teams substitute during the same dead ball, the scorekeeper should record the substitution that the referee administers first.

Upon completing the procedures for all substitutions, the scorekeeper puts down the pen or pencil and raises both hands, palms toward the court, to indicate he/she is ready for the set to proceed. If the playing captain is subbed out, the scorekeeper must

inform the second referee, who will ask the coach or captain for the number of the replacement captain. The scorekeeper will write a “c” next to the number of the replacement captain. If the starting captain returns to the game, the scorekeeper will automatically write a “c” next to the number of the starting captain and slash through the alternate “c”.

If the playing captain is replaced by the Libero, the scorekeeper does not record the replacement captain in the **Nº of Players** section. However, the scorekeeper should write the number of the replacement captain on a separate piece of paper for quick reference. If no separate piece of paper is available, it is acceptable to record the temporary captain in the margin of the scoresheet.

Each team is allowed a total of 12 team substitutions per set. Players may enter the set an unlimited number of times within the team substitution limit, but always in the same position in relation to teammates. An unlimited number of players is allowed to enter in a given position. If more than eight (8) substitutions occur in one position, use the available **Score at Change** boxes in an adjoining column. If more space is needed to record the player numbers, use lines 2 and 3 of an adjoining **Nº of Players** box. Draw a dark line around the adjoining **Score at Change** column and **Nº of Players** area to indicate this information belongs with the original substitution position. Note that the exceptional substitution rule only applies in case of injury.

I	II	III	IV	V	VI
9	3	1	14 22 14 5c 22 14 22 22 14 22 14 22 14 14	7	
			1 11 16 2 11 17		
			2 3 11 16 3 12 18		
			3 5 12 22 5 13 23		
			4 6 15 24 6 14 24		

The scorekeeper informs the second referee when either team has used its ninth, 10th, 11th, and 12th substitutions.

Exceptional Substitution Procedures

An injured player (except the Libero) who cannot continue playing should be substituted legally or legally replaced by the Libero. If this is not possible, the team is entitled to make an exceptional substitution. An injured player replaced by exceptional substitution is not allowed to play for the remainder of the match. Additionally, an exceptional substitution is not counted as one of the team's allowable team subs. Exceptional substitution procedures include recording the incoming player's number to the right of the departing player's number in the **Nº of Players** section. The injured player's number is circled (not slashed) to indicate that player is prohibited from returning for the match. Do not record the substitution score in the **Score at Change** section.

(X) (R)	B A or B	Liberof# X	COBRAS	TEAM	END	15:23	
			II	III	IV	V	VI
15	14	8	8 18	10c	47 6	23	2
14	7		0 0		13 6		

A comment is written in the **REMARKS** section, noting the action (EX SUB), the uniform numbers of the incoming player and injured player, the team name or letter designation, the set number, and the score at the time of the exceptional sub (record the subbing team's score first). If more sets are played in this match and additional scoresheets are needed, then this

remark must be transferred to subsequent scoresheets used for the match.

REMARKS						
EX SUB, B, #8 FOR #14, SET 1, 21-10						

As a last resort, the Libero may be used as the exceptional substitute. The Libero must change into a matching team uniform. Record the incoming player's number to the right of the departing player's number in the **Nº of Players** section. The injured player's number is circled (not slashed) to indicate that player is prohibited from returning for the match. Do not record the substitution score in the **Score at Change** section. Additionally, slash through the Libero number in the **Libero#** box next to the team name. Record a comment in the **REMARKS** section, using the same format as the previous example.

<input checked="" type="checkbox"/> <input type="radio"/> B A or B	Liberon#	ACME	TEAM	END	:
I	II	III	IV	V	VI
22	6	(3)16	18c	14	7

EX SUB, #16 FOR #3, B, SET 1, 12-10

Re-designation of the Libero

If a Libero becomes injured during a set and cannot continue playing, the coach or captain is not required to re-designate a replacement Libero. If the injured Libero is on the court, the player replaced by the Libero must return to the court. If the

coach or captain chooses to re-designate a new Libero during the same set, then the injured Libero is not allowed to play for the remainder of the match. The re-designated Libero must remain the Libero for the remainder of the set and the coach or captain may designate a different Libero on the line-up sheet for the next set. A comment is written in the **REMARKS** section, noting the action (RE-DESIG LIBERO), the uniform numbers of the new Libero and the injured Libero, the set number, and the score at the time of the re-designation.

REMARKS
RE-DESIG LIBERO, A, #12 FOR #16,
SET 1, 10-8

The Libero's number (next to the team name) is circled to indicate that player is prohibited from returning for the match. Write the number of the re-designated Libero next to (or above) the circled number. If more sets are played in this match and additional scoresheets are needed, then this remark must be transferred to subsequent scoresheets used for the match.

TEAM	EAGLES	12	16	A or B	A	S X
III	IV	V	VI			
122	14	5c	7			

Time-Outs

Time-outs are recorded in the **Time Outs** box located under the team's **Points** section, listing first the score of the team taking the time-out, followed by the score of the opponent. The first time-out is listed in the top box, the second time-out in the lower box.

Set Score Exceeds Points Column

If the score goes beyond point 33 for one or both teams, use the outside margin (left margin for the team on the left, right margin for the team on the right) to write and slash each additional point needed. If the scorekeeper writes more points in the margin than used, the unused points in the margin must be "hourgassed" at the end of the set.

Correcting Mistakes

If the scorekeeper makes an error that was originally recorded in pencil, the scorekeeper must completely erase the error and rewrite the correct entry. The scorekeeper should not scribble over the mistake. The scorekeeper must not miss any action while the correction is taking place. (It is acceptable to inform the referee if additional time is needed to make corrections.)

If the scorekeeper inadvertently makes a mistake while using a pen, the scorekeeper can "X" through the mistake and write the correct action or the scorekeeper can use correction fluid/tape and rewrite the correct action. The scorekeeper should not scribble over the mistake. The scorekeeper must not miss any action while the correction is taking place. (It is acceptable to inform the referee if additional time is needed to make corrections.)

Sanctions/Remarks

The **SANCTIONS/REMARKS** section is used any time a noteworthy situation occurs and is pertinent to the progress of the set. It is not to be used for a scorekeeper's frivolous remarks. Note that if information is recorded in the **SANCTIONS** box, no further notation is required in the **REMARKS** section.

SANCTIONS BOX

The **SANCTIONS** box is used to record sanctions given by the first referee. Each recorded sanction should include the specific sanction (improper request, team delay warning, team and individual penalties, expulsion or disqualification), player number or bench personnel code (if applicable), the team at fault (use A or B team designation), the set number and the score at the time of the sanction. Record the score of the team at fault to the left of the colon and the opponent's score to the right of the colon.

1. Improper Request - In the **IMPROPER REQUEST** section of the **SANCTIONS** box, place an "X" through the appropriate **(A)** or **(B)** for the team that made the improper request. If more sets are played in this match and additional scoresheets are needed, then this sanction must be transferred to subsequent scoresheets used for the match.

SANCTIONS						IMPROPER REQUEST	
W Warning	P Penalty	E Explsn	D Disqual	(A) (B)	SET	SCORE	TEAM X : TEAM (B)
D						:	
D						:	
D						:	
D						:	
D						:	
D						:	
D						:	

#=Player
C=Coach
A=Ast Coach
T=Trainer
M=Manager
D=Delay
8:00a = 08:00
1:00p = 13:00
2:00p = 14:00
3:00p = 15:00
4:00p = 16:00
5:00p = 17:00
6:00p = 18:00

2. Delay Warning (one hand placed on opposite wrist) – Slash the D in the **W Warning** column, record the team at fault, the set number, and the score. If more sets are played in this match and

additional scoresheets are needed, then this sanction must be transferred to subsequent scoresheets used for the match.

W Warning	P Penalty	E Explsn	D Disqual	(A) (B)	SET	SCORE
Ø				B	3	8 : 5

3. Delay Penalty (yellow card shown on wrist) – Record a “D” in the **P Penalty** column, the team at fault, the set number, and the score (before the penalty point has been awarded). Slash and circle the opposing team’s next point in the **Points** section to indicate it was earned by a penalty. (Hint: If a sanction is recorded in the **Penalty** column, there must be a corresponding penalty point awarded in the opponent’s **Points** column.) If more sets are played in this match and additional scoresheets are needed, then this sanction must be transferred to subsequent scoresheets used for the match.

W Warning	P Penalty	E Explsn	D Disqual	(A) (B)	SET	SCORE
D	D			A	2	6 : 8

4. Individual Misconduct Penalty (yellow card) – Record the player number or bench personnel code (refer to the legend next to the **SANCTIONS** box) in the **P Penalty** column, the team at fault, the set number, and the score (before the penalty point has been awarded). Slash and circle the opposing team’s next point in the **Points** section to indicate it was earned by a penalty. (Hint: If a sanction is recorded in the **Penalty** column, there must be a corresponding penalty point awarded in the opponent’s **Points** column.) If more sets are played in this match and additional scoresheets are needed, then this sanction must be transferred to subsequent

Points		
1	12	23
2	13	24
3	14	25
4	15	26
Ø	16	27
Ø	17	28
1	18	29
Ø	19	30
Ø	20	31
10	21	32
11	22	33

scoresheets used for the match.

W Warning	P Penalty	E Explsn	D Disqual	(A) (B)	SET	SCORE
D	5			B	3	8 : 8

5. Expulsion (red card) -- Indicates a team member is expelled for the remainder of the set. Record the player number or bench personnel code in the **E Explsn** column, the team at fault, the set number, and the score (no penalty point is awarded). An expelled player or substitute must remain seated on the bench for the remainder of the set. Any other team member (bench personnel) sanctioned by expulsion must leave the playing area, bench and warm-up area for the remainder of the set. If a player is expelled, the team at fault must have a legal substitution in order to complete the set (exceptional substitutions are not allowed). Record the incoming player's number to the right of the expelled player's number in the **Nº of Players** section. The expelled player's number is circled (not slashed) to indicate that player is prohibited from returning for the set. Complete the substitution procedures by recording the score and slashing the next available team substitution number. If more sets are played in this match and additional scoresheets are needed, then this sanction must be transferred to subsequent scoresheets used for the match.

W Warning	P Penalty	E Explsn	D Disqual	(A) (B)	SET	SCORE
D		8		B	2	8 : 5

6. Disqualification (red and yellow cards together) – Indicates a team member is disqualified for the remainder of the match. Record the player number or bench personnel code in the **D Disqual** column, the team at fault, the set number, and the score (no penalty point is awarded). Any team member sanc-

tioned by disqualification must leave the playing area, bench, warm-up area and spectator area for the remainder of the match. If a player is disqualified, the team at fault must have a legal substitution in order to complete the set (exceptional substitutions are not allowed). Record the incoming player's number to the right of the disqualified player's number in the **Nº of Players** section. The disqualified player's number is circled (not slashed) to indicate that player is prohibited from returning to the game for the match. Complete the substitution procedures by recording the score and slashing the next available team substitution number. If more sets are played in this match and additional scoresheets are needed, then this sanction must be transferred to subsequent scoresheets used for the match.

W Warning	P Penalty	E Explsn	D Disqual	(A) (B)	SET	SCORE
D			8	B	2	8 : 7

Remarks Section

The **REMARKS** section is used to record information that cannot be recorded in the **SANCTIONS** box. This information would include the referee action (e.g., DEFAULT, exceptional sub (EX SUB), POINTS CANCELLED BY REFEREE, LATE WORK TEAM PENALTY, etc.), player number or bench personnel code (if applicable), team involved, set number and score at the time of the incident. The preferred technique is to record information in the **REMARKS** section in the same order as the **SANCTIONS** box. However, the order in which the information is recorded in the **REMARKS** section is not critical as long as all the necessary information is noted. The reason for the referee action is only required in the following situations: defaulted set, points cancelled by the referee, and any unusual delays to the set other than team delays.

Protest

If a protest is filed and accepted by the first referee, the scorekeeper should refer to USAV 5.1.2.1 (pp. 20-21) for the specific information that is recorded on the scoresheet. If a Protest Committee makes a ruling on the protest immediately (before the match resumes), the scorekeeper does not record the protest facts on the scoresheet.

