



USA Volleyball

USA VOLLEYBALL

Casebook of Approved Rulings

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(Based upon 2011-2013 Domestic Competition Regulations as Presented by USA Volleyball,
Revised September 1, 2011)

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IMPORTANT NOTE:

The United States Volleyball Domestic Competition Regulations are the International Volleyball Federation (“FIVB”) rules as adopted and clarified by USA Volleyball, the National Governing Body for volleyball in the United States. FIVB rules are used worldwide.

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TABLE OF CONTENTS

TABLE OF CONTENTS.....	ii
ACKNOWLEDGMENTS	iv
FOREWORD	v
NOTATION USED IN THE CASEBOOK.....	vi
SECTION I – THE GAME.....	1
Chapter One: Facilities and Equipment	1
Rule 1: Playing Area	1
Rule 2: Nets and Posts	2
Rule 3: Balls.....	3
Chapter Two: Participants	3
Rule 4: Teams.....	3
Rule 5: Team Leaders.....	9
Chapter Three: Playing Format.....	14
Rule 6: To Score a Point, To Win a Set and the Match	14
Rule 7: Structure of Play	15
Chapter Four: Playing Actions.....	20
Rule 8: States of Play.....	20
Rule 9: Playing the Ball.....	22
Rule 10: Ball at the Net	25
Rule 11: Player at the Net	27
Rule 12: Service.....	31
Rule 13: Attack Hit	36
Rule 14: Block.....	39



Chapter Five: Interruptions and Delays	43
Rule 15: Regular Game Interruptions	43
Rule 16: Set Delays.....	51
Rule 17: Exceptional Set Interruptions	52
Rule 18: Intervals and Change of Courts.....	54
Chapter Six: The Libero Player	56
Rule 19: The Libero Player	56
Chapter Seven: Participants’ Conduct	63
Rule 20: Requirements of Conduct	63
Rule 21: Misconduct and Its Sanctions	64
SECTION II – THE REFEREES, THEIR RESPONSIBILITIES AND OFFICIAL HAND SIGNALS.....	67
Chapter Eight: Referees	67
Rule 22: Refereeing Corps and Procedures	67
Rule 23: First Referee.....	67
Rule 24: Second Referee	69
Rule 25: Scorer	72
Rule 26: Assistant Scorer.....	73
Rule 27: Line Judges	73

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All inquiries will receive replies. Some queries may require further consultation, but answers will be forwarded as promptly as possible.

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All suggestions will be considered. Most will have to be reviewed. Many will be edited. Video and photographs are greatly appreciated.

FOREWORD

This USA Volleyball Casebook is a collection of plays with official rulings approved by USA Volleyball and is intended as a guide for the application and interpretation of the 2011-2013 Domestic Competition Regulations as presented by USA Volleyball (the DCR), based upon the International Volleyball Federation (FIVB) Rules, 2009-2012. The rulings are intended to clarify these regulations and are the official interpretations to be followed during all sanctioned USA Volleyball competition. The DCR contains the FIVB rules with modifications that promote the sport and encourage continuity of play in the United States. Some modifications are made to encourage participation and development, or to ensure player safety during local, regional and national competitions.

The sport of volleyball is played by tens of thousands of people across the United States and by millions of people world-wide. In order to ensure the success and enjoyment of our sport, and to aid in its continued development, the referees will play an integral role. The correct and consistent application of the playing rules and the proper use of signals, mechanics and techniques by game officials will provide the best possible circumstances under which volleyball competitions will prosper.

It rests upon the shoulders of game officials to become students of the game, masters of the rules and ambassadors for the sport. The art of officiating is a subtle combination of applying the correct rule at the appropriate time, in the proper manner, and with a sound awareness of the stakes of the competition.

A thorough study of the DCR and Casebook in conjunction with the training materials and resources available on the USA Volleyball Official Training and Education website, www.volleyballreftraining.com, will provide game officials, from the novice to the experienced veteran, with the necessary knowledge to excel as match facilitators and managers.

Dave Spencer, Editor

NOTATION USED IN THE CASEBOOK

As a means of properly understanding each situation outlined in the plays, “Team S” and the letter “S” have been used to designate the serving team and members of that team. “Team R” and the letter “R” have been used to designate the receiving team and its players. For both teams, positions 2, 3 and 4 are front-row players and positions 1, 5 and 6 are back-row players and are represented by “S” or “R” and the player position number; e.g., “S1”, “R3”, etc. “S1” is the correct server on the serving (Team S) team and “R2” will be the next server for the receiving (Team R) team.

In situations where the play does not pertain to the players’ positions on the court, players are referred to using the “S” or “R,” the number character (#) and a uniform number, e.g., “S#7”, “R#9”. When the team is obvious, the “S” or “R” may be omitted. Unless otherwise noted, all cases presume use of at least one Libero and twelve team substitution rules.

In some situations where both teams serve, or where the play does not pertain to the serving (Team S) or receiving (Team R) teams, “Team A”, “Team B”, A1, and B#7 are used for reference.

The titles of specific team members and officials—captain, Libero, coach, and assistant coach; first and second referee, scorer and assistant scorer, and line judge—should always be spelled out.

All references are to the 2011-2013 DCR with the annotation of the rule number (e.g., 1.1.1); USAV clarification (e.g., USAV 1.1.1); Referee Techniques, Mechanics, and Procedures; Instructions for Use of Official Indoor Volleyball Scoresheets; and other sections where appropriate.

There are instances where case numbers are not sequential. This will allow us to add, delete, and modify some cases without having to renumber others and provide some continuity of case numbers, at least for the near future.

If editorial errors such as misspellings, inconsistent team references, or incorrect player positions or numbers are encountered, please contact the editor so that corrections can be made.

SECTION I – THE GAME

Chapter One: Facilities and Equipment

Rule 1: Playing Area

Dimensions; Playing Surface; Lines on the Court;
Zones and Areas; Temperature; Lighting; Scoreboard

<p>1.01 The free zone surrounding the court is less than the required 2 m (6'6 ¾").</p>	<p>Ruling: The match shall be played. It is recommended that the free zone be a minimum of 2 m (6'6 ¾"). When conditions do not allow for the minimum free zone, for instance if floor or wall obstacles less than 2 m from the court interfere during play, a playover may be directed at the first referee's discretion.</p>	<p>Reference: USAV 1.1a USAV 8.4.2.a</p>
<p>1.03 Parts of the center line are solid lines but in the center of the court the line is "shadow-bordered" through the facility's logo.</p>	<p>Ruling: The center line must be a solid line. A 9 m (29'6") length of tape 5 cm (2") wide must be placed the length of the center line between the sidelines.</p>	<p>Reference: 1.3</p>
<p>1.04 The attack line is only 2.3 m (7'6") from the center line.</p>	<p>Ruling: A 9 m (29'6") length of tape 5 cm (2") wide must be placed 3 m (9'10") from the axis of the center line between the sidelines for use as the attack line.</p>	<p>Reference: 1.3.4</p>
<p>1.05 The attack line extensions are not marked on the court.</p>	<p>Ruling: The attack line extensions are required only at nationally sanctioned tournaments. The attack line extensions are recommended at any other competitions and will assist referees when defining the coaches' location in the free zone while the ball is in play. When used, the attack line is extended by addition of five 15 cm (6") pieces of tape 5 cm (2") wide placed 20 cm (8") apart to a total of 1.75 m (70").</p>	<p>Reference: 1.3.4 USAV 1.3.4 USAV 5.2.3.4 USAV 5.3.1</p>
<p>1.06 There are no service zone markings at the left or right edges of the service area.</p>	<p>Ruling: Pieces of tape, 5 cm (2") wide and 15 cm (6") long, should be placed 20 cm (8") behind and perpendicular to the end lines as extensions of the side lines.</p>	<p>Reference: 1.4.2</p>

<p>1.07 Bleachers are located 1.5 m (5') from the end line at one end of the court.</p>	<p>Ruling: A piece of tape must be placed on the court 2 m (6'6 ¾") from the bleachers to provide the required service area depth. After service, the line will be ignored until play ends. A playover may result if the bleachers interfere with the play of the ball after the serve.</p>	<p>Reference: USAV 1.4.2 USAV 8.4.2a</p>
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Rule 2: Nets and Posts

Height of the Net; Structure; Side Bands; Antennae; Posts; Additional Equipment

<p>2.01 The net is 9 m (30') in length.</p>	<p>Ruling: If another net, 9.5 to 10 m (31'6" to 33') in length, is available, the net should be changed. If no other net is available, the match should be played.</p>	<p>Reference: 2.2</p>
<p>2.02 A 4" wide sleeve is secured along the top of the net and contains sponsor advertising.</p>	<p>Ruling: Net sleeves are permitted if net height and net integrity are not affected.</p>	<p>Reference: Not addressed</p>
<p>2.03 The net does not have side bands.</p>	<p>Ruling: Side bands are an optional part of the net equipment. If used, the side bands are fastened vertically to the net inside the antennas and directly above each sideline.</p>	<p>Reference: USAV 2.3</p>
<p>2.04 The antennas are secured to the net with exposed metal fasteners.</p>	<p>Ruling: Tape must be placed over the metal fasteners to minimize chance of injury to the players.</p>	<p>Reference: USAV 2.6a</p>
<p>2.05 The support posts are held in place by small metal cables running from the top of the post to the floor.</p>	<p>Ruling: The cables must be covered with a soft, shock-absorbing, clearly visible material.</p>	<p>Reference: USAV 2.6b</p>
<p>2.06 The referee's platform consists of a large stand designed for this purpose that extends beyond the net supports approximately 61 cm (2') on each side of the center line.</p>	<p>Ruling: The use of such equipment is legal provided it is padded and offers a safe, stable platform for the referee. A ground rule should be established prior to the start of the match to allow for a playover if such a stand interferes with the playing of the ball.</p>	<p>Reference: USAV 2.6.d USAV 2.6.e USAV 8.4.2a</p>
<p>2.07 The referee platforms provided on various courts at a tournament consist of stacked jump boxes or step ladders not designed for this purpose.</p>	<p>Ruling: The use of such equipment is not legal. If legal referee platforms are not available, the first referees should officiate from the floor.</p>	<p>Reference: USAV 2.6.d</p>

Rule 3: Balls

Standards; Uniformity of Balls; Three-Ball System

<p>3.01 The first referee examines the ball provided at the tournament and determines that it is not suitable for use. The two team captains have agreed to play with the ball.</p>	<p>Ruling: Approval of the game ball is the sole responsibility of the first referee. If the referee deems the ball unsuitable for play, another ball must be obtained.</p>	<p>Reference: 23.3.1.1 Source: CB 05/06 #3.1</p>
<p>3.02 The referee examines the ball provided for a 13-and-under competition and determines that it is the lighter volleyball weighing 198 to 227 g (7 to 8 oz) used in the 12-and-under age groups.</p>	<p>Ruling: Competition for 13-and-under and all older age groups uses a ball weighing 260 to 280 g (9 to 10 oz). The use of the lighter ball weighing 198 to 227 g (7 to 8 oz) is optional for 12-and under age group competition only.</p>	<p>Reference: 3.1 USAV 3.1</p>

Chapter Two: Participants

Rule 4: Teams

Team Composition; Location of the Team; Equipment; Change of Equipment; Forbidden Objects

<p>4.01 The scorer is recording a team's starting line-up and recognizes that the team captain is not in the starting lineup. The scorer notifies the second referee that a game captain has not been designated.</p>	<p>Ruling: One player on the court must be designated on the score sheet as the team captain. A referee must ask the coach for the captain's number when the players take the court.</p>	<p>Reference: 4.1.2 5.1.2</p>
<p>4.03 During play, a team's assistant coach is instructing a substitute as the two of them stand in the spectator area.</p>	<p>Ruling: The referees must instruct the assistant coach to return to the bench area and the player to return to the bench or warm-up area.</p>	<p>Reference: 4.2.1 5.3.1 USAV 5.3.1</p>
<p>4.04 During the interval between the first and second sets, some team members use practice balls to warm up on their court.</p>	<p>Ruling: During set intervals, players may use balls to warm up on their court or in the free zone. Players may not warm up at the net by spiking or serving over the net.</p>	<p>Reference: 4.2.4 USAV 4.2.4</p>

<p>4.05 A team has printed the players' last names on the back of their jerseys.</p>	<p>Ruling: In the spirit of promoting fan interest, the player's name may be placed on the jersey. Different names, like numbers and manufacturer's logos, are not considered when determining whether uniforms are identical.</p>	<p>Reference: 4.3</p>
<p>4.06 A team is wearing short-sleeved uniforms. One player is wearing a red, long-sleeved t-shirt under the jersey, and another is wearing a blue neoprene sleeve on one elbow.</p>	<p>Ruling: If more than one player is wearing a long-sleeved undergarment under their jerseys, the undergarments must be similar and of the same color. The neoprene elbow sleeve is a brace, not an undergarment. The team's uniforms and equipment are legal.</p>	<p>Reference: USAV 4.3 USAV 4.5.1</p>
<p>4.07 All players are wearing white socks except for one, whose are red.</p>	<p>Ruling: The shoes and socks of a team's players do not have to be of matching style or color.</p>	<p>Reference: USAV 4.3.1</p>
<p>4.08 A team's uniform numbers 1 through 9 are printed on the jerseys as "01", "02", "03", etc.</p>	<p>Ruling: Zero may not be the first digit of a uniform number. Uniform numbers 1 through 9 must be formed as a single-digit number. Likewise, "00" is not a legal number.</p>	<p>Reference: USAV 4.3.3</p>
<p>4.09 The referees notice that the number "1" on player #19's jersey is made from tape. The numbers on all other players' jerseys are silk-screened. The referees inform the coach and captain that creating a number from tape is not legal. The coach states that the team roster already has a player wearing number "9", so they had to "create" a number "19" so that there were no duplicate numbers on the team roster.</p>	<p>Ruling: The players' jerseys must be numbered in a permanent manner. A taped number is not consistent with this rule. Duplicate numbers are not permitted. In this situation, the player must have a legally numbered jersey in order to play in the match.</p>	<p>Reference: USAV 4.3.3</p>
<p>4.10 A team's uniform numbers are drawn on the jerseys with permanent marker and clearly contrast with the color of the jersey. The lines forming the numbers are the same color and approximately 2 cm ($\frac{3}{4}$") wide, and approximately 15 cm (6") in height on both the front and back of the uniform.</p>	<p>Ruling: Provided the jersey are numbered in a permanent manner, that the color of the numbers contrasts to the color(s) of the jersey, and that the numbers are the same height and width and meet the minimum size requirements, the jerseys are legal.</p>	<p>Reference: USAV 4.3.3 USAV 4.3.3.1 USAV 4.3.3.2</p>

<p>4.12 A team's jersey numbers are placed in the upper right chest area on the front of the jersey. The numbers are centered on the back of the jersey.</p>	<p>Ruling: The jerseys are not legal since numbers must be centered on the chest and back of the jersey. For regional competition, an RVA may choose to permit such uniform; however, for nationally sanctioned competition, the team will not be permitted to play.</p>	<p>Reference: USAV 4.3.3.1 USAV 4.3.3.1a</p>
<p>4.13 A team's jerseys are black with white numbers. The numbers also have a dark red 1.25 cm (½") shadow border. During the warm-ups, the referees notice that the jerseys of two players do not have the red border around the white number.</p>	<p>Ruling: The jersey numbers must be the same height and color for all team members except the Libero. In this situation, the two jerseys without the red border are not considered the same color and are not legal.</p>	<p>Reference: USAV 4.3.3.1a</p>
<p>4.14 A team's jerseys are solid black. The numbers are outlined on the jersey with white trim but the solid color of the numbers is also black. The white outlines of each number are clearly visible.</p>	<p>Ruling: Provided the number, taken in its entirety, is contrasting in color and brightness from the jersey, and is clearly visible, such numbers are legal.</p>	<p>Reference: USAV 4.3.3.1a</p>
<p>4.15 Some players are wearing long-sleeved, collared shirts, some are wearing short-sleeved, collared shirts, and some are wearing tank tops without any sleeves or collars.</p>	<p>Ruling: The players wearing long- or short-sleeved shirts are in legal uniforms as long as the uniforms are otherwise identical. Players wearing tank tops are not wearing uniforms similar to the rest of the team and will not be permitted to participate wearing those shirts.</p>	<p>Reference: USAV 4.3.5</p>
<p>4.16 Player #5 is listed on the roster as the team captain and also has the captain's stripe underlining the number on the front of the jersey. Player #5 is a starting player, but the coach indicates on the lineup sheet that player #7 will be the game captain on the court.</p>	<p>Ruling: Player #5 is the team captain and will serve in that role while on the court. The team may only designate another player as game captain if the team captain is not on the court during play.</p>	<p>Reference: 4.3.4 5.1.2</p>
<p>4.18 Some of a team's players are wearing shorts with white piping down the side and other players are wearing shorts without the piping.</p>	<p>Ruling: Jerseys and shorts must be uniform. For nationally sanctioned USA Volleyball competition, all uniforms must be identical. For regional competition, the RVA may choose to permit such uniforms.</p>	<p>Reference: USAV 4.3.1 USAV 4.3.5</p>

