

# **2006-2007 Domestic Competition Regulations as Presented by USA Volleyball**

**Rules of the Game as authorized by the International Volleyball Federation at the XXVIXth Congress, Porto, Portugal 2004 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 all levels across our country at the various organizational, local and recreational levels.

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 our web site at [www.usavolleyball.org](http://www.usavolleyball.org).

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## **ACKNOWLEDGMENTS**

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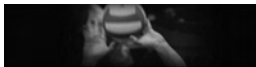
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## MODIFICATIONS

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 (i.e., 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 in designated "USAV" boxed areas suggested guidelines 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, 2007**, 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 website at **www.usavolleyball.org**

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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](mailto:info@usav.org).

### **INFORMATION FOR DISABLED VOLLEYBALL PLAYERS**

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#### **National Disabled Volleyball**

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715 S. Circle Drive

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# 2006-2007 DOMESTIC COMPETITION REGULATIONS

## SIGNIFICANT RULE CHANGES AND CLARIFICATIONS

### Rule Changes/Additions/Deletions:

#### **USAV Rule 1.1b**

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

#### **USAV Rule 1.4.4**

Add USAV Rule 1.4.4 to state: The warm-up area is at the end of the bench or bench area, and subs must not interfere with play or the officials' duties.

#### **USAV Rule 2.1**

The net heights for age group play were changed (Women's 60+ reduced to 2.13 m (7.0') from 2.19 m (7'2 1/8"); Men's 70+ reduced to 2.29 (7'6") from 2.38 m (7'9 5/8").

#### **USAV Rule 4.3.1**

Change the first sentence to read: "The color and design for the jerseys and shorts must be uniform for the team (except for the Libero).

**USAV Rule 5.2.3.4:** Deleted.

#### **USAV Rule 7.5.4.2**

Renumbered to USAV 7.5.4 and added the following underlined wording: "If the positional fault is discovered before the opponent's serve, all points scored subsequent to the fault must be cancelled. In addition, all timeouts 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 timeouts taken by the team at fault, are not cancelled. If the points scored while the player was out of position cannot be determined or the opponents have served, then a loss of rally is the only penalty charged. The opponents retain any points scored.

### **USAV Rule 7.7.2**

Add the wording that is underlined and delete the last sentence: If the rotational fault is discovered before the opponent's serve, all points scored subsequent to the fault must be cancelled. In addition, all timeouts taken by the team not at fault, as well as substitutions and team sanctions charged to either team subsequent to the commission of the rotational fault must be cancelled. Individual misconduct sanctions assessed to either team and timeouts 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 loss of rally is the only penalty charged. The opponents retain any points scored.

**USAV Rule 9.2.3.2:** Deleted.

**USAV Rule 11.1.2:** Deleted.

### **USAV 12.3**

Add rule that states, "Authorization for service shall occur when the server is on the playing area."

### **USAV 12.4.3**

Add rule that states, "The entire service action must take place within the playing area."

### **USAV Rule 17.1.1**

Add USAV Rule 17.1.1 to state, “If the injured player cannot continue playing within 30 seconds, the player must be replaced by substitution, or the team must take a legal timeout if the player is to remain in the game.

### **USAV Rule 19.1.2**

Delete the second sentence, which states, “The Libero’s number must be indicated on the line-up sheet for each set.”

### **Editorial Clarifications:**

1. For Rule 1.3.4, the wording is changed to state: 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”).
2. For USAV Rule 1.3.4, the wording is changed to state: 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.
3. For USAV Rule 2.2, the wording is changed to state: At its top horizontal band, 5 to 7 cm (2” to 2 3/4”) wide, made of two-fold white canvas, is sewn along its full length.
4. For Rule 3.1, the wording is changed to: Its circumference is 65-67 cm (25.6” to 26.4”) and its weight is 260-280 g (9 to 10 oz.).
5. For Rule 4.1.1, the wording is changed to reflect the FIVB wording: A maximum of 12 players and four coach/staff personnel are allowed.

6. For USAV Rule 4.1.1a, the wording is changed to: 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 game. The second paragraph is deleted.
7. For USAV Rule 4.5.1, the statement is changed to “A flat band ring worn on the finger...”
8. For USAV 9, the wording is changed to: 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.
9. For USAV Rule 15.1, the wording is changed to correct the rule reference: See USAV 15.6 for limitations of substitutions under USAV Domestic Competition Regulations.
10. For USAV Rule 15.10.4a, the wording is changed to: “If a request is made for multiple substitutions and not all subs are legal, the legal sub(s) is allowed and the other(s) are denied with the appropriate sanction assessed.
11. For USAV Rule 19.3.3.1, wording changed to: “The player thus re-designated as Libero must remain as Libero for the remainder of the match.”
12. For USAV Rule 24.3.2, the rule reference is corrected to USAV Rule 24.3.1.
13. In the Guidelines for Conducting Indoor Tournaments/Leagues, the wording was changed to (Section J.2): The officials for each match at major tournaments include a first referee, second referee, scorer, assistant scorer, time-keeper/visible scoreboard operator and two line judges.

14. In the Instructions for the Use of Official Indoor Volleyball Scoresheets, under Tracking the Libero, the following change was made in the sixth paragraph: In USA Volleyball play, the Libero may not be designated as captain. The balance of the paragraph is then deleted.

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# **2006-2007 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.



## **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 official 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!**  
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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<sup>3/4</sup>"). 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 al-**

**lowed. Any surface must be previously approved by the FIVB.**

*USAV 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.

*USAV 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").**

*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 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 1.4.4: 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. Subs must not interfere with play or the officials' duties.*

#### 1.4.5 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 1.4.5: Addition 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<sup>5/8</sup>" ) for men and 2.24 m (7'4<sup>1/8</sup>" ) 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	2.13 m (7'0")	2.29 m (7'6")
60 years and above	2.13 m (7'0")	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<sup>1/2</sup>" ] on each side of the side bands), made of 10 cm (4") square black mesh.

At its top a horizontal band, 7 cm (2<sup>3/4</sup>" ) 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.

*USAV 2.3: The side bands will be optional.*

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

## **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 side lines. 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 means of wires, barrels or other supporting apparatus, there must be some means of clearly identifying the wires, 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. The front and sides of the referee's platform must be padded in the same manner as the posts.*

## **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/cm<sup>2</sup> (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 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.**

*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 game.*

*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: The coach and captain do not need to sign the scoresheet before or after the match.*

*USAV 4.1.3: 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 delay penalty. A roster may not be changed to add a player at any time after having been signed by the coach or the 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 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 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 leather soles without heels.

**For Senior FIVB World and Official Competitions, it is forbidden to wear shoes with black marking soles. Jerseys and shorts should comply with FIVB standards.**

- 4.3.3 Players' jerseys must be numbered from 1 to 18.

*USAV 4.3.3: The players' jerseys must be numbered 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 4.3.3.1a: Numbers must be clearly visible. Each jersey must use the same color and number height for all players except the Libero.*

*USAV 4.3.3.1b: The number must be placed in the center of the back. For the front, the number must be either centered or the top of the number must be no more than 12.5 cm (5") down from the shoulder seam. The medial edge of the number must be no more than 7.5 cm (3") from the midline of the jersey. It is recommended now and required Nov. 1, 2007: Uniform numbers centered on the chest and on the back.*

- 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 1 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.**

- 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. Casts, braces, prosthetic limbs or headgear that may cause an injury or give an artificial advantage to the player must not be worn. If a cast, brace, prosthetic limb or headgear is used, padding or covering may be necessary.*

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

**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.

*USAV 5.1.1: The coach and captain do not need to sign the scoresheet before or after 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;

*USAV 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 score sheet 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.;
- 5.1.2.3 to request time-outs and substitutions.

*USAV 5.1.2.3: 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.*

- 5.1.3 AT THE END OF THE MATCH, the team captain:
- 5.1.3.1 thanks the referees and signs the scoresheet to ratify the outcome; 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.

## **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 and captain do not need to sign the scoresheet before or after 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.

### **5.3 ASSISTANT COACH**

- 5.3.1 The assistant coach sits on the team bench, but has no right to intervene in the match.
- 5.3.2 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.

*USAV 5.3.2: The assistant coach(es) may give instructions to the players on the court. The assistant coach(es) 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.*

## **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 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.

  - 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, 5th 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 team which first scores 25 points with a minimum lead of two points.*
- b. *A playoff game 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 8 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 opponent 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 2 sets out of 3 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: 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 first service has the court first. For nationally sanctioned USA Volleyball Junior Olympic competition, it is recommended that teams spend two minutes with ball handling and spend four minutes separately at the net. The team with first service has the court first.*

## 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 start of a match and 30 seconds prior to the expiration of the intermission 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 loss of rally;
  - 7.5.4.2 players' positions are rectified.

*USAV 7.5.4: If the positional fault is discovered before the opponent's serve, all points scored subsequent to the fault must be cancelled. In addition, all timeouts 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 canceled. 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 loss of rally;
  - 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 loss of rally 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 timeouts 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 timeouts 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 loss of rally 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 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 less 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, the ball makes contact with the ceiling or obstruction above the opponent's playing area.*
  - ii. Rule 10.1.2 is in effect, 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 is out of play and a playover directed if it contacts overhead object(s) or the supports (e.g., basketball backboard) less 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. [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 contact. If teammates collide, no fault is committed. Any player may play the ball next if the simultaneous contact is not the third team contact.*

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 over the net lead to a “CATCH,” it is a “DOUBLE FAULT” and the rally is replayed.

*USAV 9.1.2.3: USAV is testing this rule. A joust occurs when players of opposing teams cause the ball to come to rest above the net through simultaneous contact. A joust is not a fault, and play continues as if the contact were instantaneous.*

## 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.

## **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 reach 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.

## **10.2 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 op-

ponents' 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) or hand(s) is permitted, provided that some part of the penetrating foot (feet) or hand(s) remains either in contact with or directly above the center line.
  - 11.2.2.2 To contact the opponent's court with any other part of the body is forbidden.
- 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 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.
- 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.
- 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 penetrates into the opponents' space under the net, interfering with the latter's play.
- 11.4.3 A player penetrates into the opponents' court.
- 11.4.4 A player touches the net or the antenna during his/her action of playing the ball or interferes with the play.

## **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: Authorization for service shall occur when the server is on the playing area.*

### 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 within 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 seconds 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.

### **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.

## **12.7 FAULTS MADE AFTER THE SERVICE 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. 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 the ball is not entirely higher 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 is completed 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. Only front-row players are permitted to complete a block.