Set Point

The scorekeeper notifies the second referee when either team's next successful rally would end the set. This can be indicated by placing the index finger on the front of the shoulder on the side of the team with the possible set point. It is not necessary to repeat the "set point" signal unless a different set point situation occurs.

POST-SET PROCEDURES

When the final point is earned by the winning team, the scorekeeper slashes the final point and then crosses forearms in front of the chest (palms facing toward body), indicating the end of the set/match. The scorekeeper then records the final point total in the **Service Rounds** box as the final exit score. If the winning team won the final point on the opponent's loss of service, record the point in the **Service Rounds** box of the winning team's next server, with no check mark in the upper right corner.

3 ✓	5	7 ✓	5	13 ✓	5	15 ✓	5	19 ✓	5	23 ✓	5
24 ✓	6	(25)	6	2	6	2	6	2	6	2	6

From this point forward, use blue or black ink to complete the scoresheet. The end time of the match is recorded in the **END** section when the referee ends the final rally (HH:MM, international time, with leading zeros if necessary). Circle the final exit score in the **Service Rounds** box for each team. The scorekeeper should not circle the final point slashed in the **Points** section.

In the **Points** column, using a straight edge, the scorekeeper neatly draws a horizontal line through the center of the first and last unused numbers in each column, then completes an “hourglass” figure through each column.



Points		
1	12	23
2	13	24
3	14	25
4	15	26
5	16	27
6	17	28
7	18	29
8	19	30
9	20	31
10	21	32
	22	33



Points		
1	12	23
2	13	24
3	14	25
4	15	26
5	16	27
6	17	28
7	18	29
8	19	30
9	20	31
10	21	32
11	22	33

The **Winning Team** and its **Score** are written on the top line in the **RESULTS** section with the **Losing Team** and its **Score** written below it. The scorekeeper reviews the scoresheet for completeness, taking special care to verify the scores written in the **RESULTS** section agree with the last point of each team that is circled in the **Service Rounds** area and slashed in the **Points** section and that the correct winning team is noted. The scorekeeper then signs the scoresheet in the designated area. The first referee signs each scoresheet to verify the final results are correct (the first referee may sign all completed scoresheets at the end of the match). Additionally, after the match, the team A captain and team B captain will sign each scoresheet in the box marked **A** and **B**, respectively (EXCEPTION: for junior competition, each coach will sign the scoresheet instead of the captain.)

When the scoresheet is completed, all sanctions and all pertinent remarks that affect the administration of the remaining sets must be transferred to subsequent scoresheets used for the match.

Forfeit or Default

If the forfeit occurs before the first serve of the match, the scorekeeper prepares the scoresheet for set 1 by filling in the heading, officials' names, team names and starting line-ups of those present. The scorekeeper fills in the numbers of all the forfeited sets in the **SET** box (for example, "1/2" or "1/2/3") and records the appropriate scores and winning/losing team names in the **RESULTS** section. If the 2-set scoresheet is used, the scores and winning/losing team names should be written in both **RESULTS** sections. The scorekeeper writes "FORFEIT" (in large letters) across the scoresheet. It is not necessary to slash and circle the points in the **Points** column. Comments regarding the circumstances for the forfeit should be noted in the **REMARKS** section.

If the forfeit occurs after the completion or default of set 1, the scorekeeper prepares the scoresheet(s) for the additional set(s) needed to win the match. For each forfeited set, the scorekeeper fills in the set number, the appropriate scores and winning/losing team names in the **RESULTS** section, and writes "FORFEIT" across the scoresheet. If more than one set is needed to complete the match, any sets with the

same scoring format may use one scoresheet for multiple sets (for example, “2/3” or “2/3/4”) and an additional scoresheet for a deciding set with a different scoring format.

A set is defaulted if one team is unable to continue playing after the set has started. The team that defaults retains any accumulated points. The winning team is awarded additional points up to a winning score. The additional points for the winning team are circled and slashed in the **Points** column. A comment is recorded in the **REMARKS** section regarding the reason for the default. All other appropriate post-set procedures should then be completed.

REMARKS	
DEFAULT, INSUFFICIENT	
# OF PLAYERS, B, SET 1, 18-22	

Points
1 10 0
2 18 0
3 14 0
4 15 26
5 18 27
6 11 28
7 18 29
8 10 30
9 20 31
10 21 32
11 22 33

DECIDING SET PROCEDURES

A deciding set scoresheet is used for multiple match situations. If the final set of a best-of-three or best-of-five match is needed to determine a winner, the deciding set is played to 15 points with a minimum two-point advantage (teams switch sides at eight points). If the match is a single-set playoff, the set is played to 25 points with a minimum two-point advantage (teams switch sides at 13 points). Occasionally, the third set of an “automatic 3 set” match is treated like a deciding set (played to 25 points, with a second coin toss and the teams switch sides at 13 points). If a deciding set is necessary, the scorekeeper prepares the deciding set scoresheet by recording all heading information and all officials’ names from the previous scoresheets. All sanction information and pertinent information in the **REMARKS** section must also be transferred to the deciding set scoresheet. Write number 5, 3 (or 1, if this is a playoff set) in the **SET** box.

After the coin toss and the determination of the serving team and the playing area, the scorekeeper prints the name of the team which will begin on the left court on the left section of the scoresheet and the name of the team which will begin on the right court in the middle section. The name of the team on the left section will be reprinted on the far right section. Additionally, the starting line-up of the team on the left section will be duplicated on the far right section. The scorekeeper places an "X" through the **S** for the team that is serving first and places an "X" through the **R** for the receiving team. Write in the **A** and **B** team designation letters in the corresponding circles. If this is the final set of the match, use the teams' designations of **A** or **B** from set one. If this is a single-set playoff, the team that starts on the left will be team **A** and the team that starts on the right will be team **B**. Since the player in **Service Order I** of the receiving team will not serve first, the scorekeeper places an "X" in box 1 of the **Service Rounds** section for that player. If the receiving team is starting on the left, do NOT duplicate the "X" in the **Service Rounds** box on the far right side.

START 15:51 TEAM COBRAS							Points	(A)	(B)	EAGLES						TEAM	END	:	Points
18	II	III	IV	V	VI		1	9	3	1	14	IV	V	VI		1	12	23	
2	10						2	10				5c	7	9		2	13	24	
																	3	14	25
Points At Chg (B) COBRAS TEAM																			
1 12 23	18	II	III	IV	V	VI	2 13 24										3 14 25		

During the first half of the deciding set (before the teams switch sides), all actions for the team on the left court are recorded on the far left side of the scoresheet and all actions for the team on the right court are recorded in the middle section. All substitutions (including scores and team substitutions) and time-outs for the team on the left side are also duplicated on the far right side of the scoresheet at the time of the action. Do not duplicate the slashed points or the exit scores for the team on the left to the far right side. The deciding set

proceeds in the same manner as a regular set until one of the teams reaches eight points (or 13 points for a 25-point set). The scorekeeper should notify the second referee when this midway point is reached. At this time, the teams will switch courts as directed by the first referee.

While the teams are switching courts, the scorekeeper will write the current score of the team from the left side in the **Points at Chg** circle. The first point that will be slashed for the team on the far right will be the number after the score that is written in the **Points at Chg** circle. Transfer the last action in the **Service Rounds** box from the far left to the far right, changing the check mark to a small 'x'. (The last action might be a check mark with no exit score, if that same team is still serving.) Make sure the visual scoreboard is changed to reflect the teams switching sides. Below is the procedure if the team on the far left served and won point 8.

Points	At Chg	(8)	(B)	COBRAS	TEAM
1 12 23		18	47	6c	23
2 13 24					2 15 14
3 14 25					
4 15 26					
5 16 27					6
6 17 28					5
7 18 29					
8 19 30					
9 20 31					
10 21 32					
11 22 33	1	5	1	6	1
Time	2	8	2	6	2
	6	2	6	8	2
	9				5
					1
					5

Below is the procedure if the team on the right served and won point 8 OR if the team on the far left won point 8 from the opponent's serve.

Score		START 09:50		TEAM		COBRAS		X		(A)		Points		X		B		16		EAGLES		TEAM		Points		At Chg		(A)		COBRAS		TEAM		END :						
Quarter																																								
Nº of																																								
Player																																								
Score at Change																																								
1st	5th	X		4		7																																		
2nd	6th																																							
3rd	7th																																							
4th	8th																																							
Substitution:		X	2	3	4	5	6	7	8	9	10	11	12	Substitution:		1	2	3	4	5	6	7	8	9	10	11	12	Substitution:		2	3	4	5	6	7	8	9	10	11	12
Time Outs														Time Outs													Time Outs													
O: 4														O: 4													O: 4													
:														:													:													

Once teams switch sides, the left side of the scoresheet is no longer used. The set continues with the same procedures as a regular set. At the end of the set, only the unused points in the middle section and the far right side of the scoresheet are “hourgassed.” On the right side, points that were earned prior to the court switch are not slashed or “hourgassed.” The set is completed using the rest of the post-set procedures.

Assistant Scorekeeper Responsibilities: Tracking the Libero

The assistant scorekeeper is responsible for ensuring the Libero replacements are correct. Libero replacements can only take place at the start of each set after the second referee has checked the starting line-up or after the end of a rally. Use an "L" to indicate the Libero has replaced a player on the court.

The assistant scorekeeper ensures that when the Libero player leaves the court, the player originally replaced by the Libero is the player who returns to the court. The assistant scorekeeper is also responsible for ensuring that at least one completed rally occurs between each Libero replacement (unless due to Libero injury/illness or there is a forced rotation caused by a penalty). The assistant scorekeeper must track all substitutions to ensure that the Libero

is entering for the correct player and that a team does not use the Libero as a way to avoid using a substitution (if a team does not use a Libero, the assistant scorekeeper is not required to track that team's substitutions). An improper Libero replacement becomes illegal at the moment the serve is contacted. Immediately after the serve is contacted, the assistant scorekeeper should notify the second referee to stop the rally.

The assistant scorekeeper tracks the Libero replacements and team substitutions on a separate sheet of paper using any method he/she finds easy. An example is as follows:

5 L 5 7 L 7 5

In the prior sequence, player #5 (the starter) is replaced by the Libero, and then returns to the set. At some point player #5 is replaced by a sub, player #7. Later, the Libero replaces #7. It is very important to ensure that it is player #7 who replaces the Libero, not the original starter (player #5). Once the replaced player #7 is back on the court, then a sub can be made during the same dead ball period, if desired, to return the original starter, player #5 (or another player), to the court.

A simple form similar to the one to the right may also be used. The form allows the assistant scorekeeper to track any replacement by the Libero easily. The player uniform numbers are written in position order by the Roman numeral boxes as reflected on the line-up sheet. A small "c" should be placed after the designated floor captain.

AorB	SP	Libero
I		
II		
III		
IV		
V		
VI		

If the playing captain is replaced by the Libero, the assistant scorekeeper must notify the second referee, so a new playing captain can be designated. The assistant scorekeeper should write a “c” next to the number of the replacement captain.

When the starting captain returns to the game, the assistant scorekeeper should automatically write a “c” next to the number of the starting captain and slash through the alternate “c”.

If the playing captain is subbed out, the assistant scorekeeper should write a “c” next to the number of the replacement captain. If the starting captain returns to the game, the assistant scorekeeper should automatically write a “c” next to the number of the starting captain and slash through the alternate “c”.

If the Libero has been re-designated, the assistant scorekeeper should circle the Libero number in the box and record the number of the new Libero next to or above the box.

AorB	Libero	COBRAS	AorB	Libero	EAGLES	AorB	Libero	COBRAS
(A) SP	11		(B) SP	16	12		(A) SP	11
I	15 22		II	9		III	15 22	
II	8c		III	3		IV	8c	
III	10 ✓ 10 7		IV	✓ 1		V	10 7	
IV	47		V	14		VI	47	
V	23		VI	5c		VII	23	
VI	Z L		VII	✓ L		VIII	2	

For a deciding set, the assistant scorekeeper should record the name of the team starting on the left in the left and far right sections, and the team starting on the right in the middle section. The assistant scorekeeper records the starting line-ups for both teams. The line-up for the team starting on the left is duplicated on the far right. During the first half of the deciding set (before the teams switch sides), all substitutions for the team on the left court are recorded on the far left side and far right side of the Libero tracking sheet, while the Libero

replacements are recorded on the far left side only. All substitutions and Libero replacements for the team on the right court are recorded in the middle section.