<p>4.19 All players from Team R are wearing the same color uniform shorts but some of the shorts have small manufacturer's logos on the leg. Some of the logos are different. Other than the logos, all shorts are identical.</p>	<p>Ruling: The uniform shorts are legal. Manufacturer's logos or trademarks are allowed. There is no requirement that all shorts have the logos, or that the logos are those of the same manufacturer. For nationally sanctioned competition, a single manufacturer's logo not to exceed 14.6 cm² (2-1/4 square inches) is permitted on the outside of the jerseys or shorts.</p>	<p>Reference: USAV 4.3.5</p>
<p>4.21 A player is wearing several small earrings in the ears, a stud in the nose, a short chain around the neck, and a ring with a large stone on a finger.</p>	<p>Ruling: For adult competition, jewelry may be worn provided its nature does not present a concern for safety, e.g., extremely long necklaces and/or necklaces with large medallions, or large hoop earrings. The ring with the large stone must be removed.</p> <p>For junior competition, players may not wear jewelry. The earrings, stud, chain, and ring must be removed.</p>	<p>Reference: 4.5.1</p> <p>Techniques, Mechanics, & Procedures: Points of Emphasis #7e</p>
<p>4.22 A player is wearing a religious medal on a chain hanging outside the player's shirt.</p>	<p>Ruling: For adult competition, if the chain is long, it must be removed or secured inside the shirt.</p> <p>For junior competition, the player must remove the chain and may tape or sew the medal under the uniform.</p>	<p>Reference: USAV 4.5.1</p>
<p>4.23 A player is wearing a bracelet made of string. The player stated that the bracelet must be worn because it was woven onto the wrist and could not be removed.</p>	<p>Ruling: For adult competition, a player may wear a string bracelet as long as it is fairly tight and will not cause injury to the player or other participants.</p> <p>For junior competition, a string bracelet is considered jewelry and must be removed or the player may not participate.</p>	<p>Reference: USAV 4.5.1</p>
<p>4.25 A player is wearing disc-like earrings inserted into the lobe of the ear. These earrings do not have any protruding edges or sharp points.</p>	<p>Ruling: For adult competition, the player may wear this type of earrings.</p> <p>For junior competition, a player may not participate in the match while wearing jewelry.</p>	<p>Reference: USAV 4.5.1</p>

<p>4.27 A player has removed a nose piercing and replaced it with a small plastic “spacer” so that the jewelry may be quickly replaced after the match.</p>	<p>Ruling: For all competition, a plastic “spacer” may be used to replace jewelry while the player participates in the match.</p>	<p>Reference: USAV 4.5.1</p>
<p>4.28 A player is wearing monofilament line through an ear piercing.</p>	<p>Ruling: For all competition, monofilament line, thread, or string looped through a piercing hole is not legal. However, a straight piece of line, knotted at both ends, would be considered legal.</p>	<p>Reference: USAV 4.5</p>
<p>4.29 A player is wearing a hard plastic headband.</p>	<p>Ruling: For all competition, smooth plastic headbands may be used to control hair. Likewise, barrettes and bobby pins are permitted. Such items do not need to be covered or padded.</p>	<p>Reference: USAV 4.5</p>
<p>4.30 A player is wearing a hairstyle that contains beads fastened at the ends of the hair.</p>	<p>Ruling: For all competition, the referee must determine whether the beads have the potential to cause injury. If so, the player will not be permitted to play while wearing the beads or without taking other actions to remove the potential for injury.</p>	<p>Reference: USAV 4.5.1</p>
<p>4.31 A team’s jerseys have smooth metal buttons on them.</p>	<p>Ruling: For all competition, metal buttons or fasteners are not prohibited by rule. However, if the buttons or fasteners are unusually large or are deemed otherwise to be dangerous to the participants, they are not allowed on the uniform.</p>	<p>Reference: 4.5.1 USAV 4.5.1</p>
<p>4.32 Between rallies, the first referee notices that a player is wearing forbidden jewelry. The first referee has the player remove the jewelry and assesses a delay warning to the team. The captain questions the first referee because the team had not been warned about the jewelry before the start of the match.</p>	<p>Ruling: The first referee’s decision is correct. There is no requirement to inform teams to observe the written rules.</p>	<p>Reference: USAV 4.5.1 16.1.5 20.1.1 USAV 20.1.1</p>

<p>4.33 A player is wearing an ankle brace that is seen by the referees during warm-ups. The referees do not feel the brace is unsafe. However, a trainer is available for the event and the referees ask for an inspection of the brace. The trainer indicates the brace is no more dangerous to the player and the other participants than the natural ankle would be. The player is allowed to participate in the match.</p>	<p>Ruling: Correct procedure by the referee. No player may be allowed to wear a brace, prosthetic limb, or headgear that might cause injury or give the player an artificial advantage. If available, a physician or trainer should make this decision.</p>	<p>Reference: 4.5.1 USAV 4.5.1</p>
<p>4.36 A player is wearing a hard plaster cast on the wrist. The cast is padded with shock-absorbing foam.</p>	<p>Ruling: Any hard, unyielding cast or brace, such as a plaster cast on the hand or forearm, is not legal, no matter how it is padded.</p>	<p>Reference: 4.5.1 USAV 4.5.1</p>
<p>4.37 A player is wearing an insulin pump fastened to the waistband of the uniform shorts.</p>	<p>Ruling: Such medical devices are legal. It may be necessary for the device to be covered or padded.</p>	<p>Reference: 4.5.1</p>
<p>4.39 A player's glasses fall to the floor near the center line during play.</p>	<p>Ruling: When a player's glasses, footwear, towel, or other personal equipment falls to the floor and creates a safety hazard, play is stopped, a delay sanction is assessed, and the rally is then replayed. Stopping play is not automatic. Rather, in the spirit of fair play and for the safety of the participants, referees must exercise reasonable judgment. If the item is near the center line or on the other team's court, play must be stopped.</p>	<p>Reference: 4.5.2 USAV 4.5.2</p>
<p>4.40 A player loses a towel during play and it is lying in the back court near the side line. The ball is eventually played over the net to the opponent. As play continues, a player picks up the towel and tosses it to the bench.</p>	<p>Ruling: When a player's towel, glasses, footwear, or other personal equipment falls to the floor, but player safety is not a concern, play should continue. Stopping play is not automatic. Rather, in the spirit of fair play and for the safety of the participants, referees must exercise reasonable judgment. If the item falls on the team's own side of the court, the team should be allowed to attempt to mitigate the problem.</p>	<p>Reference: 4.5.2 USAV 4.5.2</p>

Rule 5: Team Leaders

Captain; Coach; Assistant Coach

<p>5.01 R#1 is listed as the team captain on Team R's roster. R#1 is replaced by #7, and #3 is designated game captain. R#3 is then replaced by #8, and #2 is designated game captain. R#3 later returns to the game in place of #8.</p>	<p>Ruling: R#2 remains game captain. The game captain maintains the captain's responsibilities until substituted, the team captain returns to the court, or the set ends.</p>	<p>Reference: 5.1.2</p>
<p>5.02 During an adult competition, S#3 is designated as game captain on the lineup sheet. During the game, the coach of Team S substitutes for #5. Captain S#3 requests that the head coach be designated as the game captain.</p>	<p>Ruling: Request denied. Whenever the game captain is on the court, no person other than the team captain may assume that duty.</p>	<p>Reference: 5.1.2</p>
<p>5.03 Following a rally, a coach feels that the first referee made an incorrect call involving a back-row player. The game captain requests permission for the coach to speak to the first referee about the call.</p>	<p>Ruling: Request denied. Only the game captain may speak to the referees (except in the case of junior volleyball competition of 14-and-under teams where the coach may function as the game captain.)</p>	<p>Reference: 5.1.2.1 USAV 5.1.2.2</p>
<p>5.04 The game captain, requests that the first referee check with a line judge to see if an opponent had touched the ball before it landed "out". The referee refuses the request. The game captain wishes to lodge a protest.</p>	<p>Ruling: The protest will not be accepted since it involves the judgment of an official.</p>	<p>Reference: 5.1.2.1 USAV 5.1.2.1</p>
<p>5.05 During a match, a player is found to be wearing a necklace. The first referee asks the player to remove the jewelry and charges a time-out to the team. After the next service, the game captain approaches the first referee and wants to protest because the referee imposed the wrong penalty.</p>	<p>Ruling: The protest will not be accepted. The captain had a legitimate disagreement with the first referee's application of the rule, but waited too long to protest. Protests must be filed prior to the next service. The time-out will stand.</p>	<p>Reference: 5.1.2.1 USAV 5.1.2.1</p>

<p>5.07 S#7 enters the game in the wrong position. After S#11 has served two points, the wrong entry is discovered. The first referee has S#7 replaced with the proper player, but allows S#11 to continue serving. Team R's game captain protests the ruling by the first referee.</p>	<p>Ruling: The protest must be accepted as it involved the application of the rules pertaining to the wrong entry of a player.</p>	<p>Reference: 5.1.2.1 USAV 5.1.2.1</p>
<p>5.09 In 14-and-under competition, a coach, acting as the game captain, asks permission to walk across the court to speak with the first referee.</p>	<p>Ruling: Even though acting as the game captain, the coach may not enter the court to have discussions with the first referee. In this case, the second referee should be the primary point of contact for the coach. In the absence of a certified professional second referee, the first referee should communicate with the coach through the playing captain. If absolutely necessary the first referee may leave the stand to address the coach near the bench.</p>	<p>Reference: USAV 5.1.2.2 5.2.1</p>
<p>5.10 A game captain requests verification of the service order prior to the first service of each server.</p>	<p>Ruling: Captains have the right to request verification of their team's service order. If the first referee determines that the requests are excessive, the captain may be warned or the team sanctioned for delay.</p>	<p>Reference: 5.1.2.2b 16.1.5</p>
<p>5.11 Team S's captain is having trouble determining which of Team R's players are in the front row. The Team S captain asks the second referee for a lineup check of Team R.</p>	<p>Ruling: The Team S captain may only request the second referee to verify that Team R's players are in the correct positions. The actual Team R player positions shall not be disclosed to the Team S captain. A captain may ask for lineup checks on an infrequent basis.</p>	<p>Reference: 5.1.2.2b 16.1.5</p>
<p>5.12 During an adult competition, R#4 is designated as team captain on the roster. The coach, R#8, enters the game and after a few rallies, requests a time-out.</p>	<p>Ruling: Request denied; team sanctioned with an improper request. The only player on the court who is authorized to request a time-out is the game captain. A coach who is not also the game captain on the court may request a time-out only while at the team bench.</p>	<p>Reference: 5.1.2.3 USAV 5.1.2.3 15.11.1.2</p>
<p>5.13 The game captain requests a time-out while the coach is talking to other team members.</p>	<p>Ruling: Request accepted. The game captain is authorized to request a time-out.</p>	<p>Reference: USAV 5.1.2.3</p>

<p>5.14 After the match, the coach of the losing team refuses to sign the scoresheet.</p>	<p>Ruling: The coaches of both the winning and losing teams are required to sign the scoresheet after the match to verify the results. The officials should make every effort to obtain the coaches' signatures, however if a coach refuses to do so, the officials need not insist.</p>	<p>Reference: USAV5.1.3</p>
<p>5.16 During play, the second referee hears a team member on the bench using profane remarks toward the first referee but is unable to identify who is guilty of the misconduct.</p>	<p>Ruling: Both the coach and captain are responsible for the conduct and discipline of their team members. If it is not possible to identify the person on the bench guilty of misconduct, the sanction may be assessed to the coach or captain.</p>	<p>Reference: 5 Source: CB 05/06 #5.6</p>
<p>5.18 The coach is standing near the warm-up area at the end of the team bench. From this location, the coach requests a time-out.</p>	<p>Ruling: If the referees see this request, it must be accepted. The coach should be reminded that there is less chance that the referees will miss the request if the coach is closer to the substitution zone.</p>	<p>Reference: 5.2.3.3 5.2.3.4 USAV 5.2.3.4</p>
<p>5.19 The coach and assistant coaches are assisting their own players by calling the ball "in" or "out" when it is falling near the sideline.</p>	<p>Ruling: Permitted. Such action directed toward the coaches' own players is considered to be a part of coaching technique.</p>	<p>Reference: 5.2.3.4</p>
<p>5.20 During play, the coach continuously walks up and down in front of the team bench while giving instructions to players on the court.</p>	<p>Ruling: Permitted. During play, the coach may give instructions while standing or walking within the free zone in front of the team's bench from the extension of the attack line up to the warm-up area, no closer to the court than 1.75 m (5'10") from the side line and its extension (the distance of the extended attack line, if present), provided this action is not disruptive.</p>	<p>Reference: 5.2.3.4 USAV 5.2.3.4</p>
<p>5.21 During play, an assistant coach is giving instruction to players on the court while walking in the free zone in front of the team bench.</p>	<p>Ruling: Permitted. During play, one assistant coach at a time may give instructions while standing or walking in the free zone in front of the team's bench from the extension of the attack line up to the warm-up area, no closer to the court than 1.75 m (5' 10") from the side line and its extension (the distance of the extended attack line, if present), provided this action is not disruptive. It is not necessary for the team to designate which of several assistant coaches will have the privilege of standing</p>	<p>Reference: USAV 5.3.1</p>

<p>5.22 While the ball is out of play, the coach and one assistant coach approach the sideline to instruct players.</p>	<p>Ruling: Permitted. The restriction to remain at least 1.75 m (5' 10") from the sideline only applies while the ball is in play. Coaches may approach the court to instruct players between rallies as long as they are not disruptive. When the first referee extends an arm to prepare to beckon, the coaches must move away from the sideline.</p>	<p>Reference: 5.2.3.4 USAV 5.2.3.4 5.3.1 USAV 5.3.1</p>
<p>5.23 Between rallies, a coach enters the substitution zone to instruct a player.</p>	<p>Ruling: Not permitted. Coaches are not allowed to enter the substitution zone.</p>	<p>Reference: 5.2.3.4 USAV 5.2.3.4 5.3.1 USAV 5.3.1</p>
<p>5.24 A coach is standing near the warm-up area beyond the extension of the end line and approximately 1m (3') from the extension of the sideline.</p>	<p>Ruling: Not permitted. During play, coaches standing or walking in this area must remain 1.75 m (5' 10") away from the sideline and its imaginary extension to the end of the free zone.</p>	<p>Reference: 5.2.3.4 USAV 5.2.3.4 5.3.1 USAV 5.3.1</p>
<p>5.25 An assistant coach has been standing in the warm-up area talking to substitutes for several rallies.</p>	<p>Ruling: Not permitted. Coaches may stand or walk in the free zone in front of the team bench from the attack line to the warm-up area. A coach may briefly instruct a substitute who is in the warm-up area, but may not remain (for any length of time) in the warm-up area. The substitute may be seated on the bench if more time is needed for instruction.</p>	<p>Reference: 5.2.3.4 USAV 5.2.3.4 5.3.1 USAV 5.3.1</p>
<p>5.27 The free zone in front of the benches is approximately 2 m (6'). It will be difficult for coaches who are standing to remain 1.75 m (5' 10") from the sideline during play.</p>	<p>Ruling: The coach and one assistant coach will still be allowed to stand. However, they will be effectively limited to the area immediately in front of, or next to, the bench while the ball is in play. The referees must use good judgment and keep the spirit of the rule in mind.</p>	<p>Reference: 5.2.3.4 USAV 5.2.3.4 5.3.1 USAV 5.3.1</p>
<p>5.28 The attack line extensions are not marked on the court. It will not be clear whether coaches who are standing are 1.75 m (5' 10") from the court sideline during play.</p>	<p>Ruling: The referees may identify other floor markings to define the approximate distance. In any case, the referees must use their best judgment to ensure coaches remain the appropriate distance from the court while the ball is in play</p>	<p>Reference: 5.2.3.4 USAV 5.2.3.4 5.3.1 USAV 5.3.1</p>

<p>5.29 A court has no team benches provided.</p>	<p>Ruling: If there is no physical bench, the referees will declare the bench area in the location that the physical bench would otherwise be located. Substitutes, other team members, and coaches will remain in this area. Only the coach and one assistant coach at a time may leave this area to instruct players on the court.</p>	<p>Reference: 4.2.1 5.2.3.4 USAV 5.2.3.4 5.3.1 USAV 5.3.1</p>
<p>5.32 A coach yells that the referee should have called a net fault on the opponents.</p>	<p>Ruling: It is the first referee's responsibility to prevent the behavior of participants from approaching the sanctioning level; however, if the action were deemed to be disruptive, the coach would be sanctioned for rude conduct.</p>	<p>Reference: USAV 5.2.3.4 21.2.1</p>
<p>5.33 While the coach is giving instruction to substitutes in the warm-up area, an assistant coach requests a time-out.</p>	<p>Ruling: Request denied; improper request. Assistant coaches may not intervene in the match and have no right to request regular game interruptions. Their actions are limited to instructing the team's players in a non-disruptive manner while seated on the bench or while standing or walking in the free zone in front of the team's bench.</p>	<p>Reference: 5.3.1 USAV 5.3.1 15.11.1.2 15.11.2</p>