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 a deflection 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 the completion of 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 PLAYER SUBSTITUTIONS.

#### 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 INTERRUPTIONS

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.**

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

#### 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 game.

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 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 game 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 game, 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 game 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: *The sanction for a wrong position entry request is an improper request.*
- b. *Twelve substitutions are the maximum permitted per team per set. Substitution of one or more players is permitted at the same time.*
- c. *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).*
- d. *A substitute may enter a set in the position of a teammate of the starting line-up.*
- e. *Unlimited individual entries by a substitute within the team's allowable 12 substitutions are permitted. Each entry must be to the same position in the line-up.*
- f. *More than one substitute may enter the game in each position.*

## **15.7 EXCEPTIONAL SUBSTITUTION**

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 substitute 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:*

- a. *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;*
- b. *by any substitute on the bench, regardless of position previously played;*
- c. *by any other substitute; or*
- d. *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 loss of rally,

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.
- 15.10.3 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.**
- 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 15.10.4a: If a request is made for multiple substitutions and not all subs are legal, the legal substitution(s) is allowed and the other(s) are denied with the appropriate sanction assessed.*

*USAV 15.10.4b: If the incoming substitute enters the substitution zone, the action is considered a substitution request by the coach/captain. No further action by the coach/captain is required. 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 an 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 game 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 game 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 A repeated improper request in the match constitutes a delay.

*USAV 15.11.3: An improper request includes a player substitution that would result in a wrong position entry. Improper requests remain in force for the match.*

*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. GAME DELAYS

### 16.1 TYPES OF DELAYS

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

16.1.1 delaying a substitution,

16.1.2 prolonging other 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 game by a team member.

*USAV 16.1: A delay in substitution results in refusing the request for that substitution. 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”: loss of rally.
- 16.2.4 Delay sanctions imposed before or between sets are applied in the following set.

## **17. EXCEPTIONAL GAME INTERRUPTIONS**

### **17.1 INJURY**

- 17.1.1 Should a serious accident occur while the ball is in play, the referee must stop the game 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, or the team must take a legal timeout if the player is to remain in the game.*

- a. *If the referees are informed within 30 sec-*

*onds that a substitute will replace the injured player, no timeout will be charged regardless of the time required to remove the 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 game, 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**

All intervals between sets 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 among the list of 12 players one (1) specialized defensive player “Libero.”

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.

*USAV 19.1.2: The Libero may be designated for the set.*

19.1.3 The Libero can be neither team captain nor game captain.

##### 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.

*USAV 19.2: 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 rally between two Libero replacements. 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 must be subject to a delay sanction.

- 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.
- 19.3.3 Re-designation of a new Libero
  - 19.3.3.1 In case of injury of the designated Libero, and with the previous approval of the first referee, the coach or game 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.  
The player thus re-designated as Libero must remain as Libero for the remainder of the match.
  - 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 officials, 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 expressing contempt.

21.2.2 Offensive conduct: defamatory or insulting words or gestures.

21.2.3 Aggression: physical attack or intended aggression.

## **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:

### **21.3.1 Penalty**

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

### **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 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 end of 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 at all the fault and the player at fault, but only the team to serve.

22.2.3.3 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<sup>1/2</sup>"") 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 game 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, only 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) 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.

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

*USAV 23.3.3: 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.*

## 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 10, 11 and 12 to the first referee and the appropriate coach.*

24.2.8 In the case of an injury of a player, the second ref-

eree 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 of the player with any portion of the net.*

- 24.3.2.4 any completed block by a back-row player or an attempt to block by the Libero,

*USAV 24.3.2.4: The second referee decides, whistles and signals 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, cooperating 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.

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;

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 records the time-outs and player substitutions, controlling their number, and informs 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;
  - 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 team captains and the referees are not required to sign the scoresheet. However, the referees are still required to check the scoresheet for accuracy.*

## 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 scoresheet

26.2.2 During the match, the assistant scorer:

26.2.2.1 records the details of the Libero replacements;

26.2.2.2 notifies the referees of any fault of the Libero replacement;

26.2.2.3 starts and ends the timing of the Technical Time-out;

*USAV 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;

26.2.2.5 checks that the scoreboards agree;

26.2.2.6 if necessary, updates the reserve scoresheet 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 scoresheet.

*USAV 26.2.3: The assistant scorer does not sign the Libero control sheet or the scoresheet.*

## 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 and USAV 27.2.1.6: 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.

## **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.

## 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.

Loss of Rally

1



Extend the arm in the direction of the team that will serve (palm perpendicular to the floor).

R1

R2

Ball crossing plane under net

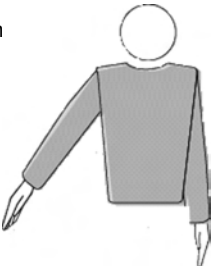


2






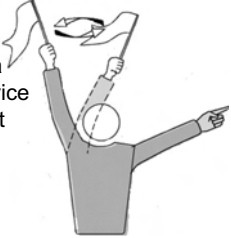
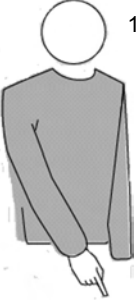

Point to center line with finger.


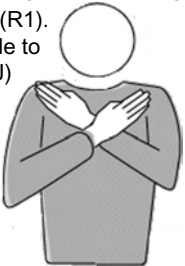
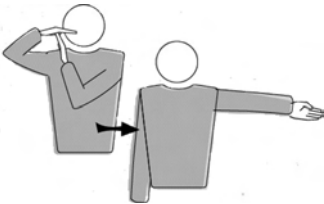
R1

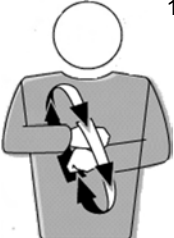
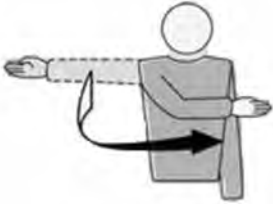
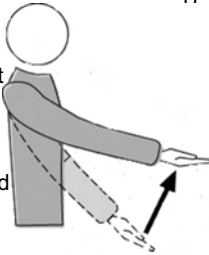
R2

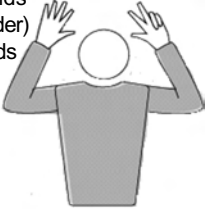
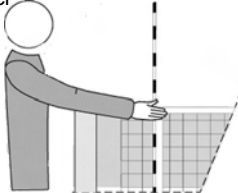

<p>Ball in</p>  <p>3</p>	<p>Point to attack area of court with open hand (palm facing net). LJ no flag -- both arms extended, palms down.</p>				
<p>Ball in</p>  <p>4</p>	<p>Point with the flag down.</p>				
<p>(1) Ball "out" (2) Player illegally in adjacent court</p>  <p>5</p>	<p>Raise the forearms in a vertical position with hands open, palms facing away from the court.</p>				
	<table border="1"> <tr> <td data-bbox="600 1277 668 1338">R1</td> <td data-bbox="668 1277 745 1338">R2</td> <td data-bbox="745 1277 823 1338"></td> <td data-bbox="823 1277 885 1338">LJ</td> </tr> </table>	R1	R2		LJ
R1	R2		LJ		
	<table border="1"> <tr> <td data-bbox="600 861 668 929"></td> <td data-bbox="668 861 745 929"></td> <td data-bbox="745 861 823 929"></td> <td data-bbox="823 861 885 929">LJ</td> </tr> </table>				LJ
			LJ		

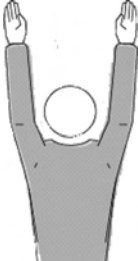

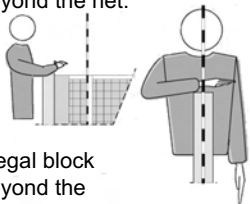
<p>Ball "out" 6</p> 	<p>Raise the flag.</p> <table border="1" data-bbox="600 415 885 491"> <tr> <td></td> <td></td> <td></td> <td>LJ</td> </tr> </table>				LJ
			LJ		
<p>Ball "out" after contact with a player 7</p> 	<p>Raise forearm on side that last contacted the ball, with elbow at 90 degrees, palm facing shoulder. Brush fingers of opposite hand once over palm of vertical hand.</p> <table border="1" data-bbox="600 861 885 929"> <tr> <td>R1</td> <td>R2</td> <td></td> <td></td> </tr> </table>	R1	R2		
R1	R2				
<p>Ball "out" after contact with a player 8</p> 	<p>Raise the flag to shoulder height in front of body and place the open palm of the other hand on top of flag (No flag - same as signal #7).</p> <table border="1" data-bbox="600 1270 885 1338"> <tr> <td></td> <td></td> <td></td> <td>LJ</td> </tr> </table>				LJ
			LJ		

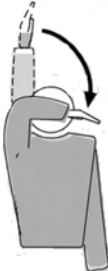


<p>(1) Ball outside the antenna (2) Service line fault</p> 	<p>9</p> <p>(1) Wave the flag and point the arm toward the antenna. (2) Wave the flag and point to the service area.</p> <table border="1" data-bbox="596 420 891 500"> <tr> <td></td> <td></td> <td></td> <td>LJ</td> </tr> </table>				LJ
			LJ		
<p>(1) Line fault (2) Penetration</p> 	<p>10</p> <p>Point to line with finger.</p> <table border="1" data-bbox="596 863 891 938"> <tr> <td>R1</td> <td>R2</td> <td></td> <td></td> </tr> </table>	R1	R2		
R1	R2				
<p>(1) Caught or thrown ball. (2) Ball held against net.</p> 	<p>11</p> <p>Slowly lift the forearm and hand, with bent elbow, with the palm facing upward from the level of the waist to the level of the chest.</p> <table border="1" data-bbox="596 1271 891 1348"> <tr> <td>R1</td> <td></td> <td></td> <td></td> </tr> </table>	R1			
R1					