AorB	Libero		AorB	Libero		AorB	Libero	
(A) SP	11	COBRAS	(B) SP	16	EAGLES	(A) SP	11	COBRAS
I	15	22	I	9		I	15	22
II	8c		II	3		II	8c	
III	10	L 10 7	III	X	L 1	III	10	7
IV	47		IV	14		IV	47	
V	23		V	5c		V	23	
VI	Z L		VI	X L		VI	2	

When the teams switch courts, the assistant scorekeeper tracks the Libero replacements and team substitutions in the middle and far right sections for the remainder of the set.

AorB	Libero		AorB	Libero		AorB	Libero	
(A) SP	11	COBRAS	(B) SP	16	EAGLES	(A) SP	11	COBRAS
I	15	22	I	9		I	15	22 15
II	8c		II	3		II	8c	
III	10	L 10 7	III	X	L X L	III	10	X L 7 10
IV	47		IV	14		IV	47	
V	23		V	5c		V	23	
VI	Z L		VI	X L	X 7	VI	Z	X 2

NATIONAL CHAMPIONSHIP TOURNAMENTS PROCEDURES ONLY

The following techniques and procedures should be used at all National Championship events:

The scorekeeper should use pen throughout the match.

The scorekeeper obtains a roster from each team and verifies all players' uniform numbers and bench personnel with the assistance of the second referee. If requested by Championship, team members' photo identification will be checked at this time. Once the roster is obtained by the scorekeeper, changes may not be made to the roster except by the Championship Desk. The only roster notation allowed at courtside by the scorekeeper is a player's age verification (code "AV!" is listed next to the player's name). After verifying the roster, the scorekeeper writes his/her initials in the lower right corner. It is acceptable to have multiple scorekeeper initials on the roster.

After the roster has been initialed and the line-up has been submitted, the numbers of the starting players are verified against the roster. The roster captain, indicated with a "K" on the roster, is the playing captain whenever he/she is in the game (unless this player is the Libero). Legal substitutes are written on the scoresheet in the space provided between the **Substitution** area, which is below the Time Outs section. Do not write the Libero number in this section. If the roster captain is one of the available substitutes, write a "K" next to the number as a helpful reminder (ex, 6K). If a team has no available substitutes, record "NO SUBS" in this space. When a substitution request is made, the number of the substitute is verified as being legal and is slashed (or dotted) in this section.

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SCOREKEEPING EXAMPLES (SAMPLE SETS)

Explanation of Scorekeeping Example Non-deciding Set

Information	Action
The tournament is the 2009 USAV Open Championships held at the convention center in Minneapolis, Minn. This is the first set of a Women's 50s match (match No. 2) from the pool R1G1P3. The Cobras are playing the Eagles. It will be held May 27, 2009, on court 10 with the scheduled match time of 9:05 a.m. The first referee is Jane Doe, the second referee is John Public and the scorekeeper is Sam Uncle. The work team is Spider Monkeys from the XY region.	<i>Prior to the first set of the match, complete all heading information in blue or black ink. In the OFFICIALS section, print the names of the referees and scorekeeper (last name, first name) in capital letters. Write "1" in the SET box in the RESULTS section (if not pre-printed).</i>
Eagles win the coin toss and choose to receive. Cobras choose the court to the left of the scorekeeper.	<i>Using blue or black ink, print "COBRAS" on the left side and "EAGLES" on the right side. Print an "A" in the circle next to Cobras and "B" in the circle next to Eagles. Place an "X" over the circled R for the receiving team and an "X" over the circled S for the serving team. In addition, place an "X" in Service Rounds box 1 for the Eagles' Position I player.</i>

Information

Cobras and Eagles submit their line-ups as shown below. Eagles will use a Libero, #16, while Cobras will not. Based on the team rosters, the available subs for Cobras are 6, 14 and 18. The available subs for Eagles are 4 and 22.

SET 1 LINE-UP SHEET			LIBERO Nº
TEAM COBRAS			
IV	III	II	
47	10c	8	
V	VI	I	
23	2	15	
SERVICE			
 <i>Donna Jones</i>	 <i>Nancy Drew</i>	COACH SIGNATURE	

SET 1 LINE-UP SHEET			LIBERO Nº
TEAM EAGLES			
IV	III	II	
14	1	3	
V	VI	I	
5c	7	9	
SERVICE			
 <i>Nancy Drew</i>	 <i>Donna Jones</i>	COACH SIGNATURE	

While checking the Eagles' line-up, the second referee notices that Eagles #4 is on the court instead of #14. Eagles #14 is not present at the moment, so the team must use a substitution (#4 for #14). After the second referee checks the Eagles' line-up, Eagles Libero replaces #7.

Action

Use blue or black ink to enter the line-ups in the **Nº of Players** section. Enter the Libero number in the **Libero #** box next to the Eagles team name. Place an "X" in the **Libero #** box next to the Cobras team name. (Recommended technique: Record each team's available substitutes in the space next to the **Substitution** section [below the **Time Outs** box]).

This information may be recorded in pencil or ink. Slash the number 14 in the Eagles' **Nº of Players** section and write "4" to the right on the same line. In the first box in the **Score at Change** section for position **IV**, record Eagles' score in the upper half and Cobras' score in the lower half (0-0). Slash number 1 in the **Substitution** row below the Eagles' scoring section. (Recommended technique: Use the list of available substitutes to confirm the incoming player is legal. Indicate the available substitute was used by placing a dot next to or slashing through the number. (cont'd)

Information	Action
After the second referee checks Cobras' line-up, the first referee notices that Cobras #23 is wearing a necklace and issues a team delay warning.	<i>This information may be recorded in pencil or ink. In the first row of the SANCTIONS box, slash the D in the W Warning column, record "A" in the A/B column, write "1" in the SET column, and record the score (0-0).</i>
The first referee whistles and beckons for serve at 9:05 a.m.	<i>Using blue or black ink, enter the time (09:05) in the START box.</i>
Cobras #15 serves and wins a point.	<i>Pencil is now optional. Record a small check mark (✓) on top of the 1 in the Service Rounds box for Cobras #15. Then slash point 1 in the Points column of Cobras.</i>
Cobras #15 serves an ace, then serves the ball out of bounds.	<i>Slash point 2 for Cobras. Write the exit score of "2" for Cobras and slash point 1 in the Points column of Eagles.</i>
Eagles #3 serves and wins the rally on a close line call. The Cobras captain complains persistently about the line call and the first referee issues a verbal warning.	<i>Check the 1 in the Service Rounds box of #3 and slash point 2 in the Points column. The verbal warning is not recorded on the scoresheet.</i>

Information	Action
Eagles #3 serves again and wins the next point. Cobras make a substitution, #14 for #15.	<i>Slash point 3 in the Points column. Slash #15 in Cobras' Nº of Players section and write "14" to the right on the same line. Record the score (2-3) in the first box in the Score at Change section and slash number 1 in the Substitution row. (<u>Recommended technique:</u> Use the list of available substitutes to confirm the incoming player is legal. Indicate the available substitute was used by placing a dot next to or slashing through the number.)</i>
While the substitution is administered, the Cobras captain displays strong disagreement over a ball-handling no-call and the previous line call. The first referee sanctions Cobras #10 with a yellow card.	<i>In the first available row of the SANCTIONS box, write "10" in the P Penalty column, write "A" in the A/B column, record "1" in the SET column, and record the score at the time of the sanction, listing Cobras' score first (2-3). In addition, slash and circle point 4 for Eagles.</i>

Information	Action
Cobras take a time-out.	<i>Record the time-out in the Time Outs box located under the Cobras' Points column, listing Cobras' score first (2-4).</i>
Eagles #3 serves and wins the rally. Cobras make a substitution, #6 for #47. Eagles #3 serves and wins two quick points, then serves the ball into the net.	<i>Slash point 5 for Eagles in the Points column. Slash Cobras #47 in the No of Players section and write "6" to the immediate right on the same line. In the first box in the Score at Change section for position IV, record the Cobras' score in the upper half of the box and the Eagles' score in the lower half (2-5). Slash number 2 in the Substitution row below the Cobras' scoring section. Slash points 6 and 7 for Eagles in the Points column. Record the exit score of "7" and slash point 3 for Cobras.</i>
Cobras #8 serves and wins a point. Then #8's next serve results in the loss of rally.	<i>Check the 1 in the Service Rounds box of Cobras #8. Slash point 4 in the Points column. Record the exit score of "4" and slash point 8 for Eagles.</i>

Information	Action
Eagles #7 replaces the Libero. Eagles make a sub, #22 for #1. Eagles #22 serves and wins three points. Cobras make a substitution, #18 for #2.	<i>Slash Eagles #1 and write “22” to the right on the same line. In the first box in the Score at Change section, record the Eagles’ score in the upper half of the box and the Cobras’ score in the lower half (8-4). Slash number 2 in the Substitution row below the Eagles scoring section. Check the 1 in the Service Rounds box of Eagles #22. Slash points 9, 10, and 11 for Eagles. Slash Cobras #2 in the Nº of Players section and write “18” to the right on the same line. In the first box in the Score at Change section for position VI, record the Cobras’ score in the upper half of the box and the Eagles’ score in the lower half (4-11). Slash number 3 in the Substitution row.</i>
Eagles #22 serves and wins two more points, then serves the ball out.	<i>Slash points 12 and 13. Record the exit score of “13” and slash point 5 for Cobras.</i>

Information	Action
Eagles Libero replaces #22. Cobras #6 serves the ball instead of the correct server, #10.	<i>The scorekeeper should know the wrong server is going to serve but must wait until the serving fault occurs. As soon as #6 contacts the ball for service, the scorekeeper notifies the second referee, either verbally or by sounding a horn or whistle. Since #10 never served the ball during this term of service, no check mark is made in the Service Rounds box. Record the exit score of "5" and slash point 14 for Eagles. No additional notations or comments are required.</i>
Cobras captain requests a line-up check. Eagles #4 serves and the first referee stops the rally when a ball rolls onto the court. The first referee signals a play-over.	<i>If requested, the scorekeeper should use the scoresheet to inform the second referee of Cobras' correct rotation. Check the 1 in the Service Rounds box of Eagles #4. The scorekeeper does not record play-overs on the scoresheet. Verify the visible scoreboard reflects the correct score and that no point was inadvertently added.</i>
After the first referee whistles to authorize the serve, Eagles #14 (who arrived after the set started) enters the substitution zone. The second referee denies the request (cont'd)	<i>Slash point 15 in the Points column. In the next available row of the SANCTIONS box, slash the IR in the IR Improper Request column, write "B" in the A/B column, write "1" in (cont'd)</i>

Information	Action
without whistling, and the rally continues. Eagles win the rally. The first referee sanctions Eagles with an improper request.	<i>the SET column, and the score (14-5). Note that the score should reflect when the improper request actually occurred, which was before the last rally was completed.</i>
Eagles #4 serves and wins a point. Cobras make a sub, #15 for #14. Eagles make a sub, #14 for #4. Eagles #14 serves and the Cobras win the rally.	<i>Slash point 16. Slash Cobras #14 and write "15" to the right on the same line. Record the score (5-16) in the second box in the Score at Change section below the previous score. Slash number 4 in the Substitution row. Slash Eagles #4 and write "14" on the same line. Record the score (16-5) in the third Score at Change box. Slash number 3 in the Substitution row. Record the exit score of "16" and slash point 6 for Cobras.</i>
Cobras #6 serves and wins a point on a kill.	<i>Check the 1 in the Service Rounds box for #6. Slash point 7 for Cobras.</i>
Immediately after indicating Cobras won the rally, the first referee realizes the line judge signalled an antenna violation against Cobras. The first referee changes the call and signals that Eagles won the previous rally.	<i>If the scorekeeper slashed point 7 in pencil, the scorekeeper can erase the slash mark. If the scorekeeper slashed point 7 in ink, place an "X" over the slashed point and write "7" next to the "X". If available, the scorekeeper may use correction fluid/tape to delete the slashed point (cont'd)</i>