Chapter Three: Playing Format

Rule 6: To Score a Point, To Win a Set and the Match

To Score a Point; To Win a Set; To Win the Match;
Default and Incomplete Team

<p>6.04 S3 attacks the ball and R2 and R4 attempt to block. The first referee whistles when S3 contacts the top band of the net during the attack. At the same time, the second referee whistles when R4 contacts the antenna above the top of the net while attempting to block.</p>	<p>Ruling: When both referees whistle a fault at approximately the same time, the first referee must determine which fault occurred first and award a point and service to the correct team. Referees should blow their whistles loudly and immediately when calling a fault. This helps the first referee determine which fault occurred first. The first referee can quickly communicate with the second referee, if required, to determine which fault occurred first, but the sound of the whistle should be sufficient. If absolutely necessary, the first referee may call the second referee to the stand for a short discussion. If the first referee determines that the faults were simultaneous, a replay will be directed.</p>	<p>Reference: 6.1.2.2</p>
<p>6.05 In a playoff set being played to 25 points, Team S trails 8-12. S1 serves the ball out of bounds. Team R is awarded next service and now leads 13-8. Team R rotates and prepares to serve.</p>	<p>Ruling: A playoff set is a deciding set. Teams will switch courts when one team has scored 13 points. Prior to Team R's next service, the first referee whistles and signals the change of courts.</p>	<p>Reference: USAV 6.3b</p>
<p>6.06 A team has six players present for the start of the first set but wants to wait until their seventh teammate arrives.</p>	<p>Ruling: The team has six players present and must be ready to play when directed to do so by the first referee. If the team refuses to take the court, the team will be declared in default and will forfeit the match 0-2 (for a best-of-three match) or 0-3 (for a best-of-five match) and 0-25 for each set.</p>	<p>Reference: 6.4.1 USAV 6.4</p>

<p>6.07 Team S leads 24-22 in the first set. A team S player is injured. Team S has only six players and the referees allow the player three minutes recovery time. At the conclusion of the injury timeout, the player is unable to continue. The Team S captain requests and is granted the team's first, then second timeout. The player is still not ready to play. Team S captain asks the first referee to allow the team to play with five players.</p>	<p>Ruling: The first referee denies the request and declares the team incomplete, resulting in a default of the first set. The team will retain any points scored, and the opponent will be given sufficient points (25 points or a two-point advantage beyond 25 points) to win the set. The opponents win the set 26-24. The teams will change courts and the set interval will begin. If the Team S player is still unable to play at the end of the set interval, the team will default the match.</p>	<p>Reference: 6.4.3 17.1 6.2</p>
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Rule 7: Structure of Play

The Toss; Warm-Up Session; Team Starting Line-Up; Positions; Positional Fault; Rotation; Rotational Fault

<p>7.01 The referee conducting a coin toss may decide which captain will call the toss.</p>	<p>Ruling: Incorrect procedure. Since the rules do not designate teams as "home" or "visitor", the first referee designates one team as "heads" and the other team as "tails," or shows the captain from each team a different side of the coin, and then conducts the toss. The coin should not be flipped over once it has been caught. If the coin is dropped, it shall be re-tossed.</p>	<p>Reference: Techniques, Mechanics, & Procedures #2</p>
<p>7.03 At the coin toss, the referee offers the winning captain the option of serving or receiving the serve. The captain would rather choose to start on a particular side of the court.</p>	<p>Ruling: The captain can make this choice. The winner of the coin toss may choose to serve or receive the serve, or choose the side of the court the team will occupy first. The remaining choice is given to the captain of the other team.</p>	<p>Reference: 7.1.2</p>

<p>7.05 USA Volleyball's prescribed junior warm-ups of 2-4-4 are being used. Team A wins the coin toss and chooses to serve first. The team does not enter the court to warm-up during its four minutes of exclusive court time at the net. Team B would like to occupy the court during this time period since Team A will not be on the court.</p>	<p>Ruling: When a team chooses to not use its exclusive time at the net, the court shall remain unoccupied. The opponent must be at its team bench or out of the playing area. Warming up with balls at the bench, in the free zone around the court, or in the spectator walkways is not permitted.</p>	<p>Reference: USAV 7.2.2</p>
<p>7.06 At the start of a set, the second referee inadvertently allows Team S to line up incorrectly on the court. The scorer notices the error two rotations later when the wrong player rotates into the service position and contacts the ball for service. The second referee is informed immediately upon contact of the serve.</p>	<p>Ruling: Although there was a procedural error on the part of the scorer and second referee, teams have the primary responsibility to assure that players on the court are in their correct positions and in their proper service order. The positions on the court are corrected and a point and service awarded to Team R due to the rotation fault by Team S.</p>	<p>Reference: 7.3.1 7.6.1 7.7.1 USAV 24.3.1</p>
<p>7.07 Team S has six players on its roster. During warm-ups, S#7 is injured and will not be able to play in the match. The Team S captain requests that the first referee allow the team to play with five players.</p>	<p>Ruling: The referee denies the request and defaults the match to Team R. A team may not play with fewer than six players.</p>	<p>Reference: 7.3.1</p>
<p>7.08 The second referee checks the team line-ups prior to the start of the set and realizes that Team R has listed #9 in position 4, but #24 occupies that position on the court. The second referee informs the coach and captain that R#9 should be on the court. The coach requests a substitution, R#24 for #9.</p>	<p>Ruling: A substitution request prior to the start of a set is permitted. R#9 must replace #24 on the court, then #24 enters the substitution zone. The second referee whistles the substitution request, R#24 for #9. The substitution shall be recorded by the scorer. No penalty will be assessed to Team R.</p>	<p>Reference: 7.3.5.3 15.10.3a</p>

<p>7.09 The second referee checks the team line-ups prior to the start of the set and realizes that Team S has listed #16 on the court in position 2, but #12 occupies that position on the court. The second referee informs the coach that #16 should be on the court to start the match. The coach replies that the line-up was entered incorrectly and that there is no #16 on the roster.</p>	<p>Ruling: The second referee will allow Team S to substitute #12 for R#16 as a “phantom” substitution. The substitution shall be recorded by the scorer, and one team substitution will be charged to Team S. No penalty will be assessed to Team S.</p>	<p>Reference: 7.3.5.3</p>
<p>7.10 Prior to the start of a set, the second referee notes that #17 is listed as the first server, but player R#15 is on the court in place of #17. A check reveals that #17 is not on the roster.</p>	<p>Ruling: A substitution must be made to replace #17. If a player’s uniform number is changed on the roster, the team will be assessed a delay penalty.</p>	<p>Reference: 7.3.5.3 USAV 4.1.3</p>
<p>7.11 As the ball is contacted for service, the second referee notices that R#5 is positioned with part of his foot on the sideline, but not outside of the sideline.</p>	<p>Ruling: Legal position. All boundary lines (sidelines and end lines) are drawn inside the dimensions of the court and are considered part of the court. Therefore it is legal for a player to have a foot in contact with such lines. If contact is made with the floor beyond one of the boundary lines at the moment of service contact, the player should be called for a positional fault. The referees must be certain that the player was actually contacting the floor outside the boundary lines when the service is made. The first referee should properly instruct the line judges for this situation.</p>	<p>Reference: 7.4 1.3.2</p>
<p>7.13 Upon the contact of service, S1 is standing at the left side of the service area and S6 is standing near the right sideline.</p>	<p>Ruling: Legal positions. The location of the server is not considered when determining a position fault at service.</p>	<p>Reference: 7.4</p>
<p>7.14 Upon the contact of service, R6 is standing with both feet slightly behind the feet of R3 but has a hand on the floor clearly in front of the feet of R3 at the service contact.</p>	<p>Ruling: Legal position. Only the feet are considered when determining a position fault.</p>	<p>Reference: 7.4.3 USAV 7.4.3</p>

<p>7.15 R4 is standing with one foot clearly behind the other foot, and R5 is standing with both feet clearly between the feet of R4 at the contact of service.</p>	<p>Ruling: Legal position. The front-row player must have at least part of a foot closer to the net than the feet of the back-row player.</p>	<p>Reference: 7.4.3</p>
<p>7.16 R6 is standing alongside R3 in legal foot position. As S1 starts the service action, R6 moves forward and upon contact of service, has one foot in the air clearly in front of R3's foot and one foot in contact with the court behind R3's foot.</p>	<p>Ruling: Legal position. The forward foot of R6 was not in contact with the court at the contact of service so the player is judged according to the position of the foot that is in contact with the floor.</p>	<p>Reference: 7.4.3 USAV 7.4.3</p>
<p>7.17 R6 is standing clearly in front of R3. Just before service contact, R6 jumps into the air and is not in contact with the court when the ball is contacted for service.</p>	<p>Ruling: Positional fault. When players jump from the floor, they retain the status of the point of last contact with the floor. Therefore, although R6 was in the air, the point of last contact with the floor was retained, and the player is considered to be in front of R3. At the moment of service contact, the player should be whistled for a positional fault.</p>	<p>Reference: 7.4.3 USAV 7.4.3</p>
<p>7.18 After a rally is completed but before the next service, the first referee realizes that S2 was out of position at the beginning of that rally.</p>	<p>Ruling: Positional fault on Team S. Positional and rotational faults for any rally may be called at any time prior to the next service. The first referee must be absolutely certain that a fault occurred before whistling this at the end of the rally.</p>	<p>Reference: 7.5.4 USAV 7.5.4.2 7.7 USAV 7.7.2</p>
<p>7.19 S#5 is in the service zone. After the first referee whistles to authorize service, S#5 realizes that #8 is actually the correct server. S#5 tosses the ball to #8 who serves the ball within the allowable time. All Team S players were in correct position at the time of service contact.</p>	<p>Ruling: Legal action. After authorizing the service, Team S corrected the potential rotational fault and S#8 legally served the ball within the allowable time. All Team S players were in correct position at the time of the service contact, therefore no fault has occurred.</p>	<p>Reference: 7.5.1 7.7.1</p>

<p>7.20 S#9, the wrong server, serves a point. Team R calls its first time-out. When teams return to the court after the time-out, the scorer and second referee have verified the rotational fault, and the second referee whistles and indicates the fault immediately at the end of the time-out. The coach for Team R requests that the time-out be canceled.</p>	<p>Ruling: Had the scorer and second referee called the rotational fault prior to Team R's request for time-out, no time-out would have been requested. Consequently, due to the officials' error, Team R's time-out will be removed from the score sheet as though it had never occurred, and Team R will have two time-outs remaining. The point scored by S#9 will be cancelled, Team S will be placed in the proper positions on the court, and Team R will be awarded a point and service.</p>	<p>Reference: 7.7.1 7.7.2 USAV 7.7.2</p>
<p>7.21 S#3 serves four points, and Team R's captain calls a time-out. When the teams return to the court, S#21 serves and scores two points. The scorer then notifies the second referee that S#21 is the wrong server.</p>	<p>Ruling: The second referee whistles and indicates the rotational fault. The second referee corrects the Team S rotation, the two points scored by S#21 are canceled, and a point and service is awarded to Team R. Team R's time-out stands because it was requested prior to the rotational fault by Team S.</p>	<p>Reference: USAV 7.7.2</p>
<p>7.22 A#9, the wrong server for Team A, serves two points before losing the next rally. B#6 then serves a point. The scorer then notifies the second referee that previous Team A server, #9, was a wrong server.</p>	<p>Ruling: Once B#6 served the ball, the points scored by the wrong server, A#9, cannot be canceled. Team A shall be placed in the correct rotation, and B#6 will continue to serve.</p>	<p>Reference: USAV 7.7.2</p>
<p>7.23 S#18 serves for a point, and the score is now 18-12. Team R calls a time-out. At the end of the time-out, Team R requests and is granted a substitution, #14 for #10. S#18 serves again, and the scorer immediately notifies the second referee that #18 is the wrong server.</p>	<p>Ruling: The second referee whistles and indicates the rotational fault. The point scored by S#18 is canceled, and a point and service is awarded to Team R. The score is now 13-17. The time-out and substitution taken by Team R while S#18 was serving are removed from the score sheet as though they never occurred, and R#10 returns to the court.</p>	<p>Reference: USAV 7.7.2</p>

Chapter Four: Playing Actions

Rule 8: States of Play

Ball In Play; Ball Out of Play; Ball “In”; Ball “Out”;

<p>8.01 As S2 is preparing to attack the ball, an errant ball rolls across the court of Team S behind S2. A referee blows a whistle because of the loose ball. S2 then spikes the ball to the floor on Team R’s side of the net.</p>	<p>Ruling: Replay. The whistle stopped the rally. In the judgment of the first referee, the loose ball interrupted play.</p>	<p>Reference: 8.2 USAV 8.2</p>
<p>8.02 After a team’s third hit, the ball strikes the top of the net, and the first referee immediately blows a whistle. After the whistle, the ball rolls along the net and falls across the net into the opponent's court.</p>	<p>Ruling: Inadvertent whistle. Play could have continued had the referee not blown the whistle. A replay shall be called.</p>	<p>Reference: USAV 8.2</p>
<p>8.03 R4 passes the ball into the net on the team’s third hit. As the ball falls from the net toward the floor, the first referee blows the whistle.</p>	<p>Ruling: Inadvertent whistle. The referee should not have ended play until the ball was contacted a fourth time or until it touched the floor. However, a point and service will be awarded to Team S since the whistle did not affect the outcome of the play.</p>	<p>Reference: 8.2 USAV 8.2</p>
<p>8.04 R2 tips the ball over a block by S3 and S4. As the ball is falling behind the blockers, the first referee anticipates the ball contacting the floor and blows the whistle. S6 dives toward the ball before it contacts the floor as the whistle sounds.</p>	<p>Ruling: Inadvertent whistle. The whistle stops the rally. If the referee felt that the whistle did not affect the outcome, the call stands. If the first referee now believes the whistle had an effect on the play, the first referee should call for a replay.</p>	<p>Reference: USAV 8.2</p>

<p>8.05 During a rally, S3 successfully attacks a ball to the floor of Team R's court. The first referee whistles and indicates an attack-hit fault, thinking S3 was a back row player. The Team S captain immediately protests the call stating that S3 is a front row player. After verifying the player positions, the first referee realizes S3 was in the front row and signals for a replay due to the inadvertent whistle.</p>	<p>Ruling: The first referee's decision is incorrect. The referee's error did not change the fact that S3 attacked the ball to the floor of Team R's court. The first referee's original decision (attack hit fault) should be reversed and next service awarded to Team S because of the successful attack hit.</p>	<p>Reference: USAV 8.2 22.2.1.2</p>
<p>8.06 R#12 makes a spectacular play and then lands in a non-playing area. The ball returns to Team S's side of the net, where a player immediately attacks the ball back to Team R. The ball hits R#12, who is still standing in the non-playing area.</p>	<p>Ruling: The ball is "out". Next serve to Team R. R#12 was standing in a non-playing area when contacted by the ball.</p>	<p>Reference: 8.4.2</p>
<p>8.07 R3 passes a served ball toward a non-playable area. The ball contacts a ceiling beam 6 m (19'8") above the playable area and rebounds back toward Team R's court. Had the ball not contacted the ceiling, it would have landed out of bounds.</p>	<p>Ruling: Play continues. When a ball strikes an overhead obstruction above a playable area, the ball shall remain in play until a fault occurs. The referee may not rule that the ball would not have been playable had the overhead obstruction not been there. However, if the ceiling beam had been above a non-playable area, the ball would have been ruled "out".</p>	<p>Reference: USAV 8.4.2a USAV 8.4.2d</p>
<p>8.08 R5 receives a serve and the ball strikes the vertical portion of an observation room built over Team R's playing area. The lowest horizontal portion of the room is 5.5 m (18') above the playable surface. The ball then falls toward Team R's playing court, where R3 sets the ball to R4, who attacks the ball to the floor of Team S's court.</p>	<p>Ruling: Legal play. Next serve to Team R. The ball remains in play after contacting any obstruction 4.6 m (15') or more above the playing area. The vertical surface of the obstruction is still part of an overhead obstruction. It is not a wall or divider which would result in the ball being "out." However, if the ball contacts an overhead obstruction and then crosses the net within the crossing space, the ball is "out."</p>	<p>Reference: USAV 8.4.2 USAV 8.4.2b</p>

<p>8.10 A ceiling-mounted basketball backboard and its vertical supports are hanging less than 4.6 m (15') above the playable surface 3 m (9'10") behind the end line.</p>	<p>Ruling: Regardless of location over playable area, if, in the judgment of the first referee, the backboard or any supports below 4.6 m (15') interfere with normal playing of the ball, a playover must be directed.</p>	<p>Reference: USAV 8.4.2c</p>
<p>8.12 A player runs into a line judge and is prevented from playing the ball.</p>	<p>Ruling: The referees may grant a playover if an official, media equipment or personnel, or a spectator interfere with a player's attempt to legally play the ball.</p>	<p>Reference: 8.4.2f</p>
<p>8.13 Rule 10.1.2, the "pursuit" rule, is in effect. A Team B player legally enters Team A's free zone and sends the ball back toward Team B's court. On the return path, the ball contacts the first (or second) referee, but would have otherwise remained in play.</p>	<p>Ruling: The ball is "out". A replay is not granted if the ball touches a person out of play. This includes officials. The referees may only grant a replay if there is interference with a player attempting to legally play the ball, not the ball itself.</p>	<p>Reference: 8.4.2 USAV 8.4.2f 10.1.2</p>

Rule 9: Playing the Ball

Team Hits; Characteristics of the Hit; Faults in Playing the Ball

<p>9.01 R6 reaches beyond the vertical plane of the net to "save" a teammate's overpassed ball before the ball passes entirely beyond the vertical plane of the net.</p>	<p>Ruling: Attack hit fault by R6. Each team must play within its own playing area and space.</p>	<p>Reference: 9 13.3.1</p>
<p>9.02 R3, who is near the net, reaches higher than the top of the net to "save" an overpass by a teammate. The ball penetrates the vertical plane of the net where S4 simultaneously contacts the ball with R3. Both players are contacting the ball completely on their own sides of the net. The ball returns to Team R's playing area where R5 passes it to R3, who then sets it to R2 for a successful attack hit.</p>	<p>Ruling: Legal play. Either team has a right to play a ball that has penetrated the vertical plane of the net. 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.</p>	<p>Reference: 9 9.1.2.2</p>