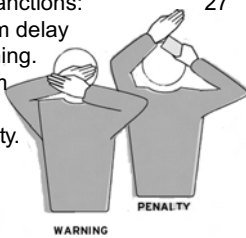
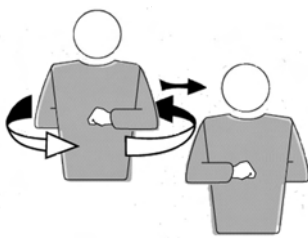
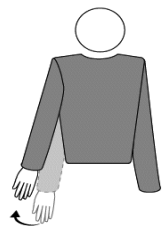
<p>Ball illegally contacted more than once by a player.</p> 	<p>12</p> <p>Raise forearm vertically with two fingers extended.</p> <table border="1" data-bbox="600 420 893 498"> <tr> <td>R1</td> <td></td> <td></td> <td></td> </tr> </table>	R1			
R1					
<p>(1) End of game or match (R1). (2) Impossible to judge (LJ)</p> 	<p>13</p> <p>Cross forearms in front of the chest (palms facing the body).</p> <table border="1" data-bbox="600 861 893 937"> <tr> <td>R1</td> <td></td> <td></td> <td>LJ</td> </tr> </table>	R1			LJ
R1			LJ		
<p>Time-out</p> 	<p>14</p> <p>Place the palm of one hand horizontally over the other hand, held in a vertical position, forming the letter "T." Indicate the team requesting the time-out.</p> <table border="1" data-bbox="600 1270 893 1345"> <tr> <td>R1</td> <td>R2</td> <td>S</td> <td></td> </tr> </table>	R1	R2	S	
R1	R2	S			

<p>Substitution</p>  <p>15</p>	<p>Make a circular motion of the forearms with closed fists around each other.</p>			
<p>Authorization for service</p>  <p>16</p>	R1	R2		
<p>(1) Illegal hit or service (2) Ball not released at time of service (3) Assisted hit</p>  <p>17</p>	R1			

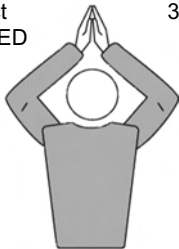
<p>Delay of service 18</p> <p>(1) 5 seconds (14-and-under) (2) 8 seconds</p> 	<p>(1) Raise forearm vertically with all five digits extended.</p> <p>(2) Raise both arms with eight digits extended.</p>
<p>(1) Served ball does not cross plane of net, or touches teammate, or fails to reach net. (2) Player commits net fault.</p> 	<p>(1) Touch the net. (2) Touch the net and indicate the player committing the fault.</p>
<p>(1) Double fault 20 (2) Playover (3) Reserve (14-and-under competition)</p> 	<p>Raise the thumbs of both hands (hands held close together).</p>
<p>R1</p>	<p>R1</p>

<p>Illegal block or screen 21</p> 	<p>Raise both arms vertically, palms facing forward. Indicate player(s) committing the fault.</p>			
<p>(1) Position fault (2) Rotation fault (3) Illegal substitution (4) Improper substitution 22</p> 	R1	R2		
<p>(1) Illegal attack beyond the net. (2) Illegal block beyond the net. 23</p> 	R1	R2	S	
	R1			

<p>(1) Illegal attack. (2) Illegal attack of the serve.</p> 	<p>24</p> <p>Make a downward motion with the forearm, hand open. Indicate the player committing the fault.</p> <table border="1" data-bbox="600 420 890 498"> <tr> <td>R1</td> <td>R2</td> <td></td> <td></td> </tr> </table>	R1	R2		
R1	R2				
<p>Ball contacted more than three times by a team.</p> 	<p>25</p> <p>Raise forearm vertically with four fingers extended.</p> <table border="1" data-bbox="600 861 890 937"> <tr> <td>R1</td> <td></td> <td></td> <td></td> </tr> </table>	R1			
R1					
<p>Individual sanctions:</p> <p>(1) Penalty (2) Expulsion (3) Disqualification</p> 	<p>26</p> <p>(1) show a yellow card. (2) Show a red card. (3) Show red and yellow cards in one hand.</p> <table border="1" data-bbox="600 1270 890 1345"> <tr> <td>R1</td> <td></td> <td></td> <td></td> </tr> </table>	R1			
R1					

<p>Team sanctions: 27</p> <p>(1) Team delay warning.</p> <p>(2) Team delay penalty.</p>  <p style="text-align: center;">WARNING                      PENALTY</p>	<p>(1) Place hand against the opposite wrist.</p> <p>(2) Show yellow card held against opposite wrist.</p>								
<p>Change of courts 28</p> 	<p>Raise the forearms front and back and twist them around the body.</p>								
<p>Authorization to enter 29</p> 	<p>Extend the arm on the substitution side and make a forward sweeping motion (palm facing forward).</p>								
	<table border="1" style="width: 100%; height: 50px;"> <tr> <td style="width: 25%; text-align: center;">R1</td> <td style="width: 25%;"></td> <td style="width: 25%;"></td> <td style="width: 25%;"></td> </tr> <tr> <td style="width: 25%;"></td> <td style="width: 25%; text-align: center;">R2</td> <td style="width: 25%;"></td> <td style="width: 25%;"></td> </tr> </table>	R1					R2		
R1									
	R2								

Illegal contact  
(used in CO-ED  
competition)



30

Place hands  
together (palms  
facing each other)  
overhead.

R1

# The Playing Area

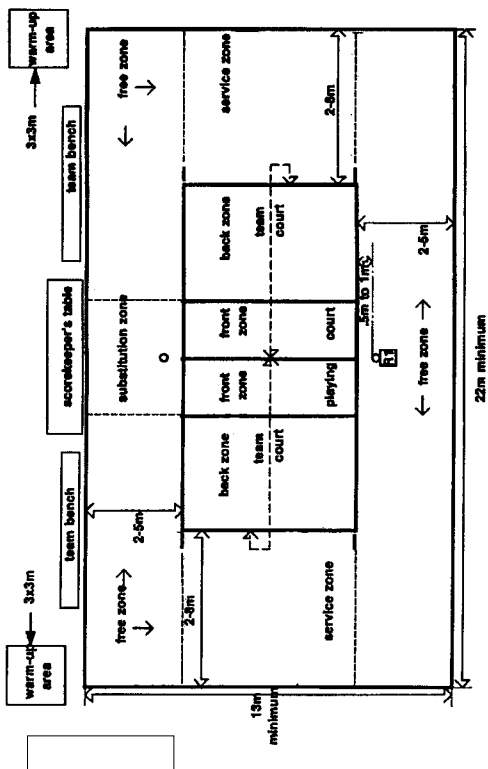
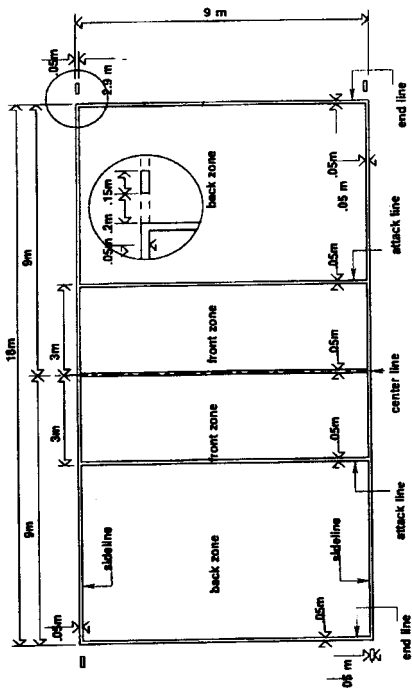


Diagram 1

# The Playing Court



**Note: Optional attack line extensions are not shown in diagram**



## Design of the Net (Detail)

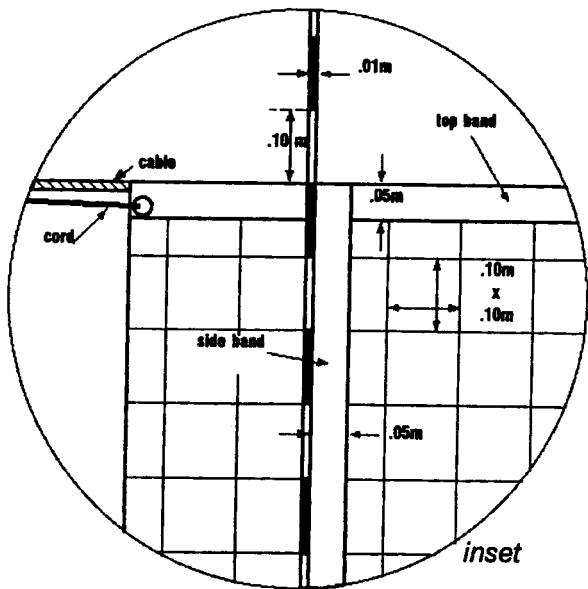
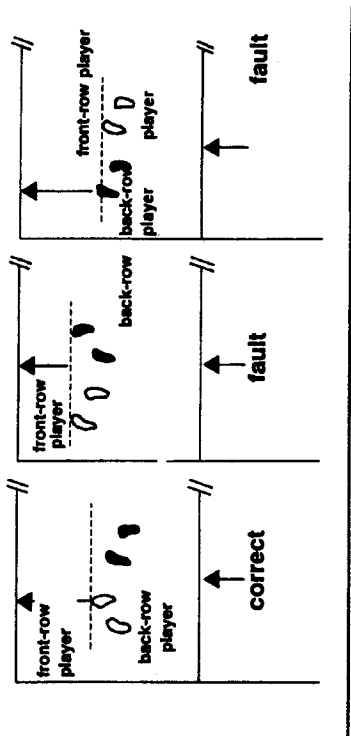