Information	Action
	<i>and write “7” in the Points column. Record the exit score of “6” and slash point 17 for Eagles.</i>
Eagles #5 serves and Eagles win the rally on a great block. #5 serves again but commits a foot fault.	<i>Check number 1 in the Service Rounds box for position V and slash point 18. Record the exit score of “18” and slash point 7 for Cobras. No other action is needed for a foot fault.</i>
Cobras have some confusion and take a time-out to regroup.	<i>Record the score (7-18) in Cobras’ second Time Outs box.</i>
At the end of the time-out, Cobras players are cleaning up a large water spill near the sideline, which delays the game. The first referee issues a team delay penalty.	<i>In the next available row of the SANCTIONS box, write “D” in the P Penalty column, write “A” in the A/B column, write “1” in the SET column, and write the score (7-18). The penalty results in a loss of rally for Cobras. Since Cobras #23 did not serve, do not check the 1 in Service Rounds box. Record the exit score of “7” for Cobras and slash and circle point 19 for Eagles.</i>
Eagles #1 replaces the Libero. Eagles #7 serves the ball and wins the rally.	<i>Check number 1 in the Service Rounds box in position IV. Slash point 20.</i>

Information	Action
The assistant scorekeeper notifies the second referee that Eagles #22 should have replaced the Libero instead of Eagles #1. The first referee signals that Eagles lost the previous rally due to an improper player on the court. Eagles #22 returns to the court and Eagles Libero replaces #7.	<i>In the REMARKS section, record the comment, "CANCEL PT 20, B, SET 1, 20-7, IMPROPER PLAYER on CT." If point 20 was slashed in pencil, the scorekeeper can erase the slash mark. If point 20 was slashed in ink, the scorekeeper should place an "X" over the slashed point and write "20" next to the "X". If available, the scorekeeper may use correction fluid/tape to delete the slashed point and write "20" in the Points column. Record the exit score of "19" and slash point 8 for Cobras.</i>
Eagles make a substitution, #1 for #22. Cobras #18 serves the ball and wins the rally.	<i>Slash Eagles #22 and write "1" to the right on the same line. Record the score (19-8) in the second Score at Change box below the previous score. Slash number 4 in the Substitution row. Check number 1 in the Service Rounds box for Cobras #18. Slash point 9.</i>
At the end of the previous rally, Cobras #10 twists an ankle and cannot continue to play. Cobras make an exceptional substitution, #47 for #10. The second referee asks #10 who (cont'd)	<i>In the REMARKS section, record the comment, "EX SUB 47 FOR 10, A, SET 1, 9-19. Circle #10 (to indicate #10 can no longer enter the match) and write "47" to the right on the same (cont'd)</i>

Information	Action
will be the new playing captain. #6 is designated as the replacement captain.	<i>line. Since an exceptional substitution is not charged as a team substitution, do not record a score in the Score at Change section and do not slash the next number in the Substitution row. Record a small "c" next to #6.</i>
Cobras #18 serves and loses the rally.	<i>Record the exit score of "9" and slash point 20 for Eagles.</i>
All Service Rounds boxes labeled with the number 1 have now been used. For the next round of serves, the scorekeeper will use the Service Rounds boxes labeled with the number 2.	
Eagles make a sub, #4 for #14. Eagles #9 serves and wins four quick points. #9 serves again and loses the rally.	<i>Slash Eagles #14 and write "4" to the right (if the first line is filled, write "4" to the far left of the second line). Record the score (20-9) in the third box in the Score at Change section. Slash number 5 in the Substitution row. Check number 2 in the Service Rounds box for Eagles #9. Slash points 21, 22, 23 and 24. Record the exit score of "24". Slash point 10 for Cobras.</i>

Information	Action
Cobras #15 serves the ball into the net.	<i>Check number 2 in the Service Rounds box for Cobras #15. Record the exit score of “10” and slash point 25 for Eagles. Write “25” in the Service Rounds box of the next Eagles server (#3). Since #3 didn’t serve for that point, do not make a check mark in this box.</i>
The set ends at 9:22 a.m.	<i>Use blue or black ink for the post-set procedures. Record the time (09:22) in the END box. Circle the final exit score (in the last Service Rounds box) for each team. Record the Winning Team and score and the Losing Team and score in the RESULTS section. The scorekeeper draws an “hourglass” through the unused points in the Points column.</i>
	<i>The scorekeeper checks the scoresheet carefully to ensure its completeness and accuracy, then signs the scoresheet. If the scoresheet has sets 1 and 2 on a single page, the scorekeeper will sign the scoresheet after the second set is complete. If a separate (cont’d)</i>

Information	Action
	<p><i>scoresheet will be used for set 2, the scorekeeper will copy the pertinent information in the SANCTIONS and REMARKS sections to the set 2 scoresheet. (Note: the “CANCELLED POINT” comment does not affect the administration of subsequent sets and should not be copied). After the match, the first referee will sign each completed scoresheet. Additionally, after the match, the team A captain and the team B captain will sign each scoresheet in the box marked A and B, respectively (EXCEPTION: for juniors competition, the coach will sign the scoresheet instead of the captain).</i></p>



USAVolleyball
OFFICIAL SCORE SHEET

Name of the Competition 2009 USAV OPEN CHAMPIONSHIPS												
City MINNEAPOLIS						State MN			Court 10			
Hall CONV CTR									Match N° 2			
									Date: 05/27/09			
Division: Men <input type="checkbox"/> Women <input checked="" type="checkbox"/>			CoEd <input type="checkbox"/>			Level: 50'S			Time: 09 : 05			
Category: Adult <input checked="" type="checkbox"/>			Junior <input type="checkbox"/>									
Score Order	START 09:05		TEAM COBRAS		Laserball		EAGLES		TEAM		END 09:22	
	I	II	III	IV	V	VI	A X	B Y	Points	(S) X	(A) B	Points
No of Players	10		47		6c		23		18		28	
Score at Change Rounds	2		3		5		4		11		27	
Score at Line-up	5		16		20		9		17		28	
Team Line-up	10		10		10		7		13		24	
Score at Line-up	2		2		2		5		14		25	
Team Line-up	10		10		10		5		14		25	
Score at Line-up	5		5		5		4		15		26	
Team Line-up	16		16		16		9		16		27	
Score at Line-up	20		20		20		9		18		28	
Team Line-up	31		31		31		9		19		30	
Score at Line-up	31		31		31		9		20		31	
Team Line-up	31		31		31		9		21		32	
Score at Line-up	32		32		32		10		21		33	
Team Line-up	33		33		33		10		22		34	
Score at Line-up	34		34		34		10		23		35	
Team Line-up	35		35		35		10		24		36	
Score at Line-up	36		36		36		10		25		37	
Team Line-up	37		37		37		10		26		38	
Score at Line-up	38		38		38		10		27		39	
Team Line-up	39		39		39		10		28		40	
Score at Line-up	40		40		40		10		29		41	
Team Line-up	41		41		41		10		30		42	
Score at Line-up	42		42		42		10		31		43	
Team Line-up	43		43		43		10		32		44	
Score at Line-up	44		44		44		10		33		45	
Team Line-up	45		45		45		10		34		46	
Score at Line-up	46		46		46		10		35		47	
Team Line-up	47		47		47		10		36		48	
Score at Line-up	48		48		48		10		37		49	
Team Line-up	49		49		49		10		38		50	
Score at Line-up	50		50		50		10		39		51	
Team Line-up	51		51		51		10		40		52	
Score at Line-up	52		52		52		10		41		53	
Team Line-up	53		53		53		10		42		54	
Score at Line-up	54		54		54		10		43		55	
Team Line-up	55		55		55		10		44		56	
Score at Line-up	56		56		56		10		45		57	
Team Line-up	57		57		57		10		46		58	
Score at Line-up	58		58		58		10		47		59	
Team Line-up	59		59		59		10		48		60	
Score at Line-up	60		60		60		10		49		61	
Team Line-up	61		61		61		10		50		62	
Score at Line-up	62		62		62		10		51		63	
Team Line-up	63		63		63		10		52		64	
Score at Line-up	64		64		64		10		53		65	
Team Line-up	65		65		65		10		54		66	
Score at Line-up	66		66		66		10		55		67	
Team Line-up	67		67		67		10		56		68	
Score at Line-up	68		68		68		10		57		69	
Team Line-up	69		69		69		10		58		70	
Score at Line-up	70		70		70		10		59		71	
Team Line-up	71		71		71		10		60		72	
Score at Line-up	72		72		72		10		61		73	
Team Line-up	73		73		73		10		62		74	
Score at Line-up	74		74		74		10		63		75	
Team Line-up	75		75		75		10		64		76	
Score at Line-up	76		76		76		10		65		77	
Team Line-up	77		77		77		10		66		78	
Score at Line-up	78		78		78		10		67		79	
Team Line-up	79		79		79		10		68		80	
Score at Line-up	80		80		80		10		69		81	
Team Line-up	81		81		81		10		70		82	
Score at Line-up	82		82		82		10		71		83	
Team Line-up	83		83		83		10		72		84	
Score at Line-up	84		84		84		10		73		85	
Team Line-up	85		85		85		10		74		86	
Score at Line-up	86		86		86		10		75		87	
Team Line-up	87		87		87		10		76		88	
Score at Line-up	88		88		88		10		77		89	
Team Line-up	89		89		89		10		78		90	
Score at Line-up	90		90		90		10		79		91	
Team Line-up	91		91		91		10		80		92	
Score at Line-up	92		92		92		10		81		93	
Team Line-up	93		93		93		10		82		94	
Score at Line-up	94		94		94		10		83		95	
Team Line-up	95		95		95		10		84		96	
Score at Line-up	96		96		96		10		85		97	
Team Line-up	97		97		97		10		86		98	
Score at Line-up	98		98		98		10		87		99	
Team Line-up	99		99		99		10		88		100	
Score at Line-up	100		100		100		10		89		101	
Team Line-up	101		101		101		10		90		102	
Score at Line-up	102		102		102		10		91		103	
Team Line-up	103		103		103		10		92		104	
Score at Line-up	104		104		104		10		93		105	
Team Line-up	105		105		105		10		94		106	
Score at Line-up	106		106		106		10		95		107	
Team Line-up	107		107		107		10		96		108	
Score at Line-up	108		108		108		10		97		109	
Team Line-up	109		109		109		10		98		110	
Score at Line-up	110		110		110		10		99		111	
Team Line-up	111		111		111		10		100		112	
Score at Line-up	112		112		112		10		101		113	
Team Line-up	113		113		113		10		102		114	
Score at Line-up	114		114		114		10		103		115	
Team Line-up	115		115		115		10		104		116	
Score at Line-up	116		116		116		10		105		117	
Team Line-up	117		117		117		10		106		118	
Score at Line-up	118		118		118		10		107		119	
Team Line-up	119		119		119		10		108		120	
Score at Line-up	120		120		120		10		109		121	
Team Line-up	121		121		121		10		110		122	
Score at Line-up	122		122		122		10		111		123	
Team Line-up	123		123		123		10		112		124	
Score at Line-up	124		124		124		10		113		125	
Team Line-up	125		125		125		10		114		126	
Score at Line-up	126		126		126		10		115		127	
Team Line-up	127		127		127		10		116		128	
Score at Line-up	128		128		128		10		117		129	
Team Line-up	129		129		129		10		118		130	
Score at Line-up	130		130		130		10		119		131	
Team Line-up	131		131		131		10		120		132	
Score at Line-up	132		132		132		10		121		133	
Team Line-up	133		133		133		10		122		134	
Score at Line-up	134		134		134		10		123		135	
Team Line-up	135		135		135		10		124		136	
Score at Line-up	136		136		136		10		125		137	
Team Line-up	137		137		137		10		126		138	
Score at Line-up	138		138		138		10		127		139	
Team Line-up	139		139		139		10		128		140	
Score at Line-up	140		140		140		10		129		141	
Team Line-up	141		141		141		10		130		142	
Score at Line-up	142		142		142		10		131		143	
Team Line-up	143		143		143		10		132		144	
Score at Line-up	144		144		144		10		133		145	
Team Line-up	145		145		145		10		134		146	
Score at Line-up	146		146		146		10		135		147	
Team Line-up	147		147		147		10		136		148	
Score at Line-up	148		148		148		10		137		149	
Team Line-up	149		149		149		10		138		150	
Score at Line-up	150		150		150		10		139		151	
Team Line-up	151		151		151		10		140		152	
Score at Line-up	152		152		152		10		141		153	
Team Line-up	153		153		153		10		142		154	
Score at Line-up	154		154		154		10		143		155	
Team Line-up	155		155		155		10		144		156	
Score at Line-up	156		156		156		10		145		157	
Team Line-up	157		157		157		10		146		158	
Score at Line-up	158		158		158		10		147		159	
Team Line-up	159		159		159		10		148		160	
Score at Line-up	160		160		160		10		149		161	
Team Line-up	161		161		161		10		150		162	
Score at Line-up	162		162		162		10		151		163	
Team Line-up	163		163		163		10		152		164	
Score at Line-up	164		164		164		10		153		165	
Team Line-up	165		165		165		10		154		166	
Score at Line-up	166		166		166		10		155		167	
Team Line-up	167		167		167		10		156		168	
Score at Line-up	168		168		168		10		157		169	
Team Line-up	169		169		169		10		158		170	
Score at Line-up	170		170		170		10		159		171	
Team Line-up	171		171		171		10		160		172	
Score at Line-up	172		172		172		10		161		173	
Team Line-up	173		173		173		10		162		174	
Score at Line-up	174		174		174		10		163		175	
Team Line-up	175		175		175		10		164		176	
Score at Line-up	176		176		176		10		165		177	
Team Line-up												