<p>9.03 A match is being played on a portable surface which is placed over a tiled floor.</p>	<p>Ruling: The ball may be legally retrieved from beyond the free zone when the change in height between the two surfaces is not greater than 1.25 cm (1/2”), the secondary surface is lower than the free zone, the area beyond the free zone is free from obstructions, and there are no other safety concerns.</p>	<p>Reference: USAV 9</p>
<p>9.04 Matches at most USAV National Championships are played on a portable surface which is placed over a concrete surface.</p>	<p>Ruling: While the change in height between the two surfaces is not greater than 1.25 cm (1/2”), the ball may not be retrieved from beyond the free zone. The concrete surface itself may be slick; spectator seating surrounds the courts; spectators, players, and tournament officials are standing or walking between courts; and there are dividing nets, supports, and other obstructions around and between the various courts.</p>	<p>Reference: USAV 9 National Tournament Guidelines</p>
<p>9.05 R5 contacts a ball while standing in the area between Team R’s bench and the scorer’s table.</p>	<p>Ruling: The ball is “out”. The area between a team’s bench and the scorer’s table is a non-playable area.</p>	<p>Reference: USAV 9</p>
<p>9.07 R4 contacts the ball while it is completely above the team bench. One of R4’s feet is contacting the playable surface, and the other foot is contacting the floor in the bench area.</p>	<p>Ruling: Legal play. A player may retrieve a ball that has entered a non-playing area provided some part of the player’s body is touching the playing surface when contact is made with the ball. After playing the ball, the player may enter any non-playing area except for an adjacent court where competition is scheduled or occurring.</p>	<p>Reference: USAV 9 USAV 9b</p>
<p>9.08 S6 runs to a dividing net and moves it out of the way so that S1 is able to play the ball.</p>	<p>Ruling: The ball is “out”. Only a player attempting to play the ball may move the divider net.</p>	<p>Reference: USAV 9a</p>
<p>9.09 R6 and R5 both run a dividing net and dive in attempt to play the ball. R6 slides into the net first but R5 contacts the ball, sending it toward the court.</p>	<p>Ruling: Legal play. Both players were attempting to play the ball and therefore permitted to move the divider net.</p>	<p>Reference: USAV 9a</p>
<p>9.10 S2 hits the ball, and then steps onto the sideline of an adjacent court where competition is occurring</p>	<p>Ruling: The ball is “out”. When competition is occurring or scheduled on an adjacent court, it is a fault for a player to enter the adjacent court before, while, or after playing the ball.</p>	<p>Reference: USAV 9b</p>

<p>9.11 R5 hits the ball, and then collides with the server in the serving zone of an adjacent court.</p>	<p>Ruling: Legal play. It is not a fault to enter the free zone, including the serving zone, of an adjacent court to play a ball.</p>	<p>Reference: USAV 9b</p>
<p>9.12 R5 dives and makes a “pancake” save of a ball on Team R’s first contact. As the play continues, R5 does a shoulder roll and accidentally kicks the ball over the net to Team S’s court.</p>	<p>Ruling: Double contact fault by R5. Although it is Team R’s first contact, and the consecutive contacts were the result of a single attempt to play the ball, R5’s two contacts of the ball did not occur during one action thus resulting in an illegal double contact.</p>	<p>Reference: 9.1.1 9.2.3.2 9.3.4</p>
<p>9.13 R3 and R6 simultaneously pass an attack from S2. R3 then sets the ball to R4 who attacks the ball to Team S’s court.</p>	<p>Ruling: Legal play. Simultaneous contact of the ball by teammates is legal and counts as one team hit. Any player may play the next ball provided the simultaneous contact was not the third team hit.</p>	<p>Reference: USAV 9.1.2.1</p>
<p>9.14 S2 and R4 legally and simultaneously contact a ball in the plane above the net, and the ball returns to Team S. S2 then passes the ball to S6, who sets the ball to S3. S3 attacks the ball to the floor of Team R’s court.</p>	<p>Ruling: Legal play. Simultaneous contact by opponents (a “joust”) is legal, and the team receiving the ball is entitled to another three hits.</p>	<p>Reference: 9.1.2.2</p>
<p>9.15 R2 and S2 legally and simultaneously contact the ball in the vertical plane above the net. The ball returns to Team R’s side of the net and lands out of bounds.</p>	<p>Ruling: The ball is “out” from Team S. The team on the opposite side of the net from where the ball landed (Team S, in this case) is considered to have provided the impetus that caused the ball to land out of bounds.</p>	<p>Reference: 9.1.2.2</p>
<p>9.16 S3 and R3 legally and simultaneously contact the ball in the vertical plane above the net. The ball rolls along the top of the net and touches the antenna.</p>	<p>Ruling: Double fault. Both teams have caused the ball to touch the antenna. A replay shall be directed by the first referee.</p>	<p>Reference: 9.1.2.2 6.1.2.2</p>
<p>9.17 A match is being played on a court next to a wall that is 3 m (10’) from the sideline. R4 jumps and pushes off the wall with a hand and foot prior to contacting the ball.</p>	<p>Ruling: Assisted hit fault by R4. R4 is not permitted to take support from the wall in order to hit the ball.</p>	<p>Reference: 9.1.3 9.3.2</p>

9.19 S2 grabs S3's jersey to prevent a penetration fault by S3.	Ruling: Legal play. A player who is about to commit a fault may be held back by a teammate provided this action is not during an attempt to play the ball.	Reference: 9.1.3
9.23 R4 plays a ball below the waist with an open palm. The contact makes a somewhat unusual sound.	Ruling: Legal hit, unless the ball is caught or thrown during the upward movement. The sound of a contact must not be considered when judging the legality of a play.	Reference: 9.2.2
9.24 S4 attempts to hit the ball but contacts it awkwardly with an open hand in such a manner that the ball rolls off the fingers.	Ruling: Legal hit, unless the ball was caught or thrown or hit twice in succession. A poorly hit ball should not automatically be penalized.	Reference: 9.2.2 9.3.
9.25 S2 attempts to spike the ball, but hits the lower portion of the ball, causing it to spin off the hitting hand.	Ruling: Legal hit, unless the ball is caught or thrown or hit twice in succession during the hitting action.	Reference: 9.2.2
9.26 R6 makes the team's first contact. The ball rebounds from one arm to the other, and then off of a shoulder.	Ruling: Legal hit. During any first team hit, the ball may touch various parts of a player's body provided the contacts are made during one playing action.	Reference: 9.2.3.2

Rule 10: Ball at the Net

Ball Crossing the Net; Ball Touching the Net; Ball in the Net

10.05 Team R's first team hit crosses the net outside the antenna toward Team S's free zone. A Team R player enters Team S's free zone and legally contacts the ball near Team S's bench. The ball crosses the net outside the antenna to Team R's playing area. Team R sends the ball toward Team S's court through the crossing space.	Ruling: Legal play. A first team hit that has crossed the net totally or partly through the external space may be legally played back within the team's three hits provided: a) at least 2 m (6'6") of clearance exist between the court equipment (i.e., post or referee stand) and the nearest obstruction on both sides of the net; b) the pursuing player does not touch the opponent's court; and c) the ball, when returned, crosses totally or partly through the external space. The opponents may not prevent such action. This is commonly known as the "pursuit" rule".	Reference: 10.1.2 USAV 10.1.2
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<p>10.06 Rule 10.1.2, the “pursuit rule, is being used during the match. S4 blocks a ball which rebounds over the antenna into Team R’s free zone. S5 enters Team R’s free zone and contacts the ball, sending it across the net outside the antenna to S6, who sets the ball to S2. S2 attacks the ball to the floor of Team R’s court.</p>	<p>Ruling: Next service to Team S. Both the blocked ball and the ball played by S5 crossed the net totally or partly through external space, and the ball was returned to Team R within the three allowable team hits after the block.</p>	<p>Reference: 10.1.2</p>
<p>10.08 Rule 10.1.2, the “pursuit rule, is being used during the match. Team S’s first team hit crosses the net outside the antenna. S2 runs under the net between the post and sideline and into Team R’s free zone without touching Team R’s court. S2 contacts the ball, sending it back across the net outside the antenna.</p>	<p>Ruling: Legal play. A player may pursue a ball into the opponent’s free zone provided the opponent’s court is not touched by the player. The ball crossed the net totally or partly through the external space each time.</p>	<p>Reference: 10.1.2.1 11.2.4</p>
<p>10.10 Rule 10.1.2, the “pursuit rule, is being used during the match. Team R’s first team hit, the ball crosses the net inside the antenna and travels toward Team S’s free zone. R4 enters Team S’s free zone and contacts the ball, returning to Team R’s court outside the antenna.</p>	<p>Ruling: The ball is “out” when R4 contacts the ball. Only balls crossing the net plane totally or partly through the external space may be legally pursued.</p>	<p>Reference: 10.1.2</p>
<p>10.11 Rule 10.1.2, the “pursuit rule, is being used during the match. R4 legally enters Team S’s free zone to play a ball that has crossed the net outside the antenna. R4 directs the ball back across the net plane entirely between the antennas. R2 attacks the ball to the floor of Team S’s court.</p>	<p>Ruling: The ball is “out”. When the ball is returned to Team R’s court, it must cross the net plane totally or partly through the external space on the same side of the court.</p>	<p>Reference: 10.1.2.2</p>

<p>10.12 Rule 10.1.2, the “pursuit rule, is being used during the match. S3 legally enters Team R’s free zone in order to make a play on the ball. S3 collides with R4 as S3 attempts to play the ball.</p>	<p>Ruling: Interference by R4. S3 was in Team R’s free zone and had a legal right to make a play on the ball. R4 may not prevent this action.</p>	<p>Reference: 10.1.2.2</p>
<p>10.13 A match is being played in a small facility with only 1 m (3’3”) clearance from the back edge of the referee stand to the spectator seating. There is 3 m (10’) clearance from the net post to the scorer’s table on the second referee’s side of the court. A captain asks whether the “pursuit” rule will be used in the match.</p>	<p>Ruling: Rule 10.1.2, the “pursuit rule, may only be utilized in facilities where a minimum of 2 m (6’6”) of clearance exists between the court equipment and the nearest obstruction on both sides of the court.</p>	<p>Reference: USAV 10.1.2</p>
<p>10.14 R2 is standing close to the net when S2 contacts the ball so that it hits R2 below the net before it completely crosses the vertical plane of the net.</p>	<p>Ruling: The ball is “out”. Next service to Team R. If, in the judgment of the first referee, no player from Team S could have made a play on the ball before it passed under the net, there was no interference.</p>	<p>Reference: 10.1.3 11.4.2</p>
<p>10.17 A served ball hits and tears the net.</p>	<p>Ruling: If, in the judgment of the first referee, the served ball had no chance of crossing the net, it is a service fault. If a served ball hits and tears the net, but crosses the net to the opponent’s playing area, the rally shall be canceled and replayed.</p>	<p>Reference: 10.3.2</p>

Rule 11: Player at the Net

Reaching Beyond the Net; Penetration under the Net; Contact with the Net;
Players’ Faults at the Net

<p>11.01 As R4 attacks the ball, blocker S3 reaches beyond the net and touches the ball simultaneously with R4’s attack-hit.</p>	<p>Ruling: Blocking fault on S3. A blocker may not touch the ball beyond the net before or during the opponent’s attack hit.</p>	<p>Reference: 11.1.1 11.4.1</p>
<p>11.02 S4 attacks the ball as it penetrates the net plane. R2 contacts the ball simultaneously in a blocking action.</p>	<p>Ruling: Legal play. Since the ball had penetrated the net plane, both players may contact the ball provided the contact is within their own team’s playing space.</p>	<p>Reference: 11.1.1 11.4.1</p>

<p>11.03 R5's second team hit is falling near the net in an area where, in the first referee's judgment, no Team R player could reach the ball. S2 reaches beyond the net and blocks the ball.</p>	<p>Ruling: Legal play. Even though it was only the second team hit, the first referee has judged that no Team R player could have reached the ball; therefore, Team R's attack was completed and S2 was permitted to reach beyond the net and complete the block.</p>	<p>Reference: 11.1.1 USAV 14.3b</p>
<p>11.05 S2 jumps to block and kicks R4 in the leg, knocking R4 off balance. The ball falls to the court near R4. In the judgment of the first referee, R4 could have made a play on the ball if the contact with S2 had not occurred.</p>	<p>Ruling: Penetration fault on S2. Even though accidental, S2's penetration into the opponent's space below the net interfered with an opponent's play.</p>	<p>Reference: 11.2.1 11.4.2</p>
<p>11.06 S4 jumps to block and kicks R3's leg, knocking R3 off balance. R3 then contacts the bottom of the net. The ball continues to Team S's playing area.</p>	<p>Ruling: Play continues. R3 has not committed a net fault. Since the contact by S4 was not intentional and does not prevent R3 from playing the ball, there is no interference.</p>	<p>Reference: 11.2.1</p>
<p>11.07 S3 jumps to block and then lands on the foot of R2. R2 is legally on the center line with most of the foot encroaching onto Team S's playing area. S3 falls and is unable to play the ball falling nearby.</p>	<p>Ruling: Penetration fault on R2. Although R2's foot was legally on the center line, R2 interfered with S3's play.</p>	<p>Reference: 11.2.1 11.2.2.1</p>
<p>11.08 S2 falls to the floor and rolls under the net across the center line. The player has both hands completely touching Team S's court, but both feet are in the air above and completely over the Team R's court.</p>	<p>Ruling: No fault by S2, providing there was no interference with the opponent's play.</p>	<p>Reference: 11.2.2</p>
<p>11.09 After diving to set the ball, R3 slides across the center line and into Team S's court. Both feet remain on Team R's side of the net. S2 attempts to move into position to block the ensuing attack, but must take an indirect path to avoid contacting R3.</p>	<p>Ruling: Penetration fault on R3. Although R3 is in a legal position and no contact was made with S2, R3 interfered with S2's play.</p>	<p>Reference: 11.2.1 11.2.2.2</p>

<p>11.10 R3 jumps to block, then lands on the floor with both heels on the center line and the remainder of the feet on the opponent's court. The blocked ball then falls on the Team S's side of the net and contacts the foot of R3.</p>	<p>Ruling: Legal play. The foot position was legal. Treat the ball contacting the foot the same as if it had contacted the floor.</p>	<p>Reference: 11.2.2.1</p>
<p>11.11 After blocking, R2 turns to see the next play by a teammate. In doing so, R2's foot completely crosses the center line and touches the opponent's court.</p>	<p>Ruling: Penetration fault. It is illegal to touch the opponent's court with a foot or feet unless some portion of the encroaching foot or feet remains in contact with, or directly above, the center line.</p>	<p>Reference: 11.2.2.1</p>
<p>11.12 S6 drops to a knee to save a ball near the net. S6's knee and one hand touch Team R's court. Both of S6's feet remain on Team S's court.</p>	<p>Ruling: Legal play. Touching the opponent's court with the knee, hand, or any other part of the body above the feet is permitted provided there is no interference.</p>	<p>Reference: 11.2.2.2</p>
<p>11.13 After jumping to set the ball, S5 lands and begins to move to a defensive position. During this action, S5 brushes the body of net with an elbow.</p>	<p>Ruling: Play continues. Contact with the net by a player is not a fault unless it interferes with play.</p>	<p>Reference: 11.3.1 11.4.4</p>
<p>11.14 S1 sets a ball to S4 from a position near the center of the net. S3 runs behind S1 for a fake attack near the antenna. S3 makes contact with the top band of the net while the ball is being attacked by S4 at the opposite end of the net.</p>	<p>Ruling: Play continues. S3's net contact away from the playing action of the ball did not interfere and does not constitute a fault.</p>	<p>Reference: 11.3.1 11.4.4</p>
<p>11.15 S1 sets a ball to S3 from a position near the center of the net. S4 runs in front of S3 for a fake attack (tandem play). S4 makes contact with the top band of the net during the fake attack but does not touch the ball, and S3 then spikes the ball to the Team R's court.</p>	<p>Ruling: Possible net fault on S4. If the referee considers the player and the ball are close enough to each other and the player touches the top band of the net, S4's net contact would be during the action of playing the ball, thus interfering with play.</p>	<p>Reference: 11.3.1 11.4.4</p>

<p>11.16 S3 backsets the ball toward S2 in the right front position. S4 runs a fake attack in the left front position. The blocker, R2, tries to block the fake attack by S4 and contacts the top band of the net while S2 attacks the ball at the opposite end of the net.</p>	<p>Ruling: Play continues. R2's net contact was away from the playing action of the ball did not interfere and does not constitute a fault.</p>	<p>Reference: 11.3.1 11.4.4</p>
<p>11.17 R6 passes the first team hit directly into the body of the net. S3 is standing near the net and places both hands in a position near the net in order to deflect the natural rebound of the ball. The ball contacts the net and S3's hands and then falls immediately to Team R's court.</p>	<p>Ruling: Net fault on S3. S3's actions interfered with play by hindering the opponent's legitimate attempt to play the ball.</p>	<p>Reference: 11.3.1 11.4.4</p>
<p>11.18 R2 makes contact with the body of net and antenna below the top of the net while blocking the ball.</p>	<p>Ruling: Play continues. Even though R2 played the ball, contact with the net below the top band and with the antenna below the top of the net is permitted unless the contact interferes with play.</p>	<p>Reference: 11.3.1 11.4.4</p>
<p>11.19 S3 runs toward the net to play a low passed ball and jumps into the body of the net. While being supported by the net, S3 sets the ball to a teammate. S3 does not contact the top band of the net.</p>	<p>Ruling: Net fault on S3. Even though S3 did not contact the top band of the net while playing the ball, the net supported S3 and made the set possible, thus interfering with play.</p>	<p>Reference: 11.3.1 11.4.4</p>
<p>11.20 S4 is off-balance after attacking a ball and makes contact with the top band of the net outside the antenna.</p>	<p>Ruling: Play continues. Contact with any part of the net or net supports outside the antennae is permitted unless the contact interferes with play.</p>	<p>Reference: 11.3.2</p>
<p>11.21 R2 is standing close to the net when S2 passes the ball into the net. The ball hits R2 through the net and lands on Team S's court.</p>	<p>Ruling: No fault by R2. The ball contacted the net, which contacted the player. Next serve to Team R.</p>	<p>Reference: 11.3.3</p>