Diagram 3b

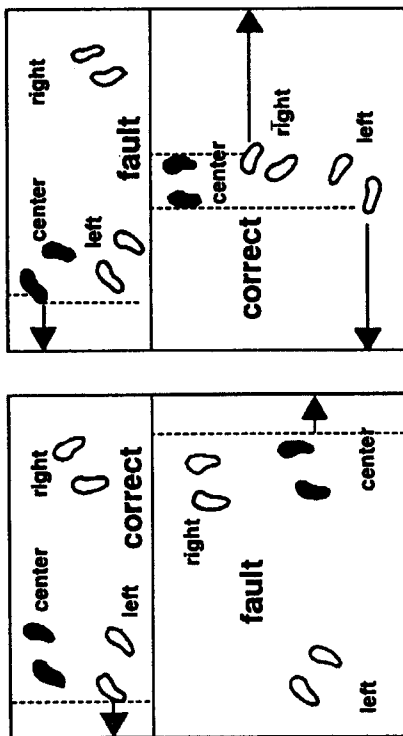
## Position of Players

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



## Position of Players

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



# Ball Crossing Vertical Plane of the Net

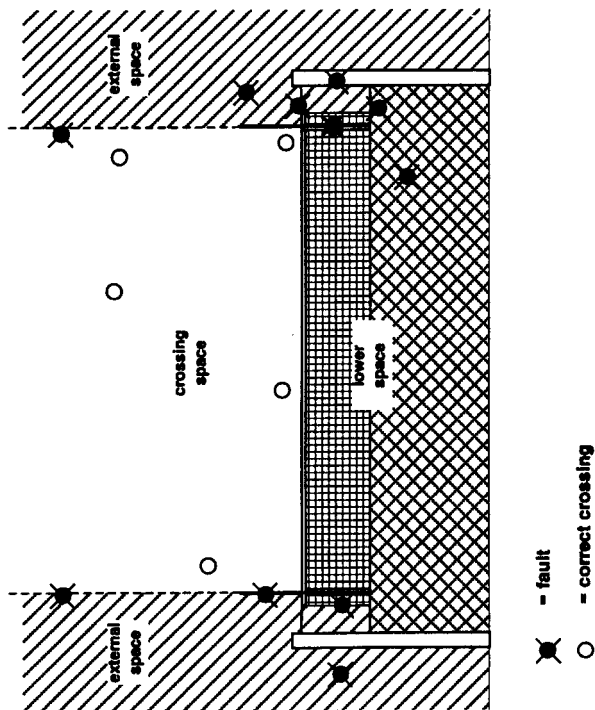


Diagram 5

# Collective Screen

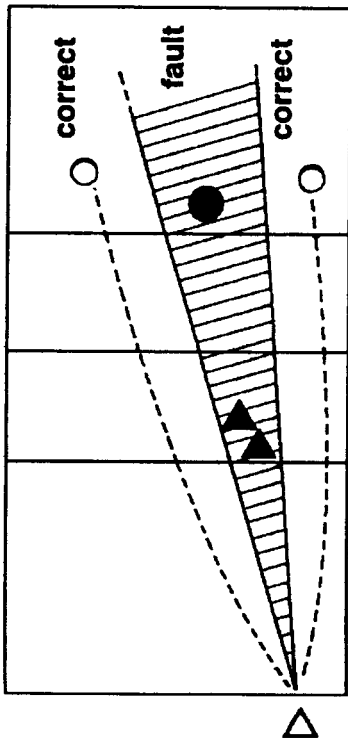
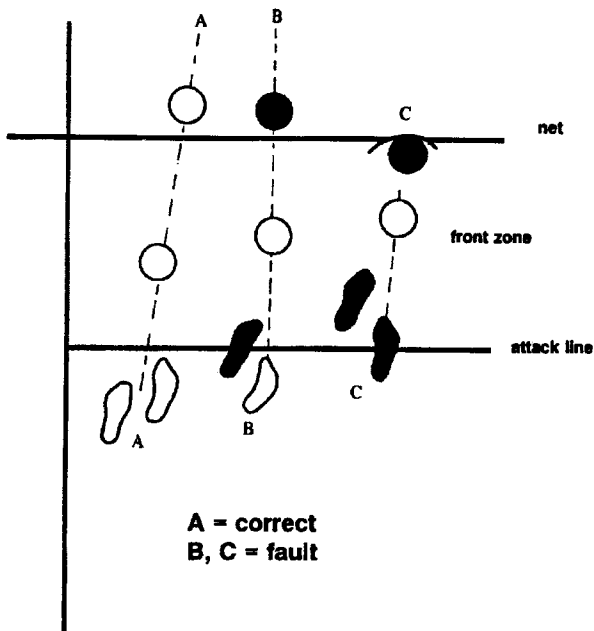


Diagram 6

## Back-Row Attack Fault (Attack Line)



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

## Back-Row Attack Fault (Height of the Ball)

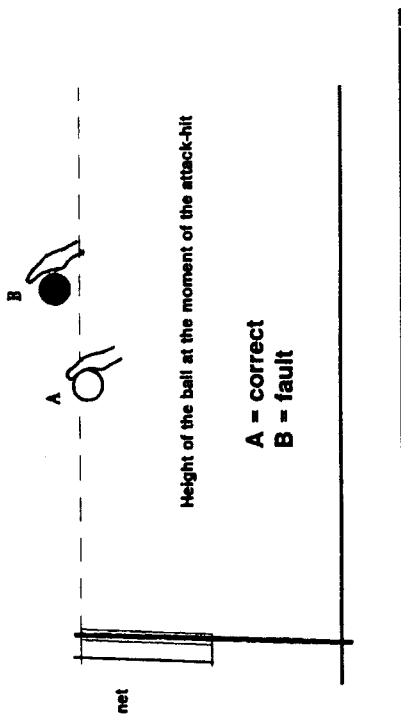


Diagram 7b

# Completed Block

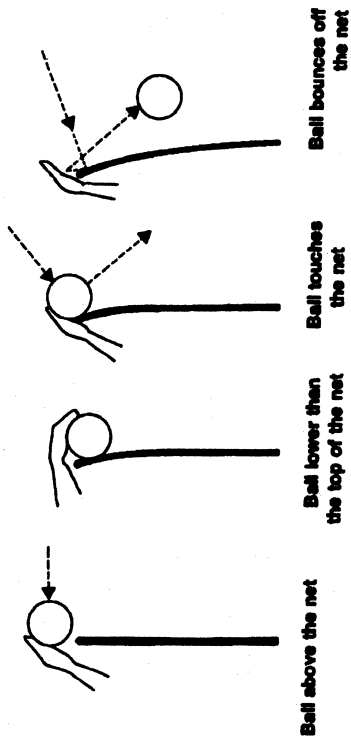


Diagram 8

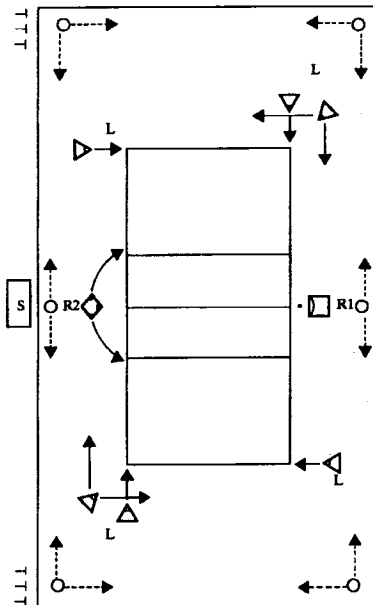
### Misconduct Sanction Scale

Category	Occurrence (in a match)	Offender	Sanction	Card(s)	Consequences
Rude Conduct	First	Any member	Penalty	Yellow	Loss of Rally
	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 #27 with no card	Prevention – no penalty
	Second and Subsequent	Any Team member	Delay Penalty	Hand Signal #27 with yellow card	Loss of rally

## 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

## **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, "Liberero," on the line-up sheet for each game, along with the numbers of the six starting regular players. If a Libero is not designated on the line-up sheet for a game, the team may not use a Libero in that game.
    - 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 con-

tacts 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<sup>5/8</sup>" ).
  - 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<sup>1/8"</sup>).

## **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 game! 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](http://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](mailto: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](http://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.

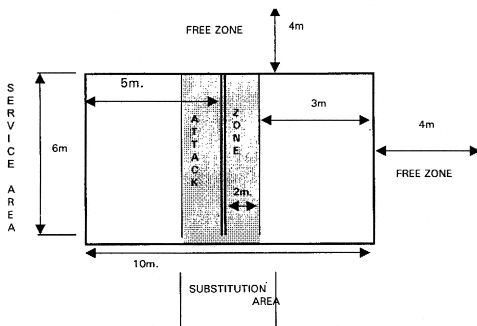
- The back-row player may perform any type of attack-hit from any height, if at the time of the hit the bottom does not

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.

### 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 USA needs to identify and train the top American

athletes for men's and women's sitting and men's standing volleyball. Both sitting teams are working diligently to qualify for the 2008 Paralympics in Beijing, China.

## **USA National Championships**

The U.S.A. 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](http://www.dsusa.org) and [www.usavolleyball.org](http://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](mailto:jcampbell30@houston.rr.com).

# INSTRUCTIONS FOR USE OF THE OFFICIAL INDOOR VOLLEYBALL SCORESHEETS

## PRELIMINARY

Before the start of a match, the scorekeeper prepares the scoresheet(s) for the match by printing (in all capital letters) 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 semis, finals, etc.

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

**DATE** - mm/dd/yy

**CATEGORY** - X the appropriate Adult or Junior box.

**LEVEL** - Write in the level of play (A, BB, B, 16 Open,  
14 Club, etc.).

**TIME** - Time Match Scheduled, hh:mm in international  
time (9:10am=09:10, 1:15pm=13:15, etc.).

**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

**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 the names of the teams on the sides on which they will begin play. The team that begins the match on the left court is designated as Team A, so 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, so 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 A and B in the circles on the second set scoresheet if not already pre-printed.)

The scorekeeper places an "X" through the circled **S** for the team that is serving first and places an "X" through the circled **R** for the receiving team. In the **RESULTS** section, fill in the **Set** box with the number of the set, unless pre-printed. Since the player in Position 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.

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. No changes may be made to the players' numbers on the line-up sheet after it is submitted to the scorekeeper. A substitution prior to any set is permitted. Opponents may not see line-ups submitted by the other team.

Using the line-up sheets, the scorekeeper writes the players' uniform numbers in position order in the **Svc Order** (Service Order) row. The scorekeeper records the players' numbers 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 floor captain's number is marked with a small "c". 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 regardless of which team is serving.

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. The time the set starts is recorded (in pen) in the **START** section when the first referee whistles for the first serve (hh:mm, international time).

## DURING THE MATCH

### Controlling Service

All **Service Rounds** information may be recorded in pencil (National procedure: should always use 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 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.)

✓	12	23
✓	13	24
3	14	25

When the rally is won by the receiving team, the scorekeeper records in the checked **Service Round** box the total cumulative points (called the exit score) earned by the serving team up to that point in the set.

2 <sup>✓</sup>
----------------

The scorekeeper will also immediately record the rally point for the receiving team by slashing the appropriate point in that team's **Points** column.

When the result of the rally is a playover, the scorekeeper does not record anything.

### Substitutions

To record a substitution in the **No. of Players** section, the scorekeeper slashes the departing player number and records the substitute's number to the right on the same line (using the second or third line only if necessary). The set score at the moment of the substitution is then written in the **Score at Time of Substitution** 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.

<del>5</del> 4 5	
3	6
7	6

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

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. The exceptional substitution rule only applies in case of injury.

The preferred National procedure for tracking substitutions is to write the legal substitutes' numbers on the scoresheet. There is space provided in the Total Team Subs area.