SCOREKEEPING EXAMPLES (SAMPLE SETS)

Explanation of Scorekeeping Example Deciding Set

Information	Action
<p>The tournament is the 2009 USAV Open Championships held at the convention center in Minneapolis, Minn. This is the deciding set (set 3) of a Women's 50s match (match #2) from pool R1G1P3.</p> <p>The Cobras are playing the Eagles. It will be held May 27, 2009, on court 10 with the scheduled match time of 9:05 a.m. The first referee is Jane Doe, the second referee is John Public, and the scorekeeper is Sam Uncle. The work team is Spider Monkeys from the XY region. Cobras started set 1 on the left court (team A). Eagles won set 1, 25-10. Cobras won set 2, 25-20, which ended at 9:47 a.m.</p>	<p><i>The scorekeeper records all heading information, officials' names, and sanctions and pertinent remarks carried over from sets 1 and 2, using blue or black ink. Write "3" in the Set box in the RESULTS section. Record the start time (09:50) in the START box.</i></p>
<p>Eagles win the coin toss for the deciding set and choose the court on the right. Cobras choose to receive.</p>	<p><i>Using blue or black ink, the scorekeeper writes "COBRAS" on the far left and far right sections and writes "EAGLES" on the middle section. Write the appropriate "A" and "B" design-</i> <i>(cont'd)</i></p>

Information

Action

	<p>nations in all three sections. The scorekeeper places an "X" over the circled S next to Eagles. The scorekeeper places an "X" over the circled R for Cobras. On the far left side only, the scorekeeper places an "X" in the Service Rounds box 1 for the Cobras' position I player.</p>																																				
Cobras and Eagles submit their line-ups as shown below. Based on the team rosters, the available subs for Eagles are 14, and 22. The available subs for Cobras are 8 and 14.	<p>Use blue or black ink to enter the line-ups in the Nº of Players section. Write Cobras' line-up on the far left and far right sections. (<u>Recommended technique:</u> Record each team's available substitutes in the space next to the Substitution section [below the Time Outs boxes on the right half]).</p> <p>SET 3 LINE-UP SHEET N° TEAM COBRAS X</p> <table border="1"><tr><td>IV</td><td>III</td><td>II</td></tr><tr><td>23</td><td>6c</td><td>47</td></tr><tr><td>V</td><td>VI</td><td>I</td></tr><tr><td>2</td><td>15</td><td>18</td></tr><tr><td colspan="3">SUBS</td></tr><tr><td colspan="3">COACH SIGNATURE <i>Donna Jones</i></td></tr></table> <p>SET 3 LINE-UP SHEET N° TEAM EAGLES 16</p> <table border="1"><tr><td>IV</td><td>III</td><td>II</td></tr><tr><td>5c</td><td>14</td><td>1</td></tr><tr><td>V</td><td>VI</td><td>I</td></tr><tr><td>7</td><td>9</td><td>3</td></tr><tr><td colspan="3">SUBS</td></tr><tr><td colspan="3">COACH SIGNATURE <i>Nancy Drew</i></td></tr></table>	IV	III	II	23	6c	47	V	VI	I	2	15	18	SUBS			COACH SIGNATURE <i>Donna Jones</i>			IV	III	II	5c	14	1	V	VI	I	7	9	3	SUBS			COACH SIGNATURE <i>Nancy Drew</i>		
IV	III	II																																			
23	6c	47																																			
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7	9	3																																			
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After the second referee checks the line-ups, Eagles Libero replaces #7. Eagles #3 serves and wins the rally. #3 serves again and wins the next three points. Cobras take a time-out.	Pencil is now optional. Check the number 1 in the Service Rounds box for Eagles #3. Slash points 1, 2, 3, and 4. Record the Cobras' time-out on the far left and far right sections (0-4).																																				

Information	Action
Eagles #3 serves and loses the rally.	Write number “4” in the Service Rounds box for Eagles #3. Slash point 1 for Cobras in the far left Points column only.
Cobras #47 serves and wins a point. #47 serves and wins two more points. #47’s next serve lands out.	Check the number 1 in the Service Rounds box for Cobras #47. Slash points 2, 3, and 4 for Cobras in the far left Points column only. Write “4” as the exit score. Slash point 5 for Eagles.
Eagles #7 replaces the Libero. Cobras make a substitution, #8 for #47. Eagles #1 serves and Cobras win the rally.	On the far left side, slash Cobras #47 and write “B” to the right on the same line. Record the score in the Score at Change box (4-5) and slash number 1 in the Substitution row. Copy ALL substitution information to the far right side. (<u>Recommended technique</u> : Use the list of available substitutes to confirm the incoming player is legal. Indicate the available substitute was used by placing a dot next to or slashing through the number.) Check the number 1 in the Service Rounds box for Eagles #1. Write “5” as the exit score and slash point 5 for Cobras in the far left Points column only.

Information	Action
Eagles Libero replaces #1. Cobras #6 serves and earns two points. #6 serves the next ball out.	Check the number 1 in the Service Rounds box for Cobras #6 and slash points 6 and 7 in the far left Points column only. Write "7" as the exit score and slash point 6 for Eagles.
Eagles #14 serves the ball and loses the rally.	Check the number 1 in the Service Rounds box for Eagles #14. Record "6" as the exit score and slash point 8 for Cobras in the far left Points column only.
The first referee whistles and signals for the teams to switch courts.	While the teams switch courts, write "8" in the Pts at Chg circle on the far right side (above the Cobras' Points column). The next point that will be slashed in the far right Points column will be point 9. Transfer the last action from the far left Service Rounds box to the far right (the <input checked="" type="checkbox"/> in the box on the far left becomes an "x" on the far right). In this case, in the Service Rounds box under Cobras #6 on the far right, mark an "x" over the number 1 and write "7" as the exit score. The next Service Rounds box to be used will be for Cobras #23. Do not record anything else on the far left side for the remainder of the set.

Information	Action
Eagles request a time-out at the same time that Cobras #47 enters the sub zone. The second referee acknowledges the time-out request and informs #47 that the sub will be administered after the time-out.	Write the score (6-8) in Eagles' first Time Outs box.
Cobras substitute #47 for #8. Cobras #23 serves the ball and loses the rally.	<i>Slash #8 and record "47" (use the second line if the first line is filled). Record the score (8-6) in the second Score at Change box below the first score and slash number 2 in the Substitution row. Check the number 1 in the Service Rounds box for Cobras #23 and write "8" as the exit score. Slash point 7 for Eagles in their Points column.</i>
Eagles make two subs, #4 for #14 and #22 for #9. Eagles #5 serves and wins three points. Cobras take a time-out.	<i>Slash Eagles #14 and record "4" to the right and slash Eagles #9 and record "22" to the right. Write the score (7-8) in the first Score at Change box for both subs and slash numbers 1 and 2 in the Substitution row. Check the number 1 in the Service Rounds box for Eagles #5 and slash points 8, 9, and 10. Record the score (8-10) in Cobras' second Time Outs box.</i>

Information	Action
Eagles #5 serves the ball into the net. Cobras #2 serves and loses the rally.	Write "10" as the exit score for Eagles #5 and slash point 9 for Cobras. Check the number 1 in the Service Rounds box for Cobras #2. Write "9" as the exit score and slash point 11 for Eagles.
Eagles #1 replaces the Libero. Cobras make a sub, #14 for #47. Eagles #7 serves the ball out of bounds.	Slash Cobras #47 and write "14" to the right. Record the score (9-11) in the Score at Change box and slash number 3 in the Substitution row. Check the number 1 in the Service Rounds box for Eagles #7 and write "11" as the exit score. Slash point 10 for Cobras.
Eagles Libero replaces #7. Cobras #15 serves and Eagles win the rally.	Check the number 1 in the Service Rounds box for Cobras #15. Write "10" as the exit score and slash point 12 for Eagles.
Eagles make a sub, #9 for #22. Eagles #4 makes an extremely rude comment through the net toward the opponents. The first referee sanctions #4 with a misconduct penalty.	Slash Eagles #8 and write "22" to the right (use the second line if the first line is filled). Write the score (12-10) in the second Score at Change box. Slash number 3 in the Substitution row. In the next available row of the SANCTIONS box, write "4" in the P Penalty column, write "B" in the (cont'd)

Information	Action
	<p>A/B column, write “3” in the SET column, and the score (12-10). The penalty results in a point and service to Cobras. Write “12” as the exit score but do not check the number 1 in the Service Rounds box for Eagles #9. Slash and circle point 11 for Cobras.</p>
Eagles #14 enters the sub zone. However, there was no completed rally between the Eagles’ two substitution requests, and the second referee denies the sub (without whistling). Since this is the Eagles’ second improper request in the match, the first referee issues a team delay warning.	<p>In the next available row of the SANCTIONS box, slash the D in the W Warning column, write “B” in the A/B column, write “3” in the Set column, and record the score (12-11).</p>
All Service Rounds boxes labeled with the number 1 have now been used. For the next round of serves, the scorekeeper will use the Service Rounds boxes labeled with the number 2.	
Cobras #18 serves and wins the rally. Eagles make a sub, #14 for #4. Cobras #18’s next serve lands out.	<p>Check the number 2 in the Service Rounds box for Cobras #18 and slash point 12 for Cobras. Slash Eagles #4 and write “14” (use the second line if the first line is filled). Record the score (12-12) in the second Score at Change box and slash number 4 in the Substitution row. Write “12” as the exit score and slash point 13 for Eagles.</p>

Information	Action
Eagles #3 serves and wins the next two points.	Check the number 2 in the Service Rounds box for Eagles #3 and slash points 14 and 15.
The set ends at 10:17 a.m.	<p>Use blue or black ink for the post-set procedures. Record the time (10:17) in the END box. Circle the final exit score (in the last Service Rounds box) for each team. Record the Winning Team and score and the Losing Team and score in the RESULTS section. The scorekeeper draws an "hourglass" through the unused points in the Points columns on the right half only.</p> <p>The scorekeeper checks the scoresheet for completeness and accuracy, then signs the scoresheet. After the match, the first referee will sign each completed scoresheet. Additionally, after the match, the team A captain and team B captain will sign each scoresheet in the box marked A and B, respectively (EXCEPTION: for juniors competition, the coach will sign the scoresheet instead of the captain).</p>



USAVolleyball
OFFICIAL SCORE SHEET

OFFICIAL SCORE SHEET

SANCTIONS		IMPROPER REQUEST		REMARKS		OFFICIALS	
TEAM A : TEAM B		EX SUB 47 FOR 10, A, SET 1, 9-19					
W	P	E	D	SET	SCORE	# Player A= Player C= Coach D= Trainer M= Manager N= Manager O= Assistant Coach P= Delay	
✓				A 1	0:0	6:00a = 08:00	1st Referee: DOE, JANE
D	10		A 1	2 : 3		1:00p = 13:00	2nd Referee: PUBLIC, JOHN
D	D		A 1	7 : 18		2:00p = 14:00	Print Name UNCLE, SAM
D	4		B 3	12 : 10		3:00p = 15:00	Sign Name Sam Steele
✓			B 3	12 : 11	4 : 00p = 16:00	5:00p = 17:00	Region SPIDER MONKEYS
D				:	6:00p = 18:00	Region XY	Score
				RESULTS		SET	
				EAGLES		3	
				COBRAS		3	
				Denise, <i>Denise</i>		A Team Captains	
				(B)		Honey, <i>Honey</i>	
				1st Referee Signature		Jane Doe	

BASIC PROCEDURES FOR CONDUCTING A USA VOLLEYBALL MATCH/COMPETITION FOR REFEREES

These are the basic procedures to be followed when conducting official USA Volleyball matches or competitions. More detailed information for each of these items can be found in the “USAV Referee Guidelines and Instructions.”