Rule 12: Service

First Service in a Set; Service Order; Authorization of the Service;
 Execution of the Service; Screening; Faults Made During the Service;
 Serving Faults and Positional Faults

<p>12.01 S1 is in the service zone, without the ball when the first referee authorizes the service. S6, who was holding the ball, tosses the ball into the air over the court. S1 moves forward to jump in the air and hits the ball into the opponent's court.</p>	<p>Ruling: Serving fault. The first referee should never authorize the service until the server is in possession of the ball. Only the server can initiate the toss for service.</p>	<p>Reference: 12 12.3 12.4.1 12.6.1.2</p>
<p>12.02 After the first referee authorizes the service, S1 inadvertently drops the ball and it rolls into the court.</p>	<p>Ruling: No fault. The ball was not tossed or released for service. However, the service must still be completed within 8 seconds (5 seconds in 14 & under age groups) to avoid a serving fault by not executing the service properly.</p>	<p>Reference: 12.4.1 12.4.2 12.4.4 USAV 12.4.4 12.6.1.2</p>
<p>12.03 S1 tosses the ball for service and just prior to the ball falling to the floor, sends the ball over the net with both hands.</p>	<p>Ruling: Serving fault. The service was not executed properly. The ball shall be hit with one hand or any part of the arm.</p>	<p>Reference: 12.4.1 12.6.1.2</p>
<p>12.04 S1 tosses the ball into the air for service with the right hand, and then strikes the ball with the same hand to send it over the net.</p>	<p>Ruling: No fault. The only restriction on the toss is that the ball is to be tossed or released from the hand(s).</p>	<p>Reference: 12.4.1</p>
<p>12.05 S1 tosses the ball into the air for service, but then catches the ball.</p>	<p>Ruling: Serving fault. The service was not executed properly. Once the ball has been tossed or released for service, any contact with the server shall complete the service attempt.</p>	<p>Reference: 12.4.1 12.4.2 12.6.1.2</p>
<p>12.06 S1 tosses the ball into the air, allows the ball to bounce on the floor, and then contacts the ball for service.</p>	<p>Ruling: Serving fault. The service was not executed properly. As soon as the tossed ball contacted the floor, the service attempt was complete.</p> <p>For 14-and-under age groups, this is a service tossing error. The first referee will whistle, signal "replay", then authorize a second (and final) service attempt.</p>	<p>Reference: 12.4.1 USAV 12.4.4</p>

<p>12.07 S1 tosses the ball for service and allows the ball to fall to the floor, but as the ball falls, it inadvertently touches S1.</p>	<p>Ruling: Serving fault. The service was not executed properly. Once the ball has been tossed or released for service, any contact with the server shall complete the service attempt.</p>	<p>Reference: 12.4.1 12.6.1.2</p>
<p>12.08 Prior to the moment of the service hit, S1 is standing with the left foot near the right service zone line and the right foot on the floor clearly outside the service zone line. At the moment of the service hit, S1 raises the right foot off the floor.</p>	<p>Ruling: No fault. 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 floor outside the service zone.</p>	<p>Reference: 12.4.3 1.4.2</p>
<p>12.09 At the moment of the service hit, S1 is touching the left service zone line.</p>	<p>Ruling: No fault. Both short lines are included in the width of the service zone.</p>	<p>Reference: 12.4.3 1.4.2</p>
<p>12.10 When the first referee authorizes the service, S1 is standing inside Team S's court. S1 runs across the end line and jump serves from within the service zone.</p>	<p>Ruling: No fault. 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. 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.</p>	<p>Reference: 12.3 12.4.3 1.4.2</p>
<p>12.11 S1 is standing outside the extension of the right service zone line, and behind the end line, when the first referee authorizes service. The server's approach begins from outside the service zone, but the service hit occurs while the server is standing within the service zone.</p>	<p>Ruling: No fault. 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 floor outside the service zone. Servers are permitted to start their approach outside the service zone, behind the end line, provided contact with the ball takes place from within the service zone.</p>	<p>Reference: 12.4.3 1.4.2</p>
<p>12.12 A match is being played on a portable surface laid on a wood floor. The change in height between the two surfaces is 1.25 cm (½") and the wood floor surrounding the portable surface is free of obstructions. S1 initiates the serve while standing on the wood floor.</p>	<p>Ruling: Serving fault. The first referee should never authorize the service until the server is in possession of the ball on the playable surface. The playable surface includes only the free zone of the portable court. The area beyond the free zone of the portable surface is not included as part of the service zone.</p>	<p>Reference: 12.3 USAV 12.3 USAV 12.4.3 1.2.1</p>

<p>12.13 S2, a wrong server, is ready to serve when teammates notice the error. After the first referee authorizes the service, S1 moves into the service area and S2 moves onto the court. S1 serves before the allowable time has expired.</p>	<p>Ruling: No fault. The server must hit the ball within 8 seconds (5 seconds in 14-and-under age groups) after the first referee whistles for service.</p>	<p>Reference: 12.4.4 USAV 12.4.4</p>
<p>12.14 During a 13-and-under competition, the referees allow the servers 8 seconds to contact their first service toss, and an additional 5 seconds for the second service attempt.</p>	<p>Ruling: Incorrect Age-Modified Ruling. The server must contact the ball within 5 seconds after the first referee whistles for service. After a service tossing error, the Referee must authorize the service again (re-serve) and the server must execute it within the next five seconds.</p>	<p>Reference: USAV 12.4.4</p>
<p>12.15 During a 14-and-under competition, the referees allow the servers one re-serve during each term of service.</p>	<p>Ruling: Incorrect Age-Modified Ruling. One service tossing error is permitted for each service (attempt).</p>	<p>Reference: USAV 12.4.4d</p>
<p>12.16 During a 14-and-under competition, S1 tosses the ball for service, but allows the ball to fall to the floor untouched. Team S's coach requests a line-up check.</p>	<p>Ruling: Request denied. The first referee will whistle, signal replay, and then authorize a second (and final) service attempt. 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. A completed rally is the sequence of playing actions which results in the award of a point. A re-serve is considered to be part of a single effort to serve and must be completed before any requests may be considered. After the rally, Team S will be assessed an improper request.</p>	<p>Reference: USAV 12.4.5 USAV 12.4.4 USAV 5.2.3 6.1.3</p>
<p>12.17 Just prior to the service action by S1, S3 takes a position close to the net directly in front of R3. R3 complains that S3 is causing a screen.</p>	<p>Ruling: First referee's judgment. 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. First, R3 must move to see. Then, S3 can be penalized for rude conduct if judged to be intentionally screening by moving to impede the opponents view.</p>	<p>Reference: 12.5.1 21.2.1</p>

<p>12.18 In order to quickly change positions after the serve, S2 and S3 are approximately 30 cm (1') apart at the time of service.</p>	<p>Ruling: First referee's judgment. 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. Speed and trajectory of the ball, along with positions and stance of the players, are key criteria to judge correctly.</p>	<p>Reference: 12.5.1 12.5.2 USAV 12.5.2</p>
<p>12.19 Team S's front row players form a group in front of R2 and R3. Team R's captain asks the first referee to have the players move apart so that they don't create a screen.</p>	<p>Ruling: First referee's judgment. It is not mandatory to do anything. But in most cases, if the request itself doesn't take care of the issue, the first referee may, without delay, warn Team S players by motioning them to move apart.</p>	<p>Reference: 12.5.1 12.5.2 23.3.2.1</p>
<p>12.20 Team S's front row players are grouped near the net in the center of the court. S1 serves the ball from near the right side of the service zone directly down the sideline, and not passing over any Team S player. The Team R captain informs the first referee that Team S is screening R1 who is passing on the other side of the court.</p>	<p>Ruling: First referee's judgment. The captain is showing a lack of understanding of the rule, or attempting to delay. The first referee needs to, without further delay, recite the rule clearly, explaining that no screen was committed because the serve was judged not to pass over the group of Team S players toward R1. The first referee may assess a delay sanction if the captain attempts to continue the discussion.</p>	<p>Reference: 12.5.1 12.5.2 USAV 12.5.2 16.1.5</p>
<p>12.21 Team S's front row players are grouped near the net in the center of the court. S1 serves the ball from near the right side of the service zone. The ball's flight is slow, with a high trajectory, across the court, passing over the group of Team S players. The Team R captain informs the first referee that Team S is screening the passer, R1.</p>	<p>Ruling: First referee's judgment. The captain is showing a lack of understanding of the rule, or attempting to delay. The first referee needs to, without further delay, recite the rule clearly, explaining that no screen was committed because the serve was judged to be slow and very high, and the group of Team S players was not hiding the flight path of the ball from R1. The first referee may assess a delay sanction if the captain attempts to continue the discussion.</p>	<p>Reference: 12.5.1 12.5.2 16.1.5 USAV 12.5.2</p>

<p>12.22 S1 prepares to serve from under a basketball backboard, hanging approximately 3 m (10') above the playing area. After being tossed by the server, the ball contacts the basketball goal supports.</p>	<p>Ruling: Serving fault. The service was not executed properly. Once the ball has been tossed or released for service, any contact with any obstruction shall complete the service attempt. A replay is not an option.</p>	<p>Reference: 12.6.1.2 USAV 12.6.1.2</p>
<p>12.23 A served ball hits the net below the top band of the net and falls on Team S's side of the net. R3 reaches under the net and catches the ball before it contacts the floor.</p>	<p>Ruling: Serving fault. The service was not executed properly. The whistle for the service fault should occur as soon as it is judged that the ball will not cross the net (not waiting until the ball contacts the floor or a player on the serving team). In this case, no interference occurred because the rally was complete prior to R3 catching the ball.</p>	<p>Reference: 12.6.2.1 10.2 11.4.2 22.2.1.2</p>
<p>12.24 At the contact of the service, the server is touching the end line, but the receiving team is out of position.</p>	<p>Ruling: Serving fault. 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.</p>	<p>Reference: 12.7.1 12.6.2.1</p>
<p>12.25 At the contact of the service, the serving team is guilty of screening, but the receiving team players are out of position.</p>	<p>Ruling: Positional fault. 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.</p>	<p>Reference: 12.7.2 12.6.2.3</p>
<p>12.26 S1 serves the ball from under a basketball backboard hanging approximately 3 m (10') above the playing area. Immediately after contact by the server, the ball contacts the basketball goal netting. The ball lands in Team S's court.</p>	<p>Ruling: Serving fault. After the ball has been correctly hit, the service becomes a fault if the ball touches any overhead obstruction. A replay is not allowed.</p>	<p>Rules: USAV 12.6.2</p>
<p>12.27 S1 legally serves the ball, but into Team R's bench area. At the moment of service contact, the second referee calls a positional fault on Team R. After verifying Team R's player positions at the captain's request, it is discovered that Team R was in correct position.</p>	<p>Ruling: Serving fault. The first referee is authorized to overrule the decisions of other members of the refereeing corps, if it is noticed that they are mistaken. The second referee's whistle did not affect the flight of the served ball, which clearly would have been "out", completing the rally. This was the only fault that occurred. The second referee needs to be more mindful of position faults.</p>	<p>Reference: 12.7.2 23.2.1 USAV 8.2</p>

<p>12.28 S1 legally serves the ball, which crosses the net to Team R's court. At the moment of service contact, the second referee calls a positional fault on Team R. The ball lands near the sideline just out of bounds near R5. After verifying Team R's player positions at the captain's request, it is discovered that Team R was in correct position.</p>	<p>Ruling: Replay. The first referee is authorized to overrule the decisions of other members of the refereeing corps, if it is noticed that they are mistaken. In this case, the rally was not clearly complete, as it is not clear whether R5 would have played the ball had the second referee not blown the whistle. The first referee decides to replay the service, in fairness to both teams. The second referee needs to be more mindful of position faults.</p>	<p>Reference: 12.7.2 23.2.1 USAV 8.2</p>
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Rule 13: Attack Hit

Attack Hit; Restrictions of the Attack Hit; Faults of the Attack Hit

<p>13.01 R6 is in the front zone and jumps to make the second team hit. The ball is entirely higher than the top of the net. Instead of passing the ball to a teammate, R6 tips the ball across the net. Before the ball reaches the vertical plane of the net, S2 reaches fully beyond the plane of the net and blocks the ball.</p>	<p>Ruling: Attack hit fault. The completed attack was made from the front zone by a back row player who contacted the ball entirely higher than the top of the net and directed it toward the opponents. As soon as the ball was touched by the blocker, the attack hit was completed. The blocker is allowed to block an attack over the opponent's court.</p>	<p>Reference: 13.1.1 13.1.3 13.2.2 13.3.3 14.3</p>
<p>13.02 R5 is in the front zone and contacts a ball that is entirely higher than the top of the net, sending it toward the opponent's court. The first referee does not immediately whistle to stop the rally.</p>	<p>Ruling: Correct action by the first referee. Although an attack hit fault may be imminent, the contact itself is not a fault. An attack hit fault by a back-row player shall not be whistled until the attack hit is completed, i.e. the ball is legally touched by an opponent or completely crosses the vertical plane of the net.</p>	<p>Reference: 13.1.3 13.2.2 13.3.3</p>
<p>13.03 R6 is in the front zone and attacks the ball on the team's second hit while it is entirely higher than the height of the net. The ball hits the top of the net and rebounds back into Team R's court.</p>	<p>Ruling: Since the ball did not completely cross the vertical plane of the net and was not contacted by an opponent, the attack hit by R6 was not a fault. Team R has a third hit remaining to direct the ball into the opponent's court.</p>	<p>Reference: 13.1.3 13.2.2 13.3.3</p>

<p>13.04 R6 is in the front zone and jumps to make the second team hit. The ball is entirely higher than the height of the net when R6 directs it toward a teammate. The action of R6 causes the ball to penetrate the vertical plane of the net where it is blocked by S2.</p>	<p>Ruling: Attack hit fault. On the first or second team hit, a back-row player in the front zone may contact the ball when it is entirely higher than the top of the net and direct the ball toward a teammate. If the ball penetrates the vertical plane of the net, an attack-hit fault will occur if the ball is touched by an opponent or completely crosses the vertical plane of the net.</p>	<p>Reference: 13.1.3 13.2.2 13.2.3 13.3.3</p>
<p>13.05 S6 passes a ball into the vertical plane of the net and S1, who is near the net, reaches higher than the top of the net in an attempt to save the ball. R4 legally contacts the ball simultaneously with S1 in the vertical plane of the net. The ball returns to Team S's side of the net.</p>	<p>Ruling: Attack hit fault by S1. Either team has a right to play a ball that has penetrated the vertical plane of the net. S1, who was a back row player and was reaching higher than the top of the net, completed an attack hit when the ball was contacted simultaneously with R4.</p>	<p>Reference: 13.1.3 13.2.2 13.2.3 13.3.3</p>
<p>13.06 R5, who is in the front zone, contacts the ball while it is entirely higher than the top of the net and passes it, using a setting action, toward R2. Before the ball can be contacted by R2, it penetrates the vertical plane of the net and is touched by the block of S3 and S6.</p>	<p>Ruling: Double fault. The attack by back-row player R5 became an attack hit fault when the Team S block touched the ball, and a blocking fault was committed by the collective block of S3 and back-row player S6. The rally ended when the ball was contacted by Team S's block.</p>	<p>Reference: 13.1.3 13.2.2 13.2.3 13.3.3 USAV 13.3.6 14.1.1 14.1.4 6.1.2.2</p>
<p>13.07 S2 sets a ball toward S3 and Team R's court. Before S3 can contact the ball, it crosses completely beyond the plane of the net. S3 then spikes the ball to the floor of Team R's court.</p>	<p>Ruling: Attack hit fault. S3 is not permitted to reach beyond the net to contact a ball that is completely above Team R's court.</p>	<p>Reference: 13.2.1 13.3.1</p>
<p>13.08 Team R's third team hit is falling near the net but will not penetrate the vertical plane of the net. S2 jumps, reaches beyond the net, and spikes it to Team R's court.</p>	<p>Ruling: Attack hit fault. A player may not contact the ball within the opponent's playing space, except for certain blocking actions.</p>	<p>Reference: 13.2.1 13.3.1 14.3 USAV 14.3 9</p>