### **Tracking the Libero**

Libero replacements can only take place after the end of a rally, or at the start of each set after the second referee has checked the starting line-up. The assistant scorekeeper is responsible for ensuring the Libero replacements are correct.

1. 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. This is tracked on a separate sheet of paper using any method the assistant scorekeeper finds easy. An example is as follows:

**5 L 5 7 L 7 5**

In the above 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. This 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.

	AorB	Libero
	SP	
I		
II		
III		
IV		
V		
VI		

A small “c” should be placed after the designated floor captain.

If the floor captain is replaced by the Libero, the assistant scorekeeper must notify the scorekeeper, who, in turn, will notify the second referee, so a new floor captain can be designated.

The assistant scorekeeper is responsible for ensuring that at least one rally occurs between each Libero replacement. An improper Libero replacement becomes illegal at the moment the serve is contacted. The assistant scorekeeper should immediately notify the second referee to stop the rally.

The assistant scorekeeper must track all substitutions.

### **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.

### **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 must not miss any action while the correction is taking place.

## **SERVICE FAULTS**

When an incorrect player serves the ball, the scorekeeper must immediately notify the second referee so play can be stopped. The scorekeeper then records the exit score in the **Service Rounds** box of the player who should have served. If the wrong service occurs on the first service for that round, the scorekeeper does not check the **Service Rounds** number. If it occurs after the correct player's first service for that round, the scorekeeper does not do anything additional.

If a server fails to serve in the allotted time period or fails to serve during the first toss (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 does not make additional marks. This is **not** recorded in the **REMARKS** section.

## **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 a comment is recorded in the **SANCTIONS** box, no further information 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 reason for the sanction (improper request, team delay warning, team and individual penalties, expulsion or disqualification), the team at fault (use A or B team designation), the set number and the score at the time of the sanction. The score is recorded listing 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 - Slash the IR in the IR column, record the team at fault, the set #, and the score.

SANCTIONS							
IR <small>Improper Request</small>	W <small>Warning</small>	P <small>Penalty</small>	E <small>Explain</small>	D <small>Disqual</small>	(A) (B)	SET	SCORE
/R	D				A	1	3:11

2. Team Delay Warning (signal given by referee is one hand placed on opposite wrist) – Slash the D in the Warning column, record the team at fault, the set #, and the score.

SANCTIONS							
IR <small>Improper Request</small>	W <small>Warning</small>	P <small>Penalty</small>	E <small>Explain</small>	D <small>Disqual</small>	(A) (B)	SET	SCORE
IR	/D				B	3	8:5

3. Team Delay Penalty (yellow card shown on wrist) – Record a “D” in the Penalty column, the team at fault, the set #, and the score. Slash the next point for the opposing team and circle this point to indicate it was earned by a penalty.

SANCTIONS							
IR <small>Improper Request</small>	W <small>Warning</small>	P <small>Penalty</small>	E <small>Explain</small>	D <small>Disqual</small>	(A) (B)	SET	SCORE
IR	D	D			B	2	4:7

4. Individual Misconduct Penalty (yellow card) – Record the player number or bench personnel code in the Penalty column, the team at fault, the set #, and the score. Slash the next point for the opposing team and circle this point to indicate it was earned by a penalty.

SANCTIONS							
IR <small>Improper Request</small>	W <small>Warning</small>	P <small>Penalty</small>	E <small>Explain</small>	D <small>Disqual</small>	(A) (B)	SET	SCORE
IR	D	10			B	3	8:8

5. Expulsion (Red card) – Indicates a team member is expelled for the remainder of a set. Record the player number or bench personnel code in the “E” column, the team at fault, the set #, and the score. An expelled player must remain seated on the bench for the remainder of the set. Any other team member (bench personnel or substitutes) 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.

SANCTIONS							
IR <small>Improper Request</small>	W <small>Warning</small>	P <small>Penalty</small>	E <small>Expel</small>	D <small>Disqual</small>	(A) (B)	SET	SCORE
IR	D		8		(B)	2	8 : 5

6. Disqualification (Red and Yellow card together) – Indicates a team member is disqualified for the remainder of a match. Record the player number or bench personnel code in the “D” column, the team at fault, the set #, and the score. Any team member sanctioned by disqualification must leave the playing area, bench and warm-up 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.

SANCTIONS							
IR <small>Improper Request</small>	W <small>Warning</small>	P <small>Penalty</small>	E <small>Expel</small>	D <small>Disqual</small>	(A) (B)	SET	SCORE
IR	D			8	(B)	2	8 : 7

## POST-SET PROCEDURES

When the final point is earned by the winning team, record this point 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 Round** box of the winning team’s next server, with no check mark in the upper right corner.

From this point forward, use blue or black ink to complete the scoresheet. The time the referee ends the final rally is recorded in the **END** section (hh:mm, international time). Circle the final exit score in the **Service Rounds** box for each team. In the **Points** column, using a straight edge, the scorekeeper neatly draws an hourglass figure through any unused points with the horizontal lines drawn through the center of the first and last numbers of 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
11	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** is written on the top line in the **RESULTS** section with the **Losing Team** and **Score** written below it. The scorekeeper reviews the scoresheet for completeness, taking special care to verify the scores are correct, and then signs the scoresheet in the designated area. The first referee also signs the scoresheet (optional) to verify the final results are correct.

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## SCOREKEEPING EXAMPLES (SAMPLE SETS)

### Explanation of Scorekeeping Example Non-deciding Game

#### Information

#### Action

<p>This is the 2006 USA Volleyball Championships held at the convention center in Minneapolis, Minn. This is the first set of a Men's BB match (match No. 4) from pool F. The All-Stars are playing the Champions. It will be held May 25, 2006, on ct. 21 with the scheduled match time of 1:50 p.m. The first referee is Debbie Johnson; second referee is John Smith; and you are the scorekeeper. The work team is Be Good 2 Me from the NR region.</p>	<p>Prior to the first set of the match, the scorekeeper completes all heading information in ink (blue or black), and writes in the referee and scorekeeper names (last name, first name) in all capital letters. The scorekeeper also fills in the set number in the <b>RESULTS</b> section.</p>
<p>Champions win the coin toss and elect to receive. All-Stars choose the court to the right of the scorekeeper.</p>	<p>The scorekeeper enters the team names on the appropriate sides of the scoresheet (in blue or black ink), writes an A in the circle next to Champions and a B in the circle next to All-Stars. The scorekeeper also places an X over the circled <b>R</b> for the receiving team and an X over the circled <b>S</b> for the serving team. In addition, the scorekeeper places an X in <b>Service Rounds</b> box 1 for the Champions' Position <b>I</b> player.</p>

## Information

## Action

All-Stars and Champions submit their line-ups as shown below. Champions will use a Libero, #16, while All-Stars will not.

Set 1 LINE-UP SHEET			LIBERO N°
TEAM ALL-STARs			X
IV	III	II	
47	10c	8	
V	VI	I	
23	2	15	
COACH SIGNATURE			

Set 1 LINE-UP SHEET			LIBERO N°
TEAM Champions			16
IV	III	II	
14	1	3	
V	VI	I	
5c	7	9	
COACH SIGNATURE			

Use blue or black ink to enter the line-ups in the **No. of Players** section. Enter the libero number in the Libero Number box. Place an "X" in the box if a team is not using a libero.

While checking the All-Stars' line-up, the second referee notices that All-Stars #18 is on the court instead of #8. Since the All-Stars do not have a #8 on its roster, the team is charged with a phantom sub.

This information may be recorded in pencil or ink. Slash the number 8 in the box in All-Stars **No. of Players** row and write the number 18 to the right on the same line. In the first box in the **Score at time of Substitution** section for position **II**, record All-Stars score in the upper box followed by Champions score (0-0). Slash the number 1 in the **Substitutions** row below the All-Stars scoring section.

After the second referee checks the Champions' line-up, Champions Libero replaces #7. In addition, the first referee notices that All-Stars #23 is wearing a necklace and issues a team delay warning.

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 B in the A/B column, write 1 in the SET column, and record the score (0-0).

**Information****Action**

The first referee whistles and beckons for serve at 1:56 p.m.	<i>Using ink, enter the time (13:56) in the <b>START</b> box.</i>
All-Stars #15 serves a point.	<i>Pencil is now optional. Record a small check mark on top of the 1 in the <b>Service Rounds</b> box for All-Stars #15. Then slash point 1 in the <b>Points</b> column of All-Stars.</i>
All-Stars #15 serves again and wins the rally. #15 then serves an ace.	<i>Slash points 2 and 3 for All-Stars.</i>
#15 serves the ball out-of-bounds.	<i>Write the exit score of 3 and slash point 1 in the <b>Points</b> column of Champions.</i>
Champions #3 serves into the net.	<i>Check the 1 in the <b>Service Rounds</b> box for Champions #3. Write the exit score of 1. Slash point 4 in the <b>Points</b> column of All-Stars.</i>
All-Stars #18 serves and wins the rally on a close line call. Champions captain complains persistently about the line call and the first referee issues a verbal warning.	<i>Check the 1 in the <b>Service Rounds</b> box of #18 and slash point 5 in the <b>Points</b> column. The verbal warning is not recorded on the scoresheet.</i>

**Information****Action**

<p>All-Stars #18 serves again and wins the next point. The Champions captain explodes in anger over a ball-handling no-call and the previous line call. The first referee sanctions Champions #5 with a yellow card.</p>	<p>Slash point 6 in the <i>Points</i> column. In the next available row of the <b>SANCTIONS</b> box, write 5 in the <i>P (Penalty)</i> column, write A in the <i>A/B</i> column, record 1 in the <i>GM</i> column, and record the score at the time of the sanction (1-6). In addition, slash and circle point 7 for All-Stars.</p>
<p>Champions request and are granted a time-out.</p>	<p>Record the time-out in the top <b>Time-Outs</b> box located under the Champions <b>Points</b> column, listing Champions score first (1-7).</p>
<p>At the end of the time-out, Champions request a substitution, #22 for #1.</p>	<p>Slash the number 1 in the box in the <b>No. of Players</b> row and write the substitute number 22 to the immediate right on the same line. In the first box in the <b>Score at Time of Substitution</b> section for position <b>III</b>, record the Champions score in the upper half of the box followed by the All-Stars score (1-7). Slash the 1 in the <b>Substitutions</b> row below the Champions scoring section.</p>