1. OFFICIALS

- a. The officials should be certified USA Volleyball referees and scorers.
- b. The prescribed USA Volleyball uniform and certification patch should be worn by all referees.
- c. At a minimum, referee equipment includes a whistle with lanyard, a set of yellow/red cards, a flipping coin and a watch or timing device.

2. ARRIVAL

- a. Referees should arrive at the playing venue no fewer than 30 minutes prior to the start of the competition.
- b. The tournament director or event manager should be located at that time, and playing formats, ground rules, warm-up procedures and other protocols should be determined.

3. MATCH PREPARATION

- a. Referees should examine the court and playing equipment prior to the first match: identify court lines, playing area, and any floor obstructions; determine rulings for overhead obstructions; examine the playing equipment (including net, antennas, posts, referee stand and game balls); and verify the net height and ball pressure.
- b. Scorers should ensure pens, pencils, score sheets and Libero tracking sheets are available at the scorer’s table. Lineup sheets and rosters may also be required.

4. REFEREE'S PRE-MATCH DUTIES

- a. Prior to the coin toss, the first and second referees must discuss their match responsibilities, as well as communication techniques that will be used between them during the match. This should include: discreet help from the second referee; addressing conduct issues; and ensuring consistent application of ground rules.
- b. Preferably prior to the coin toss, or immediately thereafter, the referees will meet with the officiating crew to give instructions to the line judges (first referee) and scoring crew (first or second referee).
- c. Conduct a coin toss between the team captains prior to the start of the timed warm-up period. Once tossed, the coin should be caught and the result immediately revealed.
- d. After the coin toss, the first referee will supervise warm-up periods and may request the second referee to time their duration. Note: In the event a team does not choose to use its time on the court, the court shall remain unoccupied.
- e. During the warm-up period, the first referee must verify the legality of each team's player and Libero uniforms. All players must wear uniforms as prescribed in Rule 4.3.
- f. At the end of the warm-up period, the first or second referee will blow a whistle to indicate that the warm-up period is over and players are to clear the court.
- g. Referees and other officials take their assigned places.

5. START OF THE FIRST SET OF THE MATCH

- a. Teams line up on the end line of their respective team courts. When both teams are ready, the first referee will blow a whistle and motion for players to take their positions on their court.
- b. The second referee, using each team's submitted line-up sheet, and the scorer, using the score sheet, will verify that players are in the correct positions on the court. No corrections may be made unless an error or omission has

- been made by the scorer prior to the start of play under the provisions of Rules 4.1.3, 7.3.2 and 7.3.4. No other changes may be made in the line-ups to correct an error made by teams in preparing the line-up sheets. NOTE: A substitution prior to the start of any set is permitted.
- c. Upon completing the line-up check, the second referee will permit any Libero replacements to occur and confirm that the assistant scorer has recorded them.
 - d. The second referee then retrieves the game ball from the score table and delivers it to the first server of the match. The second referee will then take a position on the receiving team's side of the net and indicate "ready" to the first referee. The first referee whistles and beckons for the first service of the set. This marks the time the set officially begins.
 - e. Prior to the contact of the serve, serving team players should be in their correct positions on the court, with no distracting movements. Continual or distracting movement may be construed as screening. The first referee must be aware of screening during all service actions.

6. DURING THE MATCH

- a. Each referee has specific duties and responsibilities during the match as outlined in Rules 23 and 24.
- b. Judgment and ball handling decisions, as well as match control, flow and tempo, are very important for any first referee.
- c. Match administration (substitutions, time-outs, etc.), communication with the team benches and scorer's table, and positioning/focus during net play are important aspects of working as a second referee.
- d. Line judge, scorer and assistant scorer duties are clarified in Rules 25, 26 and 27, respectively.

7. PROCEDURES FOR REGULAR GAME INTERRUPTIONS

- a. Substitutes should enter the substitution zone and wait to be authorized to enter. Only entry into the sub-

stitution zone is considered a request for substitution. For multiple substitutions by the same team during a dead ball period, each player and his/her substitute must enter the substitution zone in succession, one pair at a time, and must wait until entry is authorized by the second referee. For multiple substitutions by the same team, there can be no delay between incoming substitutes. When opponents request substitutions simultaneously, the second referee must ask that one team wait while the other team's substitution is administered and recorded. After this substitution has been recorded, the second referee will whistle to recognize the substitution for the other team and then authorize the substitute to enter the game.

- b. When the coach or playing captain requests a time-out, the second (or first) referee should immediately whistle, show Signal 4, Time-out, and then indicate the team by pointing, open-handed, toward that team's bench. The second referee will then visually inform the first referee of the number of time-outs each team has taken. After 30 seconds have elapsed, the second referee must blow a whistle to end the time-out. Teams should immediately retake the court. The second referee will then verbally and visually notify each team's coach only when that team's second time-out has been taken. The first referee prepares for the next rally.

8. END OF THE SET AND START OF THE NEXT SET

- a. A set officially ends when the whistle is blown for the fault resulting in the winning point. The set interval begins when the first referee executes Signal 9, End of Set. Following the whistle indicating the end of a set, the referee will direct the teams to change playing areas and benches immediately, with the exception of the interval before the deciding set. In all but the deciding

- set, the players proceed to their right until they reach their new bench area with the team on the left passing behind, or if court space is limited, directly in front of, the first referee and proceeding to the bench.
- b. The second referee will collect the line-ups from both teams as quickly as possible during the set interval; however, line-ups must be submitted within two minutes and 30 seconds during the set interval. With 30 seconds remaining in the interval, the second referee will blow a whistle and teams shall immediately report to the court and line up in their proper positions to start the set.
 - c. When a deciding set will be necessary, the teams follow a different procedure at the end of the set prior to the deciding set. Following the whistle indicating the end of the set, the first referee will release the teams to their respective benches. The game captains for each team then immediately meet at the scorer's table, where the first (or second) referee will conduct the coin toss for the deciding set. Once the choice of sides has been determined, the first referee whistles and directs the teams to their appropriate team areas, using the procedure specified in 8a above if a change of court is necessary. The procedure for the start of the deciding set is the same as stated in 8b.

9. CHANGE OF TEAM AREAS DURING A DECIDING SET

- a. When teams change team areas during a deciding set of a match (Rule 18.2 & USAV 6.3b), the first referee will blow a whistle and show Signal 3, Change of Courts. Teams will change playing areas as noted in 8a above, without delay and with player positions remaining the same.
- b. Substitutes and other team personnel will change team areas in front of the scorer's table.
- c. If requested, the second referee will verify that players are in their correct positions on the court.

10. AT THE END OF THE MATCH

- a. Following the whistle indicating the last rally of a match, the first referee will whistle again and display Signal 9, End of Match, and direct the players of each team to line up on the end line of their team court.
- b. When both teams are in position, the first referee will blow a final whistle and motion for the teams to proceed to the center of the court to shake hands with the opponents.
- c. The second referee will ensure that the game ball is returned to the designated area for safekeeping.
- d. Both team captains shall thank the referees.
- e. The first referee will then review the scoresheet to verify the final results. The second referee will locate the coaches (or captains for adult competition) to sign the scoresheet(s). After the captains/coaches have signed the scoresheet(s), the first referee will sign the scoresheet(s).
- f. Referees will then immediately depart the playing area.

USA Volleyball Match Protocol for Use at the Adult Open Tournaments

Countdown to First Serve	Activity in Control Area
10:00	REFEREES: Check net height. TEAMS: Stretch/pepper on own courts.
9:30	REFEREES/CAPTAINS/HEAD COACHES: Coin toss; captains sign scoresheet, followed by head coach's signature; second referee delivers line-up sheets. TEAMS: Continue to stretch/pepper on own courts.
8:30	REFEREES: First referee whistle starts 6 minutes (or 3/3) warm-up; instruct line judges and scorers; check equipment. TEAMS: Teams warm up on (off) court.
6:00	REFEREES: Second referee collects line-ups from coaches, submits to scorer. (1st REFEREE ends/starts 1st/2nd warm-up.)
(5:30)	REFEREES: First referee whistles end of warm-up.
2:30	TEAMS: Go to benches/prepare for presentation of match.
2:00	REFEREES: Line-up on sideline in front zone near scorer's table. TEAMS: Line up on sideline in back zone (captain first).
	RFS/TMS: 1st leads all to center/whistles to shake hands/then teams return to benches for final talk.
1:00	REFEREES: Presentation/shake hands, then to positions. TEAMS: All at benches/prepare for start.
:30	REFEREES: 2nd checks line-ups/gives ball to first server. TEAMS: Starters line up on court/Libero awaiting 2nd's approval/substitutes seated at bench or in warm-up area.
:00	REFEREES: 1st whistles for first service.

USA Volleyball Junior Match Protocol

AM Waive-
Countdown

ACTIVITY in the CONTROL AREA

Match Protocol Sequence after
First match

7:44:00 AM	REFEREES: Check net height. TEAMS: Stretch/Pepper on own courts.	Start of 2 Minutes Shared court
7:44:30 AM	REFEREES/CAPTAINS: Coin Toss Head Coaches receive line up forms from 2nd Referee. TEAMS: Continue to Stretch/Pepper on own courts.	
7:46:00 AM	REFEREES: 2nd Referee whistles start of 4' warm-up for serving team 1st Referee instruct line judges; 2nd Referee instruct Scorers; both referees inspect equipment TEAMS: Serving team has entire court; receiving team warms up off court.	Start of 1st 4 minute warm-up
7:50:00 AM	REFEREES: 2nd Referee whistles end of 4' warm-up for serving team, and start of warm-up for receiving team TEAMS: Receiving court has entire court; serving team warms up off court.	Start of 2nd 4 Minutes warm-up
7:51:00 AM	REFEREES: 2nd Referee collects line ups from coaches for the scorer.	One minute remaining in warm-up
7:53:00 AM	REFEREES: 2nd Referee whistles end of warm-up period. TEAMS: Go to benches/Prepare for Presentation of Match.	End of 4 minute warm-up Conclusion of warm-ups
7:54:00 AM	REFEREES: Line-up on bench sideline in front zone. TEAMS: Line-Up on bench sideline in back zone (captain first).	Immediately
7:55:00 AM	National Anthem	
7:59:00 AM	REFEREES/TEAMS: 1st referee leads all to center and whistles for teams to shake hands; then teams return to benches for final talk. REFEREES: Shake hands and then to positions. TEAMS: All at benches to prepare for start.	As soon as all are in-line
7:59:30 AM	REFEREES: 2nd referee checks line-ups and gives ball to first server. TEAMS: Starters line-up on court while Libero awaits 2nd referee's approval to enter; substitutes in the warm-up area or seated on bench.	Prior to start of match
8:00:00 AM	REFEREES: 1st referee whistles for first service.	Match Begins

GUIDELINES FOR CONDUCTING INDOOR TOURNAMENTS/LEAGUES

To assure maximum efficiency and consistency throughout USA Volleyball in the conduct of sanctioned competition, as well as fair and equitable treatment of teams and players, principles and guidelines have been established by USA Volleyball. These Guidelines should be considered as the national minimum standard and should be an integral part of the sanction agreement with USA Volleyball and/or the Regional Volleyball Association.

It is recognized that not all organizations and facilities have the minimum resources available to meet these minimum standards continually. In these cases, reasonable alternatives should be provided.