<p>13.09 S6 jumps from the back zone to attack a ball that is entirely higher than the top of the net. S6 then lands in the front zone. The ball crosses the net and lands on Team R's court.</p>	<p>Ruling: Legal play. A back-row player may attack a ball at any height from the back zone and may consequently land in the front zone after the attack hit.</p>	<p>Reference: 13.2.2.1 13.2.2.2</p>
<p>13.10 S1 serves the ball very high and deep into Team R's court. R5, who is positioned near the end line, jumps and attacks the served ball while it is entirely higher than the height of the net.</p>	<p>Ruling: Legal play. A served ball may be attacked at any height when the ball is not in the front zone.</p>	<p>Reference: 13.2.2.1 13.2.4</p>
<p>13.11 A Libero in the front zone make the team's third hit, playing the ball over the net with an overhand finger pass. The ball is below the top of the net when contacted.</p>	<p>Ruling: Legal play. The Libero is restricted from attacking a ball from anywhere on the court, but only if at the moment of contact the ball is entirely higher than the top of the net.</p>	<p>Reference: 13.2.2.2 13.3.5 19.3.1.2</p>
<p>13.12 A Libero, positioned in the back zone, attacks a ball that is entirely higher than the top of the net. The ball lands on the opponent's court.</p>	<p>Ruling: Attack hit fault. A Libero may not attack a ball from anywhere on the court when, at the moment of contact, the ball is entirely higher than the top of the net.</p>	<p>Reference: 13.3.5 19.3.1.2</p>
<p>13.13 Team R's Libero jumps and uses a spiking action on a ball that is partly below the top of the net. The ball crosses the net and lands on Team S's court.</p>	<p>Ruling: Legal play. A Libero may use any playing action to send the ball across the net provided the ball is not entirely higher than the top of the net.</p>	<p>Reference: 13.3.5 19.3.1.2</p>
<p>13.14 While in the front zone, R5 jumps and attacks the ball, which is entirely higher than the top of the net and completely above Team R's court. Simultaneous with the contact of the ball by R5, S2 reaches beyond the plane of the net and blocks the ball.</p>	<p>Ruling: Double fault. The attack by R5 became an attack-hit fault when S2 touched it, but the simultaneous contact of the ball by S2 while reaching beyond the net was a blocking fault. If the contact by S2 had been after the attack hit by R5, then only the attack hit by R5 would have been penalized.</p>	<p>Reference: 13.2.2.1 USAV 13.3.6 14.3 6.1.2.2</p>

Rule 14: Block

Blocking; Block Contact; Blocking Within the Opponent's Space;
Block and Team Hits; Blocking the Service; Blocking Faults

<p>14.01 S2 attacks the ball. R4, who is 1.5 m (5') from the net, and reaching higher than the top of the net, makes consecutive contacts with the ball with a blocking action.</p>	<p>Ruling: Legal first team contact. Due to the distance from the net, R4 is not considered to be a blocker. Thus, the contact would be considered the first team hit, and multiple contacts of the ball are legal.</p>	<p>Reference: 14.1.1 9.2.3.2</p>
<p>14.02 S2 and S5 are close together at the net. They both jump to block an attack by R2. S2 is reaching higher than the top of the net, but S5 is not. Only S2 contacts the ball.</p>	<p>Ruling: Legal block. Only a player reaching higher than the top of the net at the time the block is completed is considered to be a blocker. Although a back-row player, S5 is not a blocker and this is not an illegal block. And, since S5 is not a blocker, S2 and S5 do not form a collective block.</p>	<p>Reference: 14.1.1 14.1.4</p>
<p>14.03 S2 and S4 are close together and jump to block an attack from R2. S2 is reaching higher than the top of the net but S4 is not. R2's attack is contacted only by S4. S4 then turns and passes the ball to S1, who sets the ball to S3. S3 attacks the ball to the floor of Team R's court.</p>	<p>Ruling: Double contact on S4. Only a player who is reaching higher than the top of the net at the time the block is completed is considered to be a blocker. Since S4 is not a blocker, S4 and S2 do not form a collective block. S4 has made Team S's first and second contacts.</p>	<p>Reference: 14.1.1 14.1.4</p>
<p>14.04 R3 attacks a ball into a collective block formed by S4 and S3. While the blockers are still reaching higher than the top of the net, and during the single attempt to block, the ball strikes the hands of S3, and then the foot of S4. The ball rebounds off S4's foot over the net and falls to the floor of Team R's court.</p>	<p>Ruling: Legal play. Next service to Team S. Contact with the ball during a block may be with any part of the body. Players are considered blockers until they are no longer reaching higher than the top of the net. Consecutive contacts by one or more blockers during one blocking action are legal.</p>	<p>Reference: 14.1.1 14.2</p>

<p>14.05 S3 is reaching higher than the top of the net in an attempt to block an attack from R2. The ball contacts S3 in the chest, which is lower than the top of the net. S3 then turns and passes the ball to a teammate.</p>	<p>Ruling: Legal play. To be considered a blocker, a player must be reaching higher than the top net. The height of the contact with the ball is not considered. Any player, including the blocker, may make the first hit after the block.</p>	<p>Reference: 14.1.1 14.4.2</p>
<p>14.06 Setter S2 jumps and contacts a ball that is higher than the top of the net. The ball penetrates the vertical plane of the net. R3 blocks the ball so that it contacts S2 who is still reaching higher than the top of the net.</p>	<p>Ruling: The contact by S2 after the block by R3 would constitute a block. Team S will have three hits remaining to return the ball to the opponent's court.</p>	<p>Reference: 14.1.1 14.4.1</p>
<p>14.07 The Libero, who is standing next to R3, has hands extended above head height but not higher than the top of the net. S2 attacks the ball into the block of R3, who is reaching higher than the top of the net.</p>	<p>Ruling: Legal play. The Libero is not part of a collective block because the Libero is not reaching higher than the top of the net when R3 contacts the ball.</p>	<p>Reference: 14.1.1 14.6.2 19.3.1.3</p>
<p>14.08 The Libero, who is near the net, jumps and reaches higher than the net to attempt to block an attack hit by S4 but does not touch the ball.</p>	<p>Ruling: Blocking fault. A Libero may not block or attempt to block. Reaching higher than the top of the net constitutes an attempt to block.</p>	<p>Reference: 14.1.2 14.6.6 19.3.1.3</p>
<p>14.09 S2 attacks a ball into a collective block by R3 and R4. The ball then contacts R2, who is in a blocking position with hands above the height of the net approximately 1.2 m (4') from R3. R3 passes the ball to R1, who sets the ball for an attack by R4.</p>	<p>Ruling: Four hits fault. R2 was not close to the block, so the R2's contact of the ball was the first team hit. The attack by R4 was the fourth team hit.</p>	<p>Reference: 14.1.4</p>
<p>14.10 R2 and R3 jump together to block, and make several consecutive contacts with the ball. The ball is then played by setter R4.</p>	<p>Ruling: Legal play. Multiple contacts by blockers constitute a single contact. R4's contact is the first of three team hits.</p>	<p>Reference: 14.2 14.4.1</p>

<p>14.11 S2 passes the second team hit near the net. S4 jumps and uses a blocking motion to send the ball to Team R. During the action, the ball rebounds quickly between S4's hands.</p>	<p>Ruling: Double contact fault on S4. While double contacts are allowed while blocking, blocking is defined as an attempt to intercept the ball coming from the opponents. S4's contact is the team's third contact, not a block.</p>	<p>Reference: USAV 14.2 9.1.1</p>
<p>14.12 R5 passes the serve to R3 near the net. As R3 jumps to set the ball, S3 reaches across the plane of the net in a blocking attempt but does not touch R3 or the ball.</p>	<p>Ruling: Legal play. The block attempt by S3 is not a blocking fault since it did not interfere with R3's play.</p>	<p>Reference: 14.3</p>
<p>14.13 S5 sets a ball toward S3. The ball will cross the net into Team R's court if no Team S player touches it. S3 attempts to attack the ball, but R4 reaches beyond the plane of the net and blocks the ball before it is contacted by S3.</p>	<p>Ruling: Blocking fault by R4. Although S5's contact directing the ball toward the opponents is an attack hit, R4 is not permitted to reach beyond the net and interfere with S3's play on the ball.</p>	<p>Reference: 14.3 USAV 14.3 14.6.1 13.1.1</p>
<p>14.14 R2's third team hit is directed toward the opponent and the ball is falling near the net. R4 is in position to make a play on the ball, but S2 reaches across the plane of the net and blocks the ball before R4 can contact it.</p>	<p>Ruling: Legal block. R2's made the third team hit and no further legal play could be made by Team R. S2 is permitted to reach beyond the net and block the ball because there is no interference with R4's play.</p>	<p>Reference: 14.3</p>
<p>14.15 S6 directs the ball toward Team R's court, and no player from Team S is close to the ball. Before the ball penetrates the vertical plane of the net, R3 reaches across the plane of the net and blocks the ball.</p>	<p>Ruling: Legal block. S6's contact toward the opponent is an attack hit. R3 is permitted to reach beyond the net and block the ball because there is no interference with a play by Team S.</p>	<p>Reference: USAV 14.3 13.1.1</p>
<p>14.16 R5 passes a hard served ball in such a manner that the ball would have crossed the net if untouched by another player. R4, who is near the net, jumps and fakes a hit on the ball. Immediately after the fake hit, S2 reaches beyond the plane of the net and blocks the ball.</p>	<p>Ruling: Legal block. R5's contact is an attack hit. S2 is permitted to reach beyond the net to block after R4 completed the attempt to play the ball.</p>	<p>Reference: USAV 14.3 13.1.1</p>

<p>14.17 S3 blocks an attack by R4. S3 then passes the ball to S1, who sets the ball for an attack by S4.</p>	<p>Ruling: No fault. Any player has the right to make the next play on a blocked ball.</p>	<p>Reference: 14.4.2</p>
<p>14.18 S1 serves a fast ball very low across the net. R3, who is very tall, reaches higher than the top of the net to deflect the low trajectory of the ball. R6 makes the next contact of the ball.</p>	<p>Ruling: Blocking fault by R3. It is forbidden to block an opponent's serve.</p>	<p>Reference: 14.5 14.6.3</p>
<p>14.19 R2 was blocking at the sideline and had both arms across the plane of the net with an arm on each side of, but not in contact with, the antenna. R2 contacted the ball over the opponent's court with the hand on the inside of the antenna.</p>	<p>Ruling: Blocking fault by R2, who blocked the ball in the opponent's space from outside the antenna.</p>	<p>Reference: 14.6.5</p>
<p>14.20 In a collective block, S3 reaches beyond the plane of the net outside the antenna. S4 is inside the antenna and reaches beyond the net, contacting the ball.</p>	<p>Ruling: Blocking fault. Part of the collective block was outside the antenna.</p>	<p>Reference: 14.6.5 14.1.4</p>

Chapter Five: Interruptions and Delays

Rule 15: Regular Game Interruptions

Number of Regular Interruptions; Request for Regular Game Interruptions;
 Sequence of Interruptions; Time-Outs and Technical Time-Outs;
 Substitution of Players; Limitation of Substitutions; Exceptional Substitution;
 Substitution for Expulsion or Disqualification; Illegal Substitution;
 Substitution Procedures; Improper Requests

<p>15.01 During a rally, an errant ball rolls onto the court and interferes with play. The first referee whistles and signals a replay. Before the first referee authorizes the re-serve, a captain requests a line-up check.</p>	<p>Ruling: Proper request. There has not been a completed rally. However, line-up checks are a courtesy and not considered regular game interruptions. The second referee and scorer should verify that the team's players are in the correct positions.</p>	<p>Reference: 15</p>
<p>15.02 The referees stop a rally when a player is injured. After 25 seconds, the coach says that the player can continue to play. As the first referee prepares to authorize the next service, the coach requests a time-out.</p>	<p>Ruling: Improper request. Since there has not been a completed rally in this situation, and the coach has already indicated the player is ready to play, there can be no regular game interruption request. If the second referee blows a whistle to acknowledge the time-out request, the team would be assessed a delay sanction.</p>	<p>Reference: 15 17.1.1 6.1.3 15.11.1.1 USAV 16.1</p>
<p>15.03 The referees stop a rally when a Team S player is injured and signals a replay. While the injury is being resolved, S#4 is assessed an unsporting conduct penalty. After the injury to S#4 is resolved, Team R requests a substitution for its defensive specialist who is rotating to the front row.</p>	<p>Ruling: Proper request. The spirit of the rule, which generally allows regular game interruptions only after completed rallies, is to prevent delay of play, and to provide an orderly and fair environment for teams and officials in the administration of the match. It is not to offer one team an advantage, or to put the other team at a disadvantage. Team R, which did nothing wrong, is being put at a disadvantage by the forced rotation of the defensive specialist to the front row. The Libero replacement rule provides a remedy in this situation, allowing a replacement without an intervening completed rally if the replacement is "...due to injury/illness or there is a forced rotation caused by a penalty." The same remedy should be allowed in this situation. Team R is allowed to make a substitution.</p>	<p>Reference: 15 19.3.2.1</p>

<p>15.04 A rally-in-progress is stopped due to rude conduct by S#7, who is immediately sanctioned with a yellow card. Team R is forced to rotate and requests a substitution.</p>	<p>Ruling: Proper request. There has not been a completed rally. However, Team R may be put at a disadvantage by the forced rotation and is allowed to make a substitution.</p>	<p>Reference: 15 19.3.2.1</p>
<p>15.05 A rally-in-progress is stopped due to offensive conduct by R#9, who is immediately sanctioned with expulsion. Team R requests a substitution.</p>	<p>Ruling: Proper request. There has not been a completed rally. However, in order for Team R to remain complete, a legal substitution for R#9 must be allowed.</p>	<p>Reference: 15 15.8 19.3.2.1</p>
<p>15.06 A rally-in-progress is stopped due to offensive conduct by R#9, who is immediately sanctioned with expulsion. After substituting for the expelled player, the coach of Team R requests a time out.</p>	<p>Ruling: Improper request. There has not been a completed rally. In order to remain complete, a legal substitution for R#9 must be allowed. However, a time-out is not permitted. Team R will be assessed an improper request if the request is not acknowledged by a referee's whistle and Team R has not been assessed an improper request earlier in the match. If the request is acknowledged, a delay sanction will be assessed.</p>	<p>Reference: 15 15.8 19.3.2.1</p>
<p>15.08 The referees stop a rally when a player is injured. After 30 seconds, the coach requests a time-out to allow more time to evaluate the player's injury. After the time-out, the coach requests a substitution for the injured player.</p>	<p>Ruling: Proper request. There has not been a completed rally. Requesting a time-out is one of the options available after the initial 30 second evaluation period. Since the player is not ready to continue, the substitution is allowed without sanction. It is not the referees' role to determine the extent of the player's injury. When referees stop play for what they deem to be an injured player, and subsequently the coach of that player wants to call time-out, this is allowed. The option to "...take a legal time-out if the player is to remain in the set" should be read to mean that if the other options are not taken, and the coach wants more than the allowed 30 seconds to assess the player's injury, a time-out must be taken in order for the player to remain in the set.</p>	<p>Reference: 15 17.1.1</p>

<p>15.09 While the coach is giving instructions to players in the warm-up area, the assistant coach requests a time-out.</p>	<p>Ruling: Improper request. Only the head coach or captain may request regular game interruptions. If any other team member makes such a request, it shall be rejected as an improper request. If the second referee whistles to acknowledge the request, Team A should be assessed a delay sanction.</p>	<p>Reference: 15.2.1 15.11.1.2</p>
<p>15.10 S# 11 is injured during the pre-match warm-up. S#11 was listed on the lineup as the first server. At match time, S#11 is not able to play.</p>	<p>Ruling: There is no requirement for a player to participate before being replaced. If a substitute is available, a legal substitution will be made for S#11. If Team S is using a Libero, an exceptional substitution will be used to substitute the Libero for S#11. If no legal or exceptional substitution can be made, the three-minute injury time-out rule could be put into effect at match time. Team S may also use its two time-outs.</p>	<p>Reference: 15.2.2 USAV 15.7 USAV 17.1.1</p>
<p>15.11 Prior to the start of the match, the coach from Team S requests a time-out to allow players time to drink water before beginning the match.</p>	<p>Ruling: Proper request; time-out for Team S. A request for time-out prior to the start of a match or a set is legal.</p>	<p>Reference: USAV 15.2.2</p>
<p>15.12 Team S requests a substitution at the same time that Team R requests a time-out.</p>	<p>Ruling: The second referee should whistle and acknowledge Team R's time-out request while ignoring Team S's substitution request. At the end of the time-out, Team S may request a substitution if desired.</p>	<p>Reference: 15.3</p>
<p>15.13 Team S makes a substitution. Team R takes a time-out during the same dead-ball period. After the time-out, Team S requests another substitution.</p>	<p>Ruling: Improper request. Only one request for substitution per team per game interruption is permitted. Team S will be assessed an improper request if the request is not acknowledged by a referee's whistle and Team S has not been assessed an improper request earlier in the match. If the request is acknowledged, a delay sanction will be assessed.</p>	<p>Reference: 15.3.1 USAV 15.3</p>
<p>15.14 A team is granted a substitution, and then requests a time-out.</p>	<p>Ruling: Proper request. After completing the substitution, the second referee should whistle and signal a time-out.</p>	<p>Reference: 15.3.1</p>
<p>15.15 During a time-out, a team's trainer brings water to the free zone near the court for the players.</p>	<p>Ruling: No fault or sanction provided there is no delay to clean up water on the court or in the free zone at the expiration of the time-out.</p>	<p>Reference: USAV 15.4.2 16.1.2</p>