**Information****Action**

All-Stars #18 serves into the net.	<i>Record the exit score of 7 and slash point 2 for Champions.</i>
Champions #7 replaces the Libero. Champions #22 serves and wins a point. #22's next serve results in a loss of rally.	<i>Check the 1 in the <b>Service Rounds</b> box of Champions #22. Slash point 3 in the <b>Points</b> column. Record the exit score of 3 and slash point 8 for All-Stars.</i>
Champions Libero replaces #22. All-Stars #10 serves and wins three quick points.	<i>Check the 1 in the <b>Service Rounds</b> box of All-Stars #10. Slash points 9, 10, and 11 for All-Stars.</i>
Champions captain requests a sub, #22 for #9. The second referee disallows the sub (because #22 was replaced by the Libero) and the first referee issues an improper request (IR).	<i>In the next available row of the <b>SANCTIONS</b> box, slash the IR in the IR (Improper Request) column, record A in the A/B column, record 1 in the SET column, and record the score (3-11).</i>
All-Stars #10 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 4 for Champions.</i>
Champions #14 serves and wins the next two points. #14 serves again and the first referee stops the rally when a ball rolls onto the court. The first referee signals a play-over.	<i>Check the 1 in the <b>Service Rounds</b> box of Champions #14. Slash points 5 and 6. The scorekeeper does not record playovers on the scoresheet.</i>

**Information****Action**

All-Stars sub #6 for #47.	Slash number 47 and write number 6 immediately to the right on the same line. Record the score (13-6) in the first <b>Score at the Time of Substitution</b> box for position <b>IV</b> . Slash number 2 in the <b>Substitutions</b> row.
Champions #14 serves and wins a point, then serves again and the Champions lose the rally.	Slash point 7. Record the exit score of 7 and slash point 14 for All-Stars.
All-Stars substitute #14 for #15.	Slash number 15 and write number 14 immediately to the right on the same line. Record the score (14-7) in the <b>Score at the Time of Substitution</b> box and slash number 3 in the <b>Substitutions</b> row.
All-Stars #6 serves and wins a point.  #6 serves again and All-Stars win the rally on a kill.	Check the 1 in the <b>Service Rounds</b> box for #6. Slash point 15. Slash point 16.

**Information****Action**

<p>Immediately after indicating All-Stars won the rally, the first referee realizes the line judge signaled an antennae violation against All-Stars. The first referee changes the call and signals that Champions won the previous rally.</p>	<p><i>If the scorekeeper slashed this point in pencil when the referee changed her call, the scorekeeper can erase the slash mark. If the scorekeeper slashed this point in ink, the scorekeeper should place an X over the slashed point and write 16 next to the X. Record the exit score of 15 and slash point 8 for Champions.</i></p>
<p>Champions #5 serves and Champions win the rally on a great block. #5 serves again but commits a foot fault.</p>	<p><i>Check number 1 in the <b>Service Rounds</b> box for position <b>V</b> and slash point 9. Record the exit score of 9 and slash point 16 for All-Stars. No other action is needed for a foot fault.</i></p>
<p>All-Stars #23 serves and wins a point after Champions shank the ball. #23 serves and wins two more points off Champions' passing errors. Champions take a time-out.</p>	<p><i>Check number 1 in the <b>Service Rounds</b> box for position <b>V</b>. Slash points 17, 18 and 19. Record the time-out in the second Champions <b>Time-Outs</b> box, listing Champions score first (9-19).</i></p>
<p>At the end of the time-out, All-Stars bench is cleaning up a huge water spill near the sideline. The first referee issues a team delay penalty.</p>	<p><i>In the next available row of the <b>SANCTIONS</b> box, write D in the P column, write B in the A/B column, write number 1 in the SET column, and write the score (19-9). Since the penalty results in the loss of service, record the exit score of 19 for All-Stars. Slash and circle point 10 for Champions.</i></p>

**Information****Action**

Champions #1 replaces the Libero. Champions #7 serves the ball and wins the rally.	<i>Check number 1 in the <b>Service Rounds</b> box in position <b>VI</b>. Slash point 11.</i>
The Libero tracker notifies the second referee that Champions #22 should have replaced the Libero instead of Champions #1. The first referee cancels Champions' last point due to having an improper player on the court. Champions #22 returns to the court and All-Stars get the ball for serve.	<i>In the <b>REMARKS</b> section, record the comment <b>CANCEL PT 11, A, SET 1, 11-19, IMPROPER PLAYER ON COURT</b>. If the scorekeeper slashed point 11 in pencil, the scorekeeper can erase the slash mark. If the scorekeeper slashed this point in ink, the scorekeeper should place an X over the slashed point and write 11 next to the X. Record the exit score of 10 and slash point 20 for All-Stars.</i>
Champions Libero replaces #7. All-Stars #2 serves the ball and wins the rally.	<i>Check number 1 in the <b>Service Rounds</b> box in position <b>VI</b>. For Player #2, slash point 21.</i>
At the end of the previous rally, All-Stars #10 twists an ankle and cannot continue to play. All-Stars make an exceptional substitution, #47 for #10.	<i>In the <b>REMARKS</b> section, record the comment <b>EX SUB, B, #47 FOR #10, SET 1, 21-10</b>. Circle #10 (to indicate #10 can no longer enter the match) and write number 47 to the right on the same line. An exceptional substitution is not counted as a normal substitution, so no substitution number will be slashed in the Substitutions row.</i>

**Information****Action**

<p>The second referee asks #10 who will be the new captain. #6 is designated as the new captain.</p>	<p><i>Record a small c next to number 6.</i></p>
<p>All-Stars #2 serves and wins another point. Champions request a time-out. The first referee charges a team delay warning.</p>	<p><i>Slash point 22. In the next available row of the <b>SANCTIONS</b> box, slash the D in the W column, write A in the A/B column, write number 1 in the SET column, and write the score (10-22).</i></p>
<p>Champions substitute #1 for #22.</p>	<p><i>Slash the number 22 and write number 1 to the right on the same line in position <b>III</b> (if there is no room on the first line, write number 1 to the far left of the second line). Record the score (10-22) below the previous <b>Score at Time of Substitution</b> box. Slash number 2 in the <b>Substitutions</b> row.</i></p>
<p>All-Stars #2 serves and wins one point and then serves long.</p>	<p><i>Slash point 23. Write the exit score of 23 and slash point 11 for Champions.</i></p>
<p>All <b>Service Round</b> boxes labeled with the number 1 have now been used. For the next round of serves, the scorekeeper will use the <b>Service Round</b> boxes labeled with number 2.</p>	
<p>Champions #9 serves the ball out.</p>	<p><i>Check the number 2 in the <b>Service Rounds</b> box for position <b>I</b>. Record the exit score of 11 and slash point 24 for All-Stars.</i></p>

**Information****Action**

All-Stars #18 serves the ball (in error) instead of the correct server, #14.

*The scorekeeper should know the wrong server is going to serve but must wait until the illegal serve actually occurs. As soon as #18 contacts the ball for service, the scorekeeper verbally notifies the second referee (or sounds a horn or whistle). Since #14 never served the ball during this term of service, no check mark is made in the **Service Rounds** box. Record the exit score of 24 and slash point 12 for Champions. No further entries are needed.*

All-Stars request a line-up check. Champions #3 serves the ball in the net.

*Check the number 2 in the **Service Rounds** box for Champions #3. Record the exit score of 12 and slash point 25 for All-Stars. Write number 25 in the **Service Rounds** box of the next All-Stars server (#18). Since #18 didn't serve for this point, do not make a check mark in this box.*

**Information****Action**

Set ends at 2:14 p.m.

*Use blue or black ink for the post-set procedures. Record the time (14:14) 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 also draws an hourglass through the unused points in the **Points** column. The scorekeeper checks the scoresheet carefully to ensure its completeness and accuracy, then signs the scoresheet. There is a place at the bottom of the scoresheet for the signature of the First Referee, if required by the tournament or region.*



USA Volleyball

OFFICIAL SCORE SHEET

Name of the Competition: **2006 USA VOLLEYBALL INDOOR CHAMPIONSHIP**  
 City: **MINNEAPOLIS** State: **MN** Court: **21**  
 Hall: **CONVENTION CENTER** Pool/Phase: **F** Match #: **4**  
 Division: Men  Women  CoEd  Date: **05/25/06**  
 Category: Adult  Junior  Level: **BB** Time: **13:50**

Set/Over	START 13:56 TEAM CHAMPIONS 16						ALL-STAR TEAM END 14:14					
	I	II	III	IV	V	VI	I	II	III	IV	V	VI
No. of Players	9	3	12	14	5	7	14	14	18	16	23	2
Score at Change				17	10	22	14	7	0	15	6	
1st 5th	X	1	5	7	9	10	3	7	13	15	19	23
2nd 5th	11	12	5	7	3	7	24	25	2	2	2	2
3rd 7th												
4th 6th												
Service Rounds												
Time Outs												
Substitutions	1 3 4 5 6 7 8 9 10 11 12						1 1 4 5 6 7 8 9 10 11 12					

SANCTIONS		REMARKS		OFFICIALS	
IR	W P L E D	# of Player C = Coach A = Assistant Coach	SET SCORE	1st Referee	JONSON, DEBBIE
IR		T = Trainer M = Manager O = Delay		2nd Referee	SMITH, JEAN
IR	5		CANCEL PT. II, A, SET 1, 11-19 IMPROPER PLAYER ON COURT EXC. SUB. B, 247/16, SET 1, 21-10	Print Name	FUNK, NANCY
IR	D			Sign Name	Nancy Funk
IR	D			Wash. Team	BE GOOD TO ME
IR	D			Region	NR
IR	D			Score	
IR	D			SET	1
IR	D			Winning Team	ALL-STAR
IR	D			Losing Team	CHAMPIONS
IR	D			1st Referee Signature	Debbie Jonson
IR	D			RESULTS	

## SCOREKEEPING EXAMPLES (SAMPLE SETS)

### Explanation of Scorekeeping Example Deciding Set

#### Information

This match takes place at the 2006 USA Volleyball Indoor Championships held at the convention center in Minneapolis, Minn. This is the deciding set (set 3) of a Men's BB match (match #4) from pool F. The All-Stars are playing the Champions. It will be held May 25, 2006, on ct. 21 with the scheduled match time of 1:50 p.m. The first referee is Debbie Johnson; second referee is John Smith; and you are the scorekeeper. The work team is Be Good 2 Me from the NR region. Champions started set 1 on the left court (team A). All-Stars won set 1, 25-12. Champions won set 2, 25-20, which ended at 2:31 p.m.