The rules offer many options to allow for a wide range of use. It is the responsibility of the Tournament or League Director to specify in writing which options or modifications to the rules will be enforced. Players must be notified of all Tournament/League Regulations prior to the start of play and preferably before the acceptance of any entries.

A. GENERAL INFORMATION

1. All tournament regulations must be within the guidelines of the governing organization.
2. Common sense may dictate that adaptations to the rules may enhance the playing experience in certain situations.
3. All adaptations to the rules and tournament guidelines must be for the improvement of the game for the participants involved. Principles of fairness and increased participation should guide decisions to adapt playing rules.

- When in doubt, contact the volleyball authority within your organization.

B. APPLICATION/PREPARATION

- Tournament Directors should apply for and receive sanction from their respective state, regional or national authority. Requests for any waivers to the rules should be submitted to the appropriate authority at this time or as soon as the need has been determined.
- Obtain the correct forms and equipment to have available at the site such as:
 - Appropriate equipment (nets, standards, antennae, volleyball, etc.) to conduct competition consistent with the rules.
 - A copy of the current Domestic Competition Regulations and any specific tournament/league guidelines.
 - USA Volleyball score sheets, line-up sheets and Libero tracking sheets. These may be printed from the web site at www.usavolleyball.org or purchased through the on-line store.
- For large, multi-court tournaments, the following is recommended:
 - A non-playing tournament director/manager with the sole responsibility of keeping the tournament on schedule and properly recorded; OR
 - A court manager for every 1-4 courts, all of whom are collectively charged with the above responsibilities; AND
 - A non-playing certified referee in charge who shall be designated to handle all referee assignments.
 - The duties of the Head Referee may include identifying a protest committee and working with the tournament director to identify ground rules. He/she may also be charged with setting a referee

- schedule when certified match officials are used.
4. For smaller tournaments and leagues, some of these duties may be combined.
 - a. A one-court facility may require only one person to act as the site director and the referee.
 - b. A two-to four-court facility with a paid referee on each court might require only one tournament/league director, who may also act as head official.

C. FEES/AWARDS

1. Each tournament situation is unique. The entry fee should be commensurate with expenses incurred. Some considerations should be:
 - a. paid officials,
 - b. cost of facilities, equipment and administrative supplies/costs,
 - c. awards,
 - d. sale of food items, merchandise, etc., to help defray expenses,
 - e. contribution to USA Volleyball Foundation, Endowment Fund or other charity,
 - f. payment of expenses to team(s).
2. Selection of awards is generally dependent upon the number of teams entered, the age of the participants and the financial resources available. Awards may include:
 - a. team trophies or plaques,
 - b. individual awards such as medals, plaques, t-shirts or other merchandise,
 - c. money back in the form of expenses or future tournament entry fees.

D. TYPES OF TOURNAMENTS

1. Double Elimination: Because of the obviously limited play potential for the weaker teams, this type of tournament is discouraged.
2. Round Robin: This is more universally accepted because all teams are guaranteed a reasonable number of sets/matches. It also is more practical for the assignment of support officials. A multi-court round robin in the same division/class will require a championship playoff. A single-court round robin does not require a playoff. Such an arrangement is discouraged.
3. Many large national-level and festival-type tournaments have more than one round of pool play (round robin) culminating in a single- or double-elimination round.

E. SCHEDULING PARAMETERS

1. Scheduling matches for a tournament must be realistic. These time allowances provide for a six-minute warm-up between matches and three minutes between sets. Although playing formats may be adjusted to fit the needs of the tournament, only the results of full matches (two out of three or three out of five 25 rally point sets with the deciding set to 15 rally points) are acceptable for seeding purposes for national-level events.

Two 25 rally point sets	50 minutes
Two 21 rally point sets	45 minutes
2/3 25 rally point sets per match (15-pt. third set)	1 hr. 5 min.
2/3 21 rally point sets per match (15-pt. third set)	1 hour (JOV format)
One 15 rally point set	20 minutes
One 25 rally point set	26 minutes
3/5 25 rally point set per match (15-pt. fifth set)	1 hr. 45 min.

2. At least five additional minutes of warm-up shall be allotted for the first match for each team except in those facilities that provide an adequate warm-up area not in conflict with the playing areas.
3. Teams should play at the announced time when their match is sequentially ready to be played, regardless of the time schedule. The time schedule is only a guideline.

EXCEPTION: The first match of the day for each team should be governed by the announced/scheduled starting time only. Some large tournaments (national level) may have their own written guidelines for their tournament schedules. For example, it is standard at large junior tournaments for pool play matches to start at the scheduled time with the provision that a match may start no more than 10 minutes early, provided both playing teams and the referees agree.

4. The tournament schedule and forfeit procedures should be clearly posted and all teams informed.
5. Samples of various round robin schedules (officiating team in parentheses):

4-TEAM	4-TEAM	4-TEAM	4-TEAM	4-TEAM
1 vs. 3 (2)	1 vs. 4 (3)	2 vs. 3 (1)	2 vs. 4 (3)	1 vs. 4 (3)
2 vs. 4 (1)	2 vs. 3 (1)	1 vs. 4 (2)	1 vs. 3 (4)	2 vs. 3 (1)
1 vs. 4 (3)	1 vs. 3 (4)	2 vs. 4 (3)	2 vs. 3 (1)	1 vs. 3 (4)
2 vs. 3 (1)	2 vs. 4 (3)	1 vs. 3 (2)	1 vs. 4 (3)	2 vs. 4 (3)
3 vs. 4 (2)	1 vs. 2 (4)	3 vs. 4 (1)	3 vs. 4 (2)	3 vs. 4 (2)
1 vs. 2 (4)	3 vs. 4 (2)	1 vs. 2 (4)	1 vs. 2 (4)	1 vs. 2 (4)

5-TEAM

2 vs. 5 (4)	3 vs. 5 (1)
3 vs. 4 (2)	2 vs. 4 (3)
1 vs. 5 (3)	1 vs. 3 (5)
2 vs. 3 (5)	4 vs. 5 (1)
1 vs. 4 (2)	1 vs. 2 (4)

5-TEAM

2 vs. 5 (3)	4 vs. 5 (1)
1 vs. 4 (2)	2 vs. 3 (4)
3 vs. 5 (1)	1 vs. 5 (2)
2 vs. 4 (5)	3 vs. 4 (5)
1 vs. 3 (4)	1 vs. 2 (3)

6 TEAMS ON 2 COURTS

Court 1	Court 2
4 vs. 6 (1)	3 vs. 5 (2)
1 vs. 6 (4)	2 vs. 5 (3)
1 vs. 4 (6)	2 vs. 3 (5)
4 vs. 5 (1)	3 vs. 6 (2)
30-minute lunch break	
1 vs. 5 (3)	2 vs. 6 (4)
1 vs. 3 (5)	2 vs. 4 (6)
3 vs. 4 (1)	5 vs. 6 (2)
1 vs. 2 (3)	

7 TEAMS ON 2 COURTS

Court 1	Court 2
3 vs. 7 (6)	2 vs. 5 (1)
4 vs. 7 (5)	1 vs. 6 (2)
4 vs. 5 (7)	2 vs. 3 (6)
6 vs. 7 (4)	1 vs. 3 (2)
2 vs. 4 (7)	1 vs. 5 (3)
30-minute lunch break	
3 vs. 6 (4)	5 vs. 7 (1)
2 vs. 6 (3)	1 vs. 4 (5)
2 vs. 7 (6)	3 vs. 5 (1)
1 vs. 7 (3)	4 vs. 6 (5)
3 vs. 4 (7)	5 vs. 6 (2)
1 vs. 2 (4)	

JOV FORMAT

Round	Four-Team Pools	Three-Team Pools	Five-Team Pools on 2 courts
Match 1	1 vs. 3 (ref 2)	1 vs. 3 (ref 2)	1 vs. 5 and 2 vs. 4 (ref 3)
Match 2	2 vs. 4 (ref 1)	2 vs. 3 (ref 1)	1 vs. 4 and 2 vs. 3 (ref 5)
Match 3	1 vs. 4 (ref 3)	1 vs. 2 (ref 3)	Break
Match 4	2 vs. 3 (ref 1)		1 vs. 3 and 4 vs. 5 (ref 2)
Match 5	3 vs. 4 (ref 2)		2 vs. 5 and 3 vs. 4 (ref 1)
Match 6	1 vs. 2 (ref 4)		1 vs. 2 and 3 vs. 5 (ref 4)

F. METHOD OF PLAY

(ONE-DAY TOURNAMENTS)

- When round robin competition is scheduled, a maximum of five teams only should be accepted per available court.
- When round robin play qualifies teams for a championship playoff, no more than 50 percent of the teams entered should advance to the championship playoff bracket.
- The championship bracket is not to exceed eight teams.
- When two four-team brackets are scheduled, a championship and consolation pool may be formed from a first-round robin competition. Subsequent competition utilizing the top two and bottom two teams will determine first, second, third from the championship pool and

- fourth place by winning the consolation pool.
5. In round robin play the following will prevail:
- a. If five teams are entered and a championship play-off is scheduled, matches may consist of either two 21 rally point sets or two 25 rally point sets. Time might not allow the use of either the best of three or three-set matches.
 - b. If five teams are entered and a championship play-off is not scheduled, matches may consist of either two 21 rally point sets or two 25 rally point sets. Time may not allow the use of the best of three or three-set matches.
 - c. If four teams are entered, matches may consist of any format, as long as it meets a reasonable time frame and is fair to all team entries proportionate to their entry fee and travel time. Some options include four-team pool play three sets to 25 rally points or best two-out-of-three 25 rally point sets (15 rally point third set).
 - d. Where there is only one pool, and a total round robin is scheduled, additional matches are not recommended. If a championship playoff is scheduled, the following criteria should be met:
 - (1)Projected time schedule will permit such additional scheduling.
 - (2)Playoffs should be restricted to the first- and second-place teams only.
 - (3)The second-place team should win at least 75 percent of its sets in round robin competition.
6. Finals should be scheduled to begin no later than 9 p.m. and earlier if possible.

G. WARM-UP PROCEDURES

Adult Competition:

1. Usually, because of limited time, the teams preparing to play the next match must be ready to take the court immediately at the end of the previous match. Warm-up time for the teams will probably vary from 5 to 10 minutes, depending on the tournament guidelines.
2. After the coin toss, one of the following warm-up procedures is specified:
 - a. The warm-up time is split evenly in two, with the serving team taking the court for the first half and the receiving team taking the court for the second half. The teams may use the entire court in whatever manner they choose during their time, including serving practice.
 - b. Shared hitting - both teams using the court to practice hitting at the net. The court should be split down the middle, perpendicular to the net so that the teams are hitting from their left side and down the line. Each team may practice blocking its own players. For the safety of the players, the referees should monitor that teams are not hitting into each other. If the teams are unable or unwilling to control their hitting, the referee would have the teams revert to the previous option a or c. Shared hitting/serving is usually prohibited at Junior events.
 - c. A variation of "a" and "b" is to allow both teams to serve together for the last minute or two of warm-up. For example, if the total warm-up time is five minutes, the teams would share the court for four minutes and serve together for one minute (option a) or each would use the court for two minutes separately and then serve together for one minute (option b).
 - d. Pre-match Protocol for Adult Open Divisions can be found on page 182.

Junior Olympic Competition:

1. For National Junior Olympic Volleyball events, the 2-4-4 format is used and may be used at any event. The first two minutes are for ball handling on a team's own side of the court, followed by four minutes of the entire court use by the serving team and then 4 minutes for the receiving team. Serving is conducted during each team's four minutes. Pre-match Protocol for the Junior Olympic National Championships can be found on page 183.