<p>15.16 During a team time-out, players move to the team bench. One player goes behind the team bench to get a drink of water.</p>	<p>Ruling: No fault or sanction as long as play is not delayed. A player is allowed to go behind the bench for water.</p>	<p>Reference: USAV 15.4.2 16.1.2</p>
<p>15.17 During a time-out, team members move to the free zone beyond the end line of the court.</p>	<p>Ruling: Incorrect procedure. The referees must direct the team to move to the free zone near its bench. During a time-out, players may remain on the court, or go to the free zone near their bench. Coaches and substitutes may not enter the court, but must remain anywhere within their team’s bench or free zone area adjacent to their bench.</p>	<p>Reference: USAV 15.4.2</p>
<p>15.18 A team returns to the court prior to the expiration of the 30 seconds designated for the time-out.</p>	<p>Ruling: Teams may return to the court if permitted by the referees.</p>	<p>Reference: USAV 15.4.2</p>
<p>15.20 Player #7 enters the substitution zone, and the second referee whistles to recognize the request. Player #7 then immediately runs onto the court, replacing #4 without making eye-contact with the second referee.</p>	<p>Ruling: Incorrect procedure. Substitutes may enter the match only after being authorized by the second referee. The second referee shall use the “authorization to enter” signal to permit the exchange to take place. Substitutes not following this procedure shall return to the substitution zone and await authorization. Repeating an incorrect substitution procedure may result in a team delay sanction, and the substitution(s) being denied.</p>	<p>Reference: 15.5 16.1.1</p>
<p>15.21 Player #6’s shorts are torn during play and will have to be replaced. The coach requests a substitute who reports to the substitution zone wearing warm-up pants.</p>	<p>Ruling: Referees must use discretion in cases where substitutions are not pre-planned. The substitute should be permitted to enter, after removing the warm-up pants, without penalty.</p>	<p>Reference: 15.5 16.1.1</p>
<p>15.22 A team requests two substitutions which will result in the 12th and 13th team substitutions.</p>	<p>Ruling: The second referee allows one substitution, denies the other, and charges the team with an improper request. When a substitution request includes a legal and an improper substitution, the legal substitute may enter the set. In this case, the coach or captain may decide which substitution is preferred, provided this is done without delay.</p>	<p>Reference: USAV 15.6a USAV 15.9.1c USAV 15.10.4a</p>

<p>15.23 S#9 substitutes for #5. Later, S#5 substitutes for #7, re-entering the set in a different position. The error is discovered after S#11 has served for two points, but before Team S loses a rally.</p>	<p>Ruling: Positional fault. The illegal substitution (wrong position entry) must be corrected and a point and service awarded to Team R. Any points scored during S#11's term of service while S#5 was on the court are canceled. S#7 must return to the court. No substitution will be charged. The substitution charged when S#5 entered in the wrong position will be canceled.</p>	<p>Reference: USAV 15.6b USAV 15.9.2.3</p>
<p>15.24 A#9 substitutes for #5. Later, A#5 substitutes for #7, re-entering the set in a different position. A#11 then serves three points. Team B calls time-out. Team A loses the next rally. Team B then serves and scores a point. It is then discovered that A#5 entered in a wrong position in the service order.</p>	<p>Ruling: Positional fault. Upon the discovery of the wrong position entry, the illegal substitution must be corrected. The points scored by A#11 are not canceled since Team B has already served. Team B is not awarded another point since they won the previous rally and were awarded a point and service. A#7 must replace #5 on the court. The substitution charged when A#5 re-entered the set is canceled. In addition, the time-out taken by Team B is cancelled.</p>	<p>Reference: USAV 15.6b 15.9 (all)</p>
<p>15.25 During a time-out, player #17 suddenly becomes ill, leaves the court, and is unable to continue play at the end of the time-out period. The coach requests a substitution, #10 for #17, but #17 has not returned to court to complete the substitution procedure.</p>	<p>Ruling: The player's illness shall be interpreted as an injury, and the first referee shall permit the substitute to replace #17. Player #10 shall enter the court for #17, and the scorer will record the substitution.</p>	<p>Reference: 15.7</p>
<p>15.26 Team R has used twelve substitutions. R#4 is injured and cannot continue to play.</p>	<p>Ruling: Even though it would technically result in an excess team substitution, R#4 may be replaced without penalty under the exceptional substitution provisions.</p>	<p>Reference: 15.7</p>

<p>15.27 S#3 twists an ankle but wishes to continue playing. The captain for Team S requests a special three-minute injury time-out in order for S#3 to recover sufficiently to continue playing.</p>	<p>Ruling: If Team S has only six legal players (players that have not been expelled, disqualified, or replaced by exceptional substitution or Libero re-designation), the special three-minute injury time-out will be granted. Otherwise, a 30-second “recovery time-out” will be granted to evaluate the injury. If S#3 is to remain in the game and needs more than the thirty seconds, the team must take a time-out. If S#3 will not remain in the game or no time-out is available, a legal or exceptional substitution for S#3 must be made.</p>	<p>Reference: USAV 15.7b</p>
<p>15.28 The Libero must be used as an exceptional substitution. The Libero does not have a jersey with the same uniform number that matches the rest of the team’s players.</p>	<p>Ruling: The Libero must change to a matching jersey. However, if the Libero used as an exceptional substitute does not have a jersey with the same roster number, then another jersey with a different number, exclusive of the numbers already in use, may be used. Appropriate comments must be included with the information regarding the exceptional substitution in the score sheet Remarks section.</p>	<p>Reference: USAV 15.7a 4.3.1</p>
<p>15.30 A team R has six players and a Libero. The Libero has replaced #12 when #8 is injured during play. Player #12 enters the substitution zone to substitute for the injured #8.</p>	<p>Ruling: Incorrect procedure. If player #8 is unable to continue playing, an exceptional substitution must be used. Player #12 must first return to the court for the Libero. After changing to a jersey matching the team’s other players, the Libero will re-enter the set as an exceptional substitution for #8.</p>	<p>Reference: 15.7 USAV 15.7a</p>
<p>15.31 A team has six players and a Libero. The Libero has replaced #12 when #8 is expelled from the set. Player #12 replaces the Libero. After changing to a matching jersey, the Libero, #17, enters the substitution zone to substitute for the expelled #8.</p>	<p>Ruling: Incorrect procedure. A player expelled/disqualified for a set or match must be replaced by a legal substitute at the time of the expulsion or disqualification. If no legal substitute exists, the team is declared incomplete and loses the set or match. Since the Libero is not a legal substitute, the team is declared incomplete and loses the set or match by default.</p>	<p>Reference: 15.8 6.4.3</p>

<p>15.33 Team R has only seven players and is not using a Libero. Team R wins the rally, but R#7 is clearly injured as a rally ends. R#10 immediately enters the substitution zone intending to substitute for #9.</p>	<p>Ruling: Since this is a completed rally, the substitution request by Team R is proper. However, the referees must ignore the request until the injury situation is resolved. Although the substitution of R#10 for #9 may be normal when Team R rotates into this position, it is also possible that the coach of Team R is attempting to gain an advantage should an exceptional substitution be required for R#7. If R#7 is able to continue playing, the request to substitute R#10 for #9 should be acknowledged and completed.</p>	<p>Reference: 15.10.3a 15.7 USAV 17.1.1b</p>
<p>15.34 Team R has nine players and one Libero and all have played in the set. Team R has used ten substitutions and none of the substitutes currently on the bench, R#3, #8, and #10, have played in the same position as R#7. Team R wins the rally, but R#7 is clearly injured as a rally ends. R#10 and R#8 report to the substitution zone intending to substitute as usual. R#7 is unable to continue playing.</p>	<p>Ruling: Since this is a completed rally, the substitution request by Team R is proper. However, the referees must ignore the request until the injury situation is resolved. Since there are no substitutes that can legally enter the game in the same position as R#7, Team R's coach requests an exceptional substitution, R#3 for #7. The second referee whistles and acknowledges the exceptional substitution. After R#7 has been safely moved from the court, R#10 and #8 are still waiting to substitute. Although Team R has already requested the exceptional substitution for R#7, this substitution request is also allowed as a regular game interruption. In addition, the exceptional substitution is not counted as a normal substitution, so these substitutions are Team R's 11th and 12th substitutions of the set.</p>	<p>Reference: 15.10.3a USAV 17.1.1b 15.7</p>
<p>15.36 S#7 enters the substitution zone. While the second referee and scorer are administering the substitution, S#9 reports to the substitution zone to enter the match as well.</p>	<p>Ruling: Provided there is no significant delay between incoming substitutes, both substitutions will be permitted. If there is a delay by the second substitute, it shall be denied and play will resume immediately.</p>	<p>Reference: 15.10.4 USAV 15.10.4b</p>
<p>15.37 After the first referee whistles for service, Team R's captain requests a time-out.</p>	<p>Ruling: The referees should ignore the request. After the rally is completed, the improper request by Team R is noted. If the second referee whistles to acknowledge the request, the first referee must assess Team B a delay sanction.</p>	<p>Reference: 15.11.1.1 15.11.2</p>

<p>15.38 The coach from Team R requests a time-out as the first referee is preparing to beckon for service. The second referee whistles to acknowledge the request at the same time the first referee whistles to authorize service.</p>	<p>Ruling: When whistles occur simultaneously, the first referee must determine which action occurred first. In this case, the request was just before the first referee’s whistle for service, and the second referee’s whistle was slightly late. The first referee should accept the request.</p>	<p>Reference: 15.11.1.1</p>
<p>15.39 Team S requests a substitution that would result in its 13th substitution.</p>	<p>Ruling: The scorer notifies the second referee that Team S has used all of its substitutions. If the second referee has not acknowledged the request by blowing the whistle, the substitution is denied and an improper request is assessed to the team. If the second referee has blown the whistle, the team is assessed a delay sanction.</p>	<p>Reference: 15.11.1.4</p>
<p>15.40 Team R was assessed a delay warning in the first set of a match. In the third set, the coach of Team R requests a third time-out.</p>	<p>Ruling: A team’s first improper request in a match that does not affect or delay the game shall be rejected without any other consequences, even if the team has received a delay warning. If the second referee has not acknowledged the request, the request is rejected and an improper request by Team R recorded. If the second referee blows the whistle, Team R is assessed a delay penalty.</p>	<p>Reference: 15.11.2 USAV 16.1</p>
<p>15.41 The first referee whistles when the ball hits the court of Team S and awards a point and service to Team R. Team R then requests a substitution. During the substitution, the first referee is approached by a line judge who states that Team R’s attack contacted the antenna. The referee whistles again, and then awards the rally to Team S.</p>	<p>Ruling: Because of the first referee’s mind change, the coach of Team R may withdraw the substitution request without penalty. If Team R’s coach no longer wants the substitution, it will be removed from the score sheet and the original player returned to the court.</p>	<p>Reference: USAV 15.11.2</p>

Rule 16: Set Delays

Type of Delays; Delay Sanctions

<p>16.01 The second referee blows the whistle to indicate the end of a time-out. Team S promptly moves onto the court, but Team R remains in a huddle near the sideline.</p>	<p>Ruling: The first referee may issue Team R a delay warning. If the team then fails to return to play in a reasonable time, it may be further sanctioned with a delay penalty. The second referee should take an active role in helping to return Team R to the court to avoid any delay sanction.</p>	<p>Reference: 16.1.2</p>
<p>16.02 After completion of a rally, the first referee gives the players sufficient time to prepare for the next service. Just before the referee blows the whistle for service, R #5 stops to tie a shoe.</p>	<p>Ruling: If in the first referee's judgment this was a delay, then a delay sanction should be administered. Shoe tying or floor mopping must be done without delaying the set. The referees should be especially observant when the opponents are serving.</p>	<p>Reference: 16.1.5 USAV 1.2.1</p>
<p>16.03 After losing a rally, Team R forms a huddle to discuss strategy for the next play.</p>	<p>Ruling: The first referee should allow reasonable time for the players to move to their positions for the next service. The first referee may, per the rules, immediately assess Team R a delay sanction. The first referee may consider informing the game captain that if the action is repeated, the team will be sanctioned.</p>	<p>Reference: 16.1.5</p>
<p>16.04 A team has been granted two time-outs. Later in the set, the team's game captain makes a third request for time-out, and it is acknowledged and whistled by the second referee. After the time-out has been granted, the scorer realizes that this is the team's third time-out and notifies the second referee.</p>	<p>Ruling: The time-out will be immediately terminated and the first referee notified of the error. The first referee will inform the game captain that a team delay warning is being assessed since the action created an interruption in play.</p>	<p>Reference: USAV 16.1 15.11.1.4</p>

<p>16.05 Team S has used all twelve of its team substitutions. During a dead ball, the second referee recognizes that a substitute is running toward the substitution zone to enter the game.</p>	<p>Ruling: Good referees understand their role in the flow of the match. Their job is to prevent teams from committing procedural errors whenever possible instead of trying to “catch” a team making a mistake. Good referees facilitate play, providing the players a safe, fair environment. In this spirit, preventing the player from entering the substitution zone, without interrupting the flow of the match, is a correct action by the referee. If the second referee can prevent the substitute from entering the substitution zone and there is no delay, no sanction is assessed. If the substitute enters the zone, but the second referee does not whistle to acknowledge the substitution request, Team S is assessed an improper request. If the second referee acknowledges the request by blowing the whistle, Team S is assessed a delay sanction.</p>	<p>Reference: USAV 16.1 15.11.2</p>
<p>16.06 Team R is assessed a delay warning for making an illegal substitution in the first set. In the third set, a Team R substitute enters the substitution zone and is acknowledged and whistled by the second referee, but Team R’s coach decides not to complete the substitution.</p>	<p>Ruling: Delay penalty for Team R. Delay sanctions are in force for the duration of the match. After a delay warning has been assessed in a match, any subsequent delays by the same team in that match must result in a delay penalty.</p>	<p>Reference: 16.2.1.1 16.2.3</p>

Rule 17: Exceptional Set Interruptions

Injury; External Interference; Prolonged Interruptions

<p>17.01 Team R attacks a ball that is blocked by S#11 and S#14. S#14 lands and twists an ankle. The ball lands out of bounds and the first referee whistles the play dead.</p>	<p>Ruling: Next serve to Team R. The ball is “out” off of Team S. While the injury technically happened just before the play ended with the referee’s whistle, the injury had no effect upon the result of the play.</p>	<p>Reference: USAV 17.1.1</p>
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<p>17.02 Team S's Libero is legally replaced after a completed rally. During the next rally, back row player S#4 becomes injured and the first referee calls a replay. S#4 is unable to continue. The Libero replaces the injured player.</p>	<p>Ruling: Legal. A Libero replacement is one of the options allowed in this situation. If S#4 recovers before the Libero is forced to rotate to the front row, S#4 may replace the Libero after any completed rally. If the Libero's position rotates to the front row, S#4 must replace the Libero, or a legal or exceptional substitution for S#4 must be made.</p>	<p>Reference: USAV 17.1.1 19.3.2.1</p>
<p>17.03 Team R has only six players. In the second set, R#12 is injured and granted a special three-minute injury time-out. Later in the set, R#12 becomes injured again, and the Team R coach requests consecutive time-outs. At the end of the second time-out, R#12 is ready to play. The game resumes.</p>	<p>Ruling: This is allowed. The three-minute time-out may only be used once in a match for the same player. However, if a team has available time-outs, it may use them for any reason. If R#12 had been unable to continue after the second time-out, Team R would have been incomplete and would have been defaulted the match.</p>	<p>Reference: USAV 17.1.1 17.1.2 USAV 15.7.b 6.4.3</p>
<p>17.04 Team R attacks the ball while a Team S player stops a ball from entering the court. The attacked ball lands on Team S's court near the player, who was pushing the errant ball away.</p>	<p>Ruling: If, in the first referee's judgment, the ball rolling near the court, although not actually on the court, clearly interfered with play, the rally should be replayed. The first referee may take advice from the referee corps.</p>	<p>Reference: 17.2</p>
<p>17.05 As S#5 attacks the ball, a player from another court collides with a player from Team R who was not involved in the play. The ball lands on Team R's court. No Team R player had a play on the ball.</p>	<p>Ruling: If, in the referee's judgment, the player coming onto the court did not interfere with play, Team S wins the rally. The first referee may take advice from the referee corps.</p>	<p>Reference: 17.2</p>
<p>17.06 After S1 serves the ball, a loose ball rolls onto Team R's court, and then the served ball hits the antenna.</p>	<p>Ruling: Next service to Team R. The ball hitting the antenna is a service fault. The loose ball on the court did not interfere with play.</p>	<p>Reference: 17.2</p>

<p>17.08 Water is dripping onto a court. At the end of the first set, the tournament director moves the match to a nearby court and directs the first referee to resume play with the beginning of the second set. Team S's captain immediately complains that the entire match has to be replayed since it has been moved to another court.</p>	<p>Ruling: When the delay is less than four hours and the match is moved to another court, an interrupted set is canceled and replayed. Since the first set had been completed, the match will resume with the second set.</p>	<p>Reference: 17.3.2.2</p>
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Rule 18: Intervals and Change of Courts

Intervals; Change of Courts

<p>18.01 Team S scores the final point of the first set and the teams go to their respective end lines to wait for the first referee's signal to change courts.</p>	<p>Ruling: Incorrect procedure. Players do not go to the end line before changing courts at the end of a set. Immediately upon the first referee's signal to change courts, the players (on the court) immediately move toward the net post to their right, then pass outside the post (or under the net near the sideline) before going to their new bench area. Other team members change benches in front of the scorer's table.</p>	<p>Reference: 18.2.1 18.2.2 Game Procedures 8a</p>
<p>18.02 A deciding set is required to determine the winner of a match. Prior to the start of the set, the team captains join the referee at the scorer's table for the coin toss. The remaining players go to their respective team benches.</p>	<p>Ruling: Correct procedure. If the teams need to change courts prior to the start of a deciding set, team members from both teams will pass in front of the scorer's table. The second referee should assist in this process and both referees must pay attention for possible unsporting conduct.</p>	<p>Reference: 18.2.1 Game Procedures 8c</p>