#### Action

*The scorekeeper records all heading information, sanctions carried over from sets 1 and 2, and officials' names in ink. Write number 3 in the **SET** box. Add three minutes to the **END** time of set 2 and record this time in the **START** box for set 3.*

## Information

## Action

Champions win the coin toss for the deciding set and choose the court on the right. All-Stars choose to receive.

Using blue or black ink, the scorekeeper records the team names on the appropriate sides of the scoresheet and fills in the A or B designations. The scorekeeper also places an X over the circled **S** next to Champions. The scorekeeper places an X over the circled **R** for All-Stars and an X in the **Service Rounds** box for the All-Stars position **I** player on the far left side only.

All-Stars and Champions submit their line-ups as shown below.

Use blue or black ink to enter the line-ups in the **No. of Players** section.

Set 3 LINE-UP SHEET			LIBERO
			N°
TEAM ALL-STARS			X
IV	III	II	
23	6c	47	
V	VI	I	
2	15	18	
COACH SIGNATURE			

Set 3 LINE-UP SHEET			LIBERO
			N°
TEAM Champions			16
IV	III	II	
5c	14	1	
V	VI	I	
7	9	3	
COACH SIGNATURE			

While the second referee checks the line-ups, Champions captain indicates he wants #22 to start the game instead of #1. Champions Libero replaces #7.

The scorekeeper may switch to pencil, if desired. Slash number 1 and write number 22 immediately to the right on the same line. Record the score (0-0) in the **Score at time of Substitution** box and slash number 1 in the **Substitutions** row.

**Information****Action**

Referee blows the whistle for serve at 2:34 p.m. Champions #3 serves the ball and wins a point. #3 serves and wins the next three points. All-Stars take a time-out.	<i>Record start time of 14:34. Slash points 1, 2, 3, and 4. Record the All-Stars time-out on the far left and the far right (0-4).</i>
Champions #3 serves and loses the rally.	<i>Exit score is 4. Slash point 1 for All-Stars in the far left <b>Points</b> column only.</i>
All-Stars #47 serves and wins a point. #47 serves two more times, winning two points. #47's next serve lands out.	<i>Slash points 2, 3, and 4 for Champions in the far left <b>Points</b> column only. Exit score is 4.</i>
Champions #7 replaces the Libero. As soon as the Libero steps off the court, he returns to replace #3. The second referee disallows the second Libero replacement and the first referee issues a team delay warning.	<i>In the <b>SANCTIONS</b> box, slash the D in the W column, record A in the A/B column, write number 3 in the SET column, and write the score (5-4).</i>
Champions #22 serves and Champions lose the rally. The Champions Libero replaces #22.	<i>Exit score is 5. Slash point 5 for All-Stars in the far left <b>Points</b> column only.</i>
All-Stars substitute #14 for #15.	<i>The scorekeeper records the substitution first on the left side of the scoresheet and then on the far right side of the scoresheet. Slash number 15 and write number 14 immediately to the right, record the score (5-5) in the <b>Score at time of Substitution</b> box and slash number 1 in the <b>Substitutions</b> row.</i>

**Information****Action**

All-Stars #6 serves and loses the rally.	<i>Exit score is 5. Slash point 6 for Champions.</i>
Champions #14 serves and wins a point. #14 serves the next ball into the net.	<i>Exit score is 7. Slash point 6 in All-Stars on far left <b>Points</b> Column only.</i>
All-Stars #23 serves and wins the next two points. The first referee signals for the teams to change courts.	<i>Record All-Stars score (8) in the <b>Points at Chg</b> circle next to the team name on the far right. Transfer the last <b>Service Rounds</b> box from the far left to the far right, changing the check mark to a small x. In this example, the scorekeeper should transfer the <b>Service Rounds</b> box in position <b>IV</b> to the far right. Before the set continues, the scorekeeper checks to make certain all necessary information for the All-Stars was recorded on both the left and right sides of the scoresheet (including player and substitution numbers with appropriate score, scores for time-outs, and the points at change for the team moving to the right).</i>
All-Stars #23 serves for another point, then serves for a loss of rally.	<i>Slash point 9 in the far right <b>Points</b> column. Record the exit score in the <b>Service Rounds</b> box for position <b>IV</b> on the far right. Slash point 8 for Champions.</i>

**Information****Action**

Champions #5 serves out-of-bounds.	<i>Exit score is 8. Slash point 10 for All-Stars.</i>
All-Stars #2 serves and wins two points, then loses the rally on the next serve.	<i>Exit score is 12. Slash point 9 for Champions.</i>
Champions #22 replaces the Libero. Champions #7 serves and loses the rally.	<i>Exit score is 9. Slash point 13 for All-Stars.</i>
The Champions Libero replaces #7. All-Stars substitute #15 for #14. #15 serves wide.	<i>Record the All-Stars substitution on the far right only. Slash number 14 and write number 15 to the right on the same line (if there is no room on the first line, write number 15 to the far left of the second line). Record the score (13-9) in the <b>Score at Time of Substitution</b> box below the previous <b>Score at Time of Substitution</b> box. Slash number 2 in the <b>Substitutions</b> row (on far right only). Exit score is 13. Slash point 10 for Champions.</i>

<b>Information</b>	<b>Action</b>
Champions #9 serves and loses the rally.	Exit score is 10. Slash point 14 for All-Stars.
All <b>Service Round</b> boxes labeled with the number 1 have now been used. For the next round of serves, the scorekeeper will use the <b>Service Round</b> boxes labeled with number 2.	
Champions take a time-out.	<i>Record the score (10-14) in the first Champions <b>Time-Out</b> box.</i>
All-Stars #18 serves and wins the point. The set ends at 2:43 p.m.	<i>Slash point 15 for All-Stars. Record number 15 as the exit score in the <b>Service Rounds</b> box in position <b>I</b>. Use blue or black ink to complete the remainder of the scoresheet. Record the time (14:43) in the <b>END</b> box (located to the right of the team name in the middle section of the scoresheet). Circle the last <b>Service Rounds</b> boxes used for each team. Draw a large hourglass through the unused points in the <b>Points</b> columns (do not draw an hourglass through the unused points on the far left side of the scoresheet). Record the <b>Winning Team</b> and score and the <b>Losing Team</b> and score in the <b>RESULTS</b> section. After carefully checking the scoresheet to ensure its completeness and accuracy, the scorekeeper signs in the space provided.</i>



## **2006-2007 DOMESTIC COMPETITION REGULATIONS (INDOOR) REFEREE TECHNIQUE CHANGES & POINTS OF EMPHASIS**

### **Techniques**

**1. Attack Hit Fault:** Raise the arm, hand open, on the side of the net of the offending player and make a downward motion over the net, palm down. Indicate the player at fault, if necessary, by pointing with an open hand on the offending team's side of the net.

**2. Penetration into Opponent's Court/Ball Crossing the Lower Space:** When a ball completely crosses beyond the centerline in the space below the net, or when a player illegally contacts the opponent's court, the referees will indicate the fault by pointing to the centerline with the index finger of the hand on the offending team's side of the net. (It may also be necessary to indicate the player at fault by pointing with an open hand.)

**3. Double Contact and Four Hits:**

- a. Double contact: signaled when a player hits the ball twice in succession or the ball contacts various parts of his/her body in succession. This includes plays in which the same player makes the third and fourth team hits.
- b. Four hits: a team hits the ball four times before returning it to the opponent. This includes plays in which the player who makes the fourth team hit is not the same player who made the third team hit.

**4. "Ready" Signal:** Raise both hands above the head, palms forward. This signal is used by a second referee after any regular game interruption or a delay to the resumption of play. It is 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 substitutes have taken their position on the court, and that the court is ready for play.

**5. Substitution Signal:** Make a circular motion with closed hands and forearms. Two rotations are sufficient.

**6. Requests for Game Interruption:** When opponents request a game interruption (timeout, substitution, etc.) during the same dead-ball period, the second referee will acknowledge each team's request with a separate whistle.

**7. Antenna Plays:** Unless the "pursuit rule" is in effect and the ball is being pursued, the whistle should be blown immediately after any team hit or block crosses the net partially or totally outside the crossing space.

### **Points of Emphasis**

1. Disruptive coaching includes loud or abusive language, comments to officials, comments to opposing teams, throwing of objects, displaying disgust in an overt manner.

2. Contact with the portion of a ball that is above the opponent's playing area is not permitted, except as described in USAV 14.3 during blocking action. Players are allowed to follow through over the opponent's playing area after an attack hit, as long as the initial point of contact is over their own playing area.

3. The server must be on the playing surface before the first referee authorizes the service.

4. A request for an illegal substitution shall result in an improper request. If such a request is accepted, a team delay sanction shall result.

5. During warm-ups, when one team has exclusive use of the court, the opposing team may warm up in the free zone surrounding the court, but may not interfere with the warm-up of the opponent, including serving practice.

6. Screening has been defined as actions which prevent the opponent from seeing the server or the flight path of the ball (Rule 12.5.1). Reference to "seeing the contact of the serve" has been removed.

7. Retrieving the ball from beyond the playing area (Rule 9 &

USAV 9) will be limited to cases in which the entire area surrounding the playing surface is free from obstructions and safety hazards. The playing surface may not be more than 1.25 cm (1/2") higher than the secondary surface. If Rule 9 and USAV 9 are not in effect and a player attempts to retrieve a ball that is above a non-playing area, the player must have a body part in contact with the playing surface when the ball is contacted. The player may enter the non-playing area after contacting the ball. In all cases, service actions must take place from within the playing area.

## **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 officials.
- 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.  
(See USA Volleyball Referee Guidelines and Instructions for additional information.)

### **2. ARRIVAL**

- a. Officials should arrive at the playing venue no fewer than 30 minutes prior to the start of the competition and should locate the tournament director or event manager at that time.
- b. Determine playing formats, ground rules, warm-up procedures and any other protocols.

### **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, 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. OFFICIAL'S PRE-MATCH DUTIES**

- a. Prior to the coin toss, the first and second referees should 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. (See USAV Referee Guidelines and Instructions for additional information.) 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 should 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

- court. When both teams are ready, the first referee will blow a whistle and motion for teams to take their positions on their court.
- b. The second referee, using each team's lineup sheet, and the scorer will verify that players are in the correct positions as listed on the official lineup sheets submitted by each team. 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 lineup sheets. NOTE: A substitution prior to the start of the match or any set is permitted.
  - c. Upon completing the lineup check, the second referee should permit any Libero replacements to occur and confirm that the assistant scorer has recorded them.
  - d. The second referee then delivers the game ball to the first server of the match. The whistle is blown and a visual sign is given by the first referee for service to begin. This marks the time the set officially begins.
  - e. Prior to the serve, serving team players should halt their movements to allow officials to determine their positions. Continual or distracting movement may be construed as screening. The first referee must be aware of screening during each serve of the match.