H. GENERAL GUIDELINES FOR THE DETERMINATION OF PLAYOFF POSITION(S) IF TIED – METHOD ONE

1. Teams qualifying for the playoffs, but tied for position only, should not compete in a playoff set to determine position; rather, position assignment should be determined by the priority system listed below based on point differential to the extent possible.
 - a. Results of the match(es) between the tied teams, first on the won-lost record, and second on the point spread. If still tied, then;
 - b. comparison of the point differential based on the total round robin competition. Point differential should be determined by subtracting the total points lost from the total points won. The highest plus or the lowest minus remainder should be considered the superior team for tie-breaking purposes. If still tied, then;
 - c. Coin toss.
2. If there are more teams tied for the playoffs than there are positions, the tied teams must compete for the position(s) in further direct competition. Teams should NOT be eliminated from assignment to championship competition by point differential or any other non-competition system.
3. If two or more teams are tied for a single playoff position, the minimum number of one additional 25 rally

point set should be played. Teams should change sides at 13 points. No cap shall be in effect. Where tournament guidelines stipulate, 15-point sets may be used. For example:

- a. Two teams tie for last position: One 25 rally point set.
 - b. Three teams tie for last position: Superior as determined by the criteria in G1 shall be the bye team and play the winner of the match between the two remaining teams. Two 25 rally point sets total.
 - c. Four teams tie for last position: As determined by the criteria in G1, team 1 vs. 4, 2 vs. 3 and winners playoff. Three 25 rally point sets total.
4. If three teams tie for two playoff positions, the team with the greater point spread shall be awarded first place. The other two teams shall play one 25 rally point set for the remaining playoff position. The same priorities as listed in G1 shall prevail, except that if a tie shall exist after the second priority, the flip of a coin shall determine the bye team, and all teams must play for position as follows:
- a. Team Blue wins over Team White and gains one playoff berth.
 - b. Team Red plays the loser, in this case Team White, for the second playoff berth. Two 25 rally point sets total.
5. These are only guidelines. Other methods are acceptable, as long as they are printed and distributed before the start of the event.

I. TIE BREAKER PROCEDURES FOR NATIONAL-LEVEL JUNIOR OLYMPIC COMPETITION

Check the USAV website for the most updated procedure for specific events including National Qualifiers and National Championship Events. At the conclusion of a pool, teams in the pool will be ranked according to their match records. If a tie-in-match record exists between two or more teams, tie(s) will be broken using these USA JOVC National Tie Break Formats for competition in which there is an opportunity to win a bid. The following policies apply to all tie-breaking situations:

- Divisions playing 3-out-of-5 sets: If there are more teams tied by match record for advancing positions into the Gold Level than there are available positions, advancement will be decided by the win/loss ratio for the total number of sets played in the pool. If a tie still exists, the remaining tie-breaking procedures will be followed.
- All tie-breaking sets will be played to 25 points, with one team winning by two points and no point cap.
- In a tie breaker situation of three teams or more, if more than one team leaves the site, the remaining teams will play for position. The team(s) that left will be placed lower than the team(s) that remained. The position of all teams that left the site will be decided following the tie breaker procedure for non-gold division divisions (set percentage, point w/l, and coin flip).

Two-way Ties (two teams tied in match record)

The first place team will be the team that won the pool play match between the two tied teams (head-to-head).

This procedure will be used for all two-way ties, even when there is an opportunity to win a bid. The rationale is that the tied teams have already determined the better team through head-to-head competition.

Three-way Ties (three teams tied in match record)

There are several situations in which three-way ties can occur.

- cur. The resolution for each tie-breaking situation depends on:
- The number of teams that will advance from the pool.
 - Which pool placement finish is at stake for the tied teams.
 - For tie breaking purposes, all ties will be broken using match % as the first criteria, including those cases where a third set is played regardless of the outcome of the first two sets.

Scenario One

No. Teams Advancing	Pool Finish	Applications
1	First place	4-team pools: All teams have 2-1 match records 3-team pools: All teams have 1-1 match records

•All three teams will participate in tie-breaking sets. The seeds for the tie-breaking playoffs will be determined in this order:

1. Win/loss ratio of the total number of sets played in the pool: Sets won divided by total sets played.
2. Point percentage: Each team's total points scored divided by the total points scored by the team's opponents in that pool.
3. Coin toss.

•Set 1: the #2 seed will play the #3 seed and the #1 seed will officiate. The loser of Set 1 will be third place in the pool and will officiate the next tie-breaking set.

•Set 2: the winner of Set 1 will play the #1 seed and the loser of Set 1 will officiate. The winner of Set 2 will be first in the pool and the loser will be second.

If one of the teams in a three-way tied pool leaves the site before the determination that a tie-break is necessary, that team will automatically become the third-place team and the other two teams will play one tie-breaking set.

Scenario Two

No. Teams Advancing	Pool Finish	Applications
2	First place	4-team pools: All teams have 2-1 match records 3-team pools: All teams have 1-1 match records

•The seeds for the tie-breaking playoffs will be determined in this order:

1. Win/loss ratio of the total number of sets played in the pool: Sets won divided by total sets played.
2. Point percentage: Each team's total points scored divided by the total points scored by the team's opponents in that pool.
3. Coin toss.

•The #1 seed does not have a playoff set. The #1 seed finishes first in the pool.

•The #2 seed will play the #3 seed and the #1 seed will officiate. The winner will be second place in the pool and the loser of this set will be third place in the pool.

If one of the teams in a three-way tied pool leaves the site that team will be ranked third in the pool. The remaining two teams will finish first and second in the pool based on the tie-break seeding process. No other penalty will be applied and no tie-breaking set is played.

Scenario Three

No. Teams Advancing	Pool Finish	Applications
2	Second place	4-team pools: All teams have 1-2 match records

•All three teams will participate in tie-breaking sets. The seeds for the tie-breaking playoffs will be determined in this order:

1. Win/loss ratio of the total number of sets played in the

- pool: Sets won divided by total sets played.
2. Point percentage: Each team's total points scored divided by the total points scored by the team's opponents in that pool.
 3. Coin toss.
 - Set 1: the #2 seed will play the #3 seed and the #1 seed will officiate. The loser of Set 1 will be fourth place in the pool and will officiate the next tie-breaking set.
 - Set 2: the winner of Set 1 will play the #1 seed and the loser of Set 1 will officiate. The winner of Set 2 will be first in the pool and the loser will be third.

If one of the teams in a three-way tied pool leaves the site before the determination of a tie-break is necessary, that team will automatically become the fourth-place team and the other two teams will play one tie-breaking set.

Scenario Four

No. Teams Advancing	Pool Finish	Applications
3	Second place	4-team pools: All teams have 1-2 match records

- The seeds for the tie-breaking playoffs will be determined in this order:
 1. Win/loss ratio of the total number of sets played in the pool: Sets won divided by total sets played.
 2. Point percentage: Each team's total points scored divided by the total points scored by the team's opponents in that pool.
 3. Coin toss.
 - The #1 seed does not have a playoff set. The #1 seed finishes second in the pool.
 - The #2 seed will play the #3 seed and the #1 seed will officiate. The winner will be third place in the pool and the loser of this set will be fourth place in the pool.
- If one of the teams in a three-way tied pool leaves the site

and does not fulfill the officiating assignment, that team will be ranked fourth in the pool. The remaining two teams will finish second and third in the pool based on the tie-break seeding process. No other penalty will be applied and no tie-breaking set is played.

Non-elimination Scenarios

If no team is eliminated from an opportunity to win a bid, there will be no tie-breaking sets. In three-way ties, ties will be broken, without repetition, in this order:

1. Pool match record.
2. Head-to-head results.
3. Set percentage: Sets won divided by total sets played.
4. Point percentage: Each team's total points scored divided by the total points scored by the team's opponents in that pool.
5. Coin toss.

J. DUTIES OF COURT MANAGERS

1. The court manager is responsible for getting matches and officials on and off the court.
2. The officials for each match at major tournaments include a first referee, second referee, scorer, assistant scorer, timekeeper/visual scoreboard operator and two line judges.
3. The court manager needs to check equipment (nets, standards, volleyballs, antennas, etc.) to make certain they are in good condition at all times.

K. PROCUREMENT/ASSIGNMENT OF REFEREES

1. All referees assigned to sanctioned USA Volleyball or Regional competition should be duly certified USA Volleyball referees unless otherwise approved by the Regional Referees Chair.

2. Non-player certified referees, as well as available certified player referees, may be used in all sanctioned competition.
3. All non-player USAV certified referees are required to wear the approved volleyball officials' uniform.
4. All match assignments shall be made by the designated Chief Referee. In the absence of a Chief Referee, the Tournament Director will act in this capacity.
5. Other organizations that sponsor volleyball activities may want to contact the USA Volleyball Regional Commissioner or Referees Chair to obtain clinic and certification information and gain access to the USA Volleyball certified officials in the area.

L. ASSIGNMENT OF SUPPORT OFFICIALS

1. The primary responsibility for the assignment of support officials should lie with the Tournament Director.
2. Participating teams may be expected to furnish required support officials as requested. Required officials are the second referee, the scorer, the assistant scorer, two line judges and visual scoreboard operator. It is recommended that only USA Volleyball certified scorers should serve in the capacity of scorer.
3. A working schedule, including playoff sets, should be posted prior to the first match of the day so teams will be properly informed as to respective responsibilities. In addition, teams assigned to work the first scheduled matches should be notified at least three days in advance of the tournament. Those work teams failing to meet this obligation may be subject to discipline within their organization.
4. As part of item "3" above, teams playing in the final round robin match of the day, if not otherwise a participating team, will be assigned to the first level of the playoff matches. Losers of the playoff matches will be required

to work the next level of the playoffs. Teams not fulfilling these assignments may be subject to discipline within their organization.

5. Any penalties for teams that do not fulfill their officiating responsibilities should be posted prior to play. One commonly used method is to penalize the assigned officiating team one point per minute up to a maximum of 25 points (one set), which would be imposed at the beginning of the team's next match.

GUIDELINES FOR DEALING WITH BLOOD

If a player incurs an injury that causes bleeding, the first or second referee shall immediately stop the set in accordance with Rule 17.1.1. The player shall leave the court for evaluation/treatment. If the player cannot continue play and must be replaced, this should be done within the guidelines of Rule 15.6 or 15.7. If substitution cannot be made, refer to Rule 17.1.2. If a player's uniform becomes saturated with blood, a change of uniform will be authorized. This change should be accomplished as quickly as possible to cause no additional delay of set. The replacement uniform should be of a similar color and style. Though duplicate numbers will not be allowed, no sanction will be assessed if the player's uniform number is different than the original number. If a replacement uniform is not available, the player must be replaced by a legal substitution. If the referee observes blood on the playing surface or equipment, the set shall be stopped immediately and measures taken to clean any contaminated area or equipment using universal precautions.

ABBREVIATIONS

m	=	meter
,	=	foot (feet)
cm	=	centimeter
"	=	inches
gm	=	grams
mbar	=	millibars
kg/cm ²	=	kilograms per square centimeter
lbs/sq in	=	pounds per square inch lbs/sq in = 68.0 mbar = 0.0703 kg/cm ²
°C grade)	=	degrees Celsius (Centi-

METRIC CONVERSIONS

Length of playing court	18 m	=	59'
Width of playing court	9 m	=	29'6"
Diagonal of half the playing court	12.728 m	=	41'8 ^{1/2} "
Minimum length of net	9.5 m	=	32'
Minimum width of free zone	3 m	=	9'10"
Recommended height of posts	2.55 m	=	8'4"
Height of men's net	2.43 m	=	7'11 ^{5/8} "
Height of women's net	2.24 m	=	7'4 ^{1/8} "
Height of 12 & under net	2.13 m	=	7'
Height of 10 & under net	1.98 m	=	6'6"
Length of antenna	1.8 m	=	5'11"
Net width:			
Max. side line – post distance	1 m	=	39"
Length of antenna above net	0.8 m	=	32"
Circumference of ball	65-67 cm	=	25 ^{1/2} -27"
Referee's view above net	50 cm	=	19 ^{1/2} "
Sand depth:			
Min. side line – post distance	30 cm	=	12"
Size of net mesh squares	10 cm	=	4"
Max. width of side line band	8 cm	=	3 ^{1/8} "
Min. width of side line band	5 cm	=	2"
Max. width of side line rope	1 cm	=	3/8"
Min. width of side line rope	0.5 cm	=	3/16"
Max. distance of net height			
From side line to center	2 cm	=	3/4"
Min. temperature	10° C	=	50° F
Weight range of ball	260-280 gm	=	0.5-0.6 lb
Internal air pressure of ball (indoor)	0.30-0.325 kg/cm ²	=	4.3-4.6 lb/sq in
Internal air pressure of ball (outdoor)	0.175-0.225 kg/cm ²	=	2.5-3.2 lb/sq



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