## **6. DURING THE MATCH**

- a. Each referee has specific duties and responsibilities during the match as outlined in Rules 23 and 24. The USA Volleyball Referee Guidelines and Instructions help clarify these responsibilities.
- 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, timeouts, etc.), com-

munication 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. Additional information can be found in the USA Volleyball Referee Guidelines and Instructions.

## **7. PROCEDURES FOR REGULAR GAME INTERRUPTIONS**

- a. Substitutes should approach the substitution zone and wait to be recognized for entry. 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 substitution is administered and recorded.
- b. When the coach or playing captain requests a timeout, the second (or first) referee should immediately whistle, show Signal 14, Timeout, and then indicate the team by pointing, open-handed, toward that team's playing area. After 30 seconds have elapsed, the second referee must blow a whistle to end the timeout. Teams should immediately retake the court. Both referees display the number of timeouts each team has taken, and then 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 13, 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. The players proceed to their right until they reach their new bench area with the team on the left passing the first referee and proceeding directly to the bench.

- b. Two minutes and 30 seconds after the interval begins, 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. The first referee will release the teams to their respective benches. The 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 are required to 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 28, 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.
- 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 13, 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 score sheet to verify the final results. Signing the score sheet by the first referee is optional.
- f. Referees will then immediately depart the playing area.

## **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.
4. When in doubt, contact the volleyball authority within your organization.

## **B. APPLICATION/PREPARATION**

1. 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.
2. Obtain the correct forms and equipment to have available at the site such as:
  - a. Appropriate equipment (nets, standards, antennae, volleyball, etc.) to conduct competition consistent with the rules of the game.
  - b. A copy of the current Domestic Competition Regulations.  
and any specific tournament/league guidelines.
  - c. USA Volleyball scoresheets, line-up sheets and Libero tracking sheets. **These may be obtained from USA Volleyball. Call 719-228-6800, e-mail [products@usav.org](mailto:products@usav.org) or log on to the web site at [www.usavolleyball.org](http://www.usavolleyball.org).**
3. For large, multi-court tournaments, the following is recommended:
  - a. A non-playing tournament director/manager with the sole responsibility of keeping the tournament on schedule and properly recorded; OR
  - b. A court manager for every 1-4 courts, all of whom are collectively charged with the above responsibilities; AND
  - c. A non-playing certified referee in charge who shall be designated to handle all referee assignments.
  - d. The duties of the Head Official 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.

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 game)	1 hr. 5 min.
2/3 21 rally point sets per match (15-pt. third game)	1 hour
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 ex-

ample, 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 officials agree.

- The tournament schedule and forfeit procedures should be clearly posted and all teams informed.
- Samples of various round robin schedules (officiating team in parentheses):

<b><u>4-TEAM</u></b>	<b><u>4-TEAM</u></b>	<b><u>4-TEAM</u></b>	<b><u>4-TEAM</u></b>	<b><u>4-TEAM</u></b>
1 vs. 4 (3)	2 vs. 3 (1)	1 vs. 3 (2)	2 vs. 4 (3)	1 vs. 4 (3)
2 vs. 3 (1)	1 vs. 4 (2)	2 vs. 4 (1)	1 vs. 3 (4)	2 vs. 3 (1)
1 vs. 3 (4)	2 vs. 4 (3)	1 vs. 4 (3)	2 vs. 3 (1)	1 vs. 3 (4)
2 vs. 4 (3)	1 vs. 3 (2)	2 vs. 3 (1)	1 vs. 4 (3)	2 vs. 4 (3)
1 vs. 2 (4)	3 vs. 4 (1)	3 vs. 4 (2)	3 vs. 4 (2)	3 vs. 4 (2)
3 vs. 4 (2)	1 vs. 2 (4)	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)	

## **F. METHOD OF PLAY**

### **(ONE-DAY TOURNAMENTS)**

1. When round robin competition is scheduled, a maximum of five teams only should be accepted per available court.
2. 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.
3. The championship bracket is not to exceed eight teams.
4. 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 playoff 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 playoff 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 rec-

ommended. 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. 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 dif-

- ferential 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.

## **H. TIE BREAKER PROCEDURES FOR NATIONAL-LEVEL JUNIOR OLYMPIC COMPETITION**

Check the USAV website for the most updated procedures for specific events including National Qualifiers and National Championship Events.

1. At the conclusion of a pool, teams in the pool will be

ranked according to their match record. If a tie in match records exists between two or more teams, the tie(s) will be broken using these USA JOVC National Tie Breaker Formats.

2. In divisions playing three out of five 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 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.
3. There will be no tie breaking sets in competition not leading to the Gold level or an opportunity to win a bid. In three-way ties, ties will be broken by the successive application, without repetition, of:
  - a. Pool match record
  - b. Head-to-head results
  - c. Set percentage (sets won/total sets played)
  - d. Point percentage (points scored/points opponents scored)
  - e. Coin toss
4. Two-way ties (two teams tied in match record):
  - a. The No. 1 team will be the team which won the pool play match between the two tied teams (head-to-head).
  - b. This procedure will be used for all two-way ties, even where there is an opportunity to win a bid or leading to the Gold Championships. The rationale is: the teams that are tied have already determined the better team through play.
5. Three-way ties (three teams tied in match record):
  - a. In a pool with one team advancing and a three-way tie in match record for first (in a four-team

pool all teams are 2-1 in match record; in a three-team pool all teams are 1-1 in match record).

- 1) All three teams will participate in tie breaking sets. The seeds for the tie breaking playoffs will be determined by sequential application of:
    - a) Won-Loss ratio for the total number of sets played in the pool (wins/total sets);
    - b) Point Percentage (a team's total points scored divided by the total points scored by the opponents in that pool);
    - c) Coin Toss.
  - 2) The No. 2 seed will play the No. 3 seed; the No. 1 seed will ref.
  - 3) The loser of this set will be third place in the pool and will ref the next tie breaking set.
  - 4) The winner of the first set will play the No. 1 seed. Loser of first round refs.
  - 5) The winner of this set will be first in the pool and the loser will be second.
  - 6) If one of the three teams in a tied pool leaves the site before the determination a tiebreak is necessary, that team will automatically become the third-place team and the other two teams will play one tie breaking set.
- b. In a pool with two teams advancing and a three-way tie in match record for first (in a four-team pool all teams are 2-1 in match record; in a three-team pool all teams are 1-1 in match record).

- 1) The team with the best sets/points percentage record will be ranked as the first-place team in that pool and will ref a single tie breaking set between the other two teams.
  - 2) If the first-place team leaves the site and does not fulfill the officiating assignment, it will have the same penalty as missing an officiating assignment.
- c. In a pool with two teams advancing and a three-way tie in match record for second (in a four-team pool all teams are 1-2 in match record).
- 1) All three teams will participate in tie breaking sets. The seeds for the tie breaking playoffs will be determined by sequential application of:
    - a) Won-Loss ratio for the total number of sets played in the pool (wins/total sets).
    - b) Point Percentage (a team's total points scored divided by the total points scored by the opponents in that pool).
    - c) Coin Toss.
  - 2) The No. 2 seed will play the No. 3 seed; the No. 1 seed will ref. The loser of this set will be fourth place in the pool and will ref the next tie breaking set.
  - 3) The winner of the first set will play the No. 1 seed. The winner of this set will be second in the pool and the loser will be third.
  - 4) If one of the three teams in a tied pool leaves the site before the determination a tiebreak is necessary, that team will

- automatically become the fourth-place team and the other two teams will play one tie breaking set.
- d. In a pool with a total of three teams advancing and a three-way tie in match record for second (in a four-team pool all teams are 1-2 in match record);
- 1) All three teams will participate in tie breaking sets. The seeds for the tie breaking playoffs will be determined by sequential application of:
    - a) Won-Loss ratio for the total number of sets played in the pool (wins/total sets).
    - b) Point Percentage (a team's total points scored divided by the total points scored by the opponents in that pool).
    - c) Coin Toss.
  - 2) The No. 2 seed will play the No. 3 seed; the No. 1 seed will ref. The loser of this set will be fourth place in the pool and will ref the next tie breaking set.
  - 3) The winner of the first set will play the No. 1 seed. The winner of this set will be second in the pool and the loser will be third.
  - 4) If one of the three teams in a tied pool leaves the site before the determination a tiebreak is necessary, that team will automatically become the fourth-place team and the other two teams will play one tie breaking set.

## **I. WARM-UP PROCEDURES**

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 officials 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. 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

## **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 game. 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 <sup>2</sup>	=	kilograms per square centimeter
lbs/sq in	=	pounds per square inch lbs/sq in = 68.0 mbar = 0.0703 kg/cm <sup>2</sup>
°C	=	degrees Celsius (Centigrade)
°F	=	degrees Fahrenheit

## 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 <sup>1/2</sup> "
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 <sup>5/8</sup> "
Height of women's net	2.24 m	=	7'4 <sup>1/8</sup> "
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 <sup>1/2</sup> -27"
Referee's view above net	50 cm	=	19 <sup>1/2</sup> "
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 <sup>1/8</sup> "
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 <sup>2</sup>	=	4.3-4.6 lb/sq in
Internal air pressure			
of ball (outdoor)	0.175-0.225 kg/cm <sup>2</sup>	=	2.5-3.2 lb/sq in
Min. light at 1 m above court	300 lux	=	27.9 foot candles



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**USA Volleyball is at work for you to ensure that investment in the sport -- whether that be in dollars, time, publicity or simply goodwill -- is being put to work for the betterment of the sport.**

**USA Volleyball is the National Governing Body (NGB) for the sport of volleyball in the United States and as such is recognized by the United States Olympic Committee (USOC) and the FIVB (Federation Internationale de Volleyball) as the organization primarily responsible for increasing participation and awareness of the sport of volleyball in the United States.**

**USAV administers the following programs:**

**U.S. Men's and Women's National Teams  
Girls' and Boys' Junior Olympic Volleyball Championships  
Disabled Volleyball  
High Performance Program  
Adult Volleyball  
Outdoor Volleyball (Beach and Grass)**

**For more information on USA Volleyball and its wide variety of programs, visit [www.usavolleyball.org](http://www.usavolleyball.org)**

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