<p>18.03 When the referee directs the teams to change courts, substitutes for the team on the first referee's left enter the court and switch courts near the first referee with the players.</p>	<p>Ruling: The referees should attempt to prevent this action. Only the players (on the court) change courts near the net post to their right. Substitutes and other team members from both teams change benches in front of the scorer's table. The team may be assessed a delay sanction if the first referee feels resumption of play has been delayed, especially if during the court change that occurs midway through the deciding set.</p>	<p>Reference: 18.2.1 18.2.2 Game Procedures 8a Game Procedures 9a&b 16.1.5</p>
<p>18.04 The first referee directs teams to change courts in a deciding set. Team coaches agree that team members on the benches would not change sides but would remain seated on the opponent's side of the net.</p>	<p>Ruling: Teams change courts and benches when directed by the first referee in a deciding set.</p>	<p>Reference: 18.2.2 Game Procedures 9b</p>
<p>18.05 During a deciding set of a match or playoff, the change of court is made at the incorrect score. A captain protests since the change was not made at the correct point.</p>	<p>Ruling: Protest denied. If the change is not made at the proper time, it will take place as soon as the error is noticed. The score remains unchanged.</p>	<p>Reference: 18.2.2</p>
<p>18.06 As teams change courts during a deciding set of a match, a player stops at the bench to quickly drink water.</p>	<p>Ruling: Players should not be allowed to delay the change of courts during the deciding set. If, the first referee judges this action or any other action to be a delay in the resumption of play, a delay sanction may be assessed to the player's team.</p>	<p>Reference: 18.2.2 16.1.5</p>
<p>18.07 As teams change sides of the court during the deciding set, players on the team to the first referee's left go to the bench to gather their water bottles and bags and attempt to change courts in front of the scorer's table along with the other team members.</p>	<p>Ruling: Players must change courts near the net post to their right. Only substitutes and other team members from each team change benches in front of the scorer's table. If the first referee feels resumption of play has been delayed, the team may be assessed a delay sanction.</p>	<p>Reference: 18.2.2 Game Procedures 9b 16.1.5</p>
<p>18.08 As teams exchange sides of the court during a deciding set, a coach stops a player to give instructions.</p>	<p>Ruling: Coaching is permissible, but if the first referee feels resumption of play has been delayed, a delay sanction may be assessed.</p>	<p>Reference: 18.2.2 USAV 5.2.3.4 16.1.2</p>

Chapter Six: The Libero Player

Rule 19: The Libero Player

Designation of the Libero; Equipment; Actions Involving the Libero;
Re-designation of a New Libero; Expulsion and Disqualification

<p>19.02 Team S does not designate any Liberos on the line-up for Set 1. S#7 enters the court as a Libero later in the match.</p>	<p>Ruling: Each team has the right to designate up to two Liberos for the entire match. The Liberos' numbers must be recorded on the line-up sheet for Set 1 before the line-up is submitted to the scorer. If no Libero is listed on the line-up sheet for Set 1, the second referee and scorer should use preventative officiating and verify with the team's coach or captain that no Liberos will be used. If a team decides to use one or no Libero, the coach, captain, or scorer should "X" through the unused Libero boxes on the line-up sheet for all sets of that match.</p>	<p>Reference: USAV 19.1.2</p> <p>Techniques, Mechanics, & Procedures: Points of Emphasis #6</p> <p>Instructions for Use of the Scoresheet</p>
<p>19.03 Team B's coach has designated two Liberos on the line-up sheet for Set 1. The line-up sheet for Set 2 shows a different number for one of the Liberos.</p>	<p>Ruling: Incorrect procedure. Designation of one or two players as Liberos is for the entire match. Any Liberos listed on the line-up sheet for Set 1 may not be changed unless all are injured and another player re-designated as Libero.</p>	<p>Reference: USAV 19.1.2</p>
<p>19.04 The coach submits the team's starting line-up and has player #11 listed as both the starter in position 1 and one of the Liberos.</p>	<p>Ruling: After the line-up has been accepted by the scorer, player #11 may only play as a Libero for the match. A "phantom" substitution must be made to replace #11 in position 1. However, the second referee and scorer could have prevented this situation when the line-up was submitted by asking the coach or captain to correct the error before recording the line-up on the scoresheet.</p>	<p>Reference: 19.1.2</p>
<p>19.05 After the second referee has checked a team's line-up at the beginning of Set 1, the second Libero, whose number is listed in second box on the line-up sheet, replaces a back row player.</p>	<p>Ruling: Incorrect procedure. The Libero listed in the first box is designated the starting Libero. If a Libero enters the match prior to the first service of the match, it must be the starting Libero.</p>	<p>Reference: 19.1.3</p>

<p>19.06 Team S starts the match with no Libero on the court. After Team S loses a rally, the second Libero, whose number is listed in the second box on the line-up sheet, replaces S1.</p>	<p>Ruling: Correct procedure. The Libero listed in the first box is designated the starting Libero. If a Libero enters the match prior to the first service of the match, it must be the starting Libero. After the first completed rally, either the starting or second Libero may enter the match.</p>	<p>Reference: 19.1.3</p>
<p>19.07 After the second referee has checked a team's line-up at the beginning of Set 3, the second Libero, whose number is listed in the second box on the line-up sheet, replaces a back row player.</p>	<p>Ruling: Correct procedure. The Libero listed in the first box is designated the starting Libero. If a Libero enters the match prior to the first service of the match, it must be the starting Libero. After the first completed rally, either the starting or second Libero may enter the match.</p>	<p>Reference: 19.1.3</p>
<p>19.08 The Libero's uniform does not have a number.</p>	<p>Ruling: Illegal uniform. The Libero uniform may have a different design, but it must be numbered like the rest of the team members.</p>	<p>Reference: 19.2 USAV 4.3.3</p>
<p>19.09 All of Team S's Liberos are injured and unable to play, but the re-designated Libero does not have another shirt that contrasts with the shirts worn by the rest of the team.</p>	<p>Ruling: The re-designated Libero must either change jerseys or take appropriate and reasonable action to comply with the Libero uniform rules (i.e., a bib, vest or jacket). If a bib, vest or jacket is worn by a re-designated Libero, the jersey number must be visible.</p>	<p>Reference: USAV 19.2b 19.4.2.4</p>
<p>19.10 All of Team R's Liberos are injured and unable to play and R#7 is re-designated as Libero. Team R's captain requests that R#7 be allowed to change into the jersey of an injured Libero</p>	<p>Ruling: The player who is re-designated as Libero must wear a jersey contrasting in color to other team members, but the jersey must use the same number that the re-designated Libero was assigned as a "regular" player. If no such jersey is available, a vest, bib or jacket may be worn by the re-designated Libero provided the jersey number is visible.</p>	<p>Reference: USAV 19.2b 19.4.2.4</p>

<p>19.11 A regionally-sanctioned tournament allows the Libero to serve.</p>	<p>Ruling: The Rules Testing Commission is aware that there are several regions using a rule modification that allows the Libero to serve. These regions are required to fully inform all teams involved in an event where a rule modification such as this will be used. Since USAV/FIVB rules do not allow for the Libero to serve, no interpretations shall be issued from USAV Volleyball or the USA Volleyball National Rules Interpreter on related situations. The Libero will not be allowed to serve at any USAV national tournaments, including National Qualifiers, Bid Tournaments, or National Championship events.</p>	<p>Reference: 19.3.1.2</p>
<p>19.12 While completely in the back zone, Team R's Libero makes the team's second contact of a ball that is completely above the height of the net, sending it toward the opponent's court. R4 contacts the ball before it completely crosses the vertical plane of the net.</p>	<p>Ruling: Legal play. Attack-hits involving the Libero become faults only when completed, i.e., when the ball completely passes beyond the plane of the net or is legally touched by an opponent.</p>	<p>Reference: 19.3.1.2 19.3.1.4 13.1.3</p>
<p>19.13 Team S's Libero, who is in the front zone, contacts the ball using a "beach dig" off of the palms of the hands. S3 attacks the ball while it is completely above the height of the net.</p>	<p>Ruling: Legal attack. 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 the front zone. However, S3's attack is legal because the Libero did not use an overhead finger pass. This would also be true if the Libero uses the knuckles, back, or the heel of the hand(s).</p>	<p>Reference: 19.3.1.4</p>
<p>19.14 Team R's Libero makes an overhand finger pass while lying on the court in the front zone. While the ball is completely above the height of the net, R4 attacks the ball into the block of S2.</p>	<p>Ruling: Attack-hit fault. 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 the front zone. Attack-hits involving the Libero become faults when they are considered complete, i.e., when the ball completely passes beyond the plane of the net or it is legally touched by an opponent.</p>	<p>Reference: 19.3.1.4</p>

<p>19.16 Team B's Libero has replaced B#12 and is now in position 5. Team B wins the rally and rotates to serve. The Libero is not replaced by B#12 and remains on the court in position 4. Team B serves and wins the rally. The referees then discover and correct the positional fault. B#12 replaces the Libero on the court. The Libero then immediately returns to the court to replace Team B's last server.</p>	<p>Ruling: Illegal replacement. Although there was a completed rally, a Libero was on the court illegally, and any Team B Libero must therefore sit out a rally before replacing another player.</p>	<p>Reference: 19.3.2.1</p>
<p>19.17 A Team R Libero replaces R#3 in the back row. After the Libero passes a served ball poorly, Team R replaces the Acting Libero with its second Libero</p>	<p>Ruling: Legal replacement. The coach may replace the Acting Libero with the second Libero for any reason after a completed rally at any time during the match. The second Libero becomes the Acting Libero, and the Acting Libero becomes the second Libero.</p>	<p>Reference: 19.3.2.2</p>
<p>19.19 Team B substitutes a serving specialist, B#6, for a middle blocker, B#8. After Team B loses a rally, a Team B Libero replaces B#6. When the Acting Libero's position rotates into the front row, B#8 replaces the Acting Libero.</p>	<p>Ruling: Illegal replacement. If Team B recognizes the illegal replacement and requests a substitution, #8 for #6, before the first referee authorizes service, the substitution should be allowed. If the opponents legally serve before the illegal replacement is corrected, Team B has committed a positional fault.</p>	<p>Reference: 19.3.2.2 19.3.2.9</p>
<p>19.20 The first referee notices that a Libero has not been replaced by the player whom the Libero replaced when the Libero rotates to the position 4. The replacement is made before the first referee whistles and beckons for service.</p>	<p>Ruling: Legal replacement. If a team delays in completing this replacement until after the first referee's whistle for service but completes the exchange before the contact of service, the team will be given a verbal warning for the late replacement at the end of the rally. If the team repeats this action, it would be charged with a delay sanction. NOTE: Referees must be alert to possible positional faults when a late replacement occurs.</p>	<p>Reference: 19.3.2.3 19.3.2.5 19.3.2.6</p>

<p>9.22 Before the second referee checks a team's line-up at the beginning of the second set, a Libero replaces a back row player.</p>	<p>Ruling: The starting player must be on the court at the time of the line-up check. The back row player must quickly replace the Libero. After checking the line-up, the second referee will authorize the Libero replacement. If this delays the game, a delay sanction may be assessed.</p>	<p>Reference: 19.3.1.4 19.3.2.8 24.3.1</p>
<p>9.23 Team R's Acting Libero replaces R#2 and is now in position 5. Team R wins the rally and rotates. R#2 replaces the Acting Libero. Team R then requests a substitution, #7 for #2.</p>	<p>Ruling: The Libero replacement and subsequent substitution are legal. There may only be one substitution request between two rallies. However, Libero replacements are not substitutions.</p>	<p>Reference: 19.3.2 19.3.2.8 15.3.2</p>
<p>19.24 After the first referee whistles to authorize service, but before contact of ball by the server, a Team S Libero runs onto the court to replace one of the back-row players.</p>	<p>Ruling: If the first referee determines that Team S players were not in proper position at the moment of the service hit, Team S has committed a positional fault, and a point and service are awarded to Team R. If the players were in the correct positions, the first referee should allow the rally to continue uninterrupted. After the rally, the first referee must issue a verbal warning to the team captain (provided no previous delay sanctions have been assessed to Team S during this match). However, if the replacement had been made after the service hit, the first referee would immediately whistle and indicate a positional fault by Team S.</p>	<p>Reference: 19.3.2.5</p>
<p>19.25 Team R's Acting Libero, replaces #17. The Libero becomes ill and cannot continue playing. Team R's second Libero and another player, #20, are on the bench.</p>	<p>Ruling: When a team has designated two Liberos and the Acting Libero is ill or injured, the second Libero becomes the Acting Libero. The second Libero or the player the Libero replaced, R#17, may replace the ill Acting Libero on the court. If both Liberos become ill or injured, another player may be re-designated as Libero. If re-designation occurs, it is for the remainder of the match, and the original Liberos may not re-enter the match.</p>	<p>Reference: 19.4.1.1</p>

<p>19.26 Team S designates two Liberos at the beginning of the match. One of Team S's Liberos becomes ill and cannot complete the match. Later in the match, Team S's remaining Libero replaces S#7. The Libero becomes injured and cannot continue playing. S#7 and #10, who was in the set earlier for #12, are on the bench.</p>	<p>Ruling: When a team's only Libero is injured while on the court, the injury situation must first be addressed. The player whom the Libero replaced, S#7, must return to the court for the injured Libero before any re-designation can take place. Since both of its Liberos are ill or injured, Team S may re-designate another player as Libero using any player not on the court at the time of the re-designation. This re-designation does not have to occur immediately. In this situation, only S#10 (or #12 if #10 has substituted for #12 at the time of re-designation) is eligible to be re-designated as Libero. If re-designation occurs, it is for the remainder of the match, and the original Liberos may not re-enter the match.</p>	<p>Reference: 19.4.2.1</p>
<p>19.27 Team R designates one Libero at the beginning of the match. Team R's Libero replaces R#9. The Libero becomes injured and cannot continue playing. R#9 and #13, who was in the set earlier for #14, are on the bench.</p>	<p>Ruling: When a team's only Libero is injured while on the court, the injury situation must first be addressed. The player whom the Libero replaced, R#9, must return to the court for the injured Libero before any re-designation can take place. Since its only Libero is ill or injured, Team R may re-designate another player as Libero using any player not on the court at the time of the re-designation. This re-designation does not have to occur immediately. In this situation, only R#13 (or #14 if #13 has substituted for #14 at the time of re-designation) is eligible to be re-designated as Libero. If re-designation occurs, it is for the remainder of the match, and the original Libero may not re-enter the match.</p>	<p>Reference: 19.4.2.1</p>
<p>19.28 All of a team's Liberos are ill or injured and another player is re-designated as Libero. The re-designated Libero is injured later in the match.</p>	<p>Ruling: Another re-designation may take place if there is an eligible player. There is no limit on the number of re-designations. If re-designation occurs, it is for the remainder of the match, and no previous Libero may re-enter the match.</p>	<p>Reference: 19.4.2.2</p>

<p>19.29 A team's Libero is expelled.</p>	<p>Ruling: If a Libero is expelled from the set or disqualified from the match while on the court, the Acting Libero must be replaced by the second Libero or the player whom the Libero replaced. If the Libero is on the bench at the time of the sanction, no further action is necessary. If expelled, the Libero may play in the next set. If disqualified, the Libero may not participate for the remainder of the match.</p>	<p>Reference: 19.5</p>
<p>19.30 A team's Libero is disqualified. The team's coach wants to re-designate another player as Libero.</p>	<p>Ruling: Request denied. Another player can be re-designated as Libero only if all original Liberos are ill or injured and unable to continue. If any Libero is currently expelled or has been disqualified, re-designation is not allowed.</p>	<p>Reference: 19.5</p>

Chapter Seven: Participants' Conduct

Rule 20: Requirements of Conduct

Sportsmanlike Conduct; Fair Play

<p>20.01 The Team R captain continually questions the first referee's calls and asks for an explanation as to why the call was made. The first referee responds to each request, which periodically results in a delay to the resumption of play.</p>	<p>Ruling: Participants are expected to know the "Official Volleyball Rules" and "Domestic Competition Regulations" and abide by them. The first referee should not allow such action. When it becomes apparent that such action is going to occur frequently, the first referee should warn the captain and then penalize the captain for rude conduct if the action persists.</p>	<p>Reference: 20.1.1 USAV 20.1.1 21.2.1</p>
<p>20.02 During an intense match, player R#6, a non-captain, continually gives the first referee demonstrative "illegal hit" signals when S#3 sets the ball.</p>	<p>Ruling: The action by R#6 is intended to influence the first referee's decisions and may be sanctioned with a verbal warning, or with a misconduct penalty if the action continues after R#6 is verbally warned.</p>	<p>Reference: 20.1.3 20.2.1 21.1 21.2.1</p>
<p>20.03 Team S attacks a ball which lands out of bounds on Team R's side of the net. The first referee scans the line judges and second referee to see if any are signaling that the ball was touched by a Team R player before landing out. No touch signal is being shown. R#4 approaches the first referee and admits to touching the ball while blocking.</p>	<p>Ruling: When a player admits a fault to a referee, the referee should accept this "honor call" in the spirit of fair play.</p>	<p>Reference: 20.2.1</p>
<p>20.04 Prior to each serve by Team S, Team R players yell "Serve!" The coach from Team S complains that the Team R players are trying to distract his servers.</p>	<p>Ruling: This is legal communication among teammates. If the first referee feels a team's pre-service communications are intended to distract the opposing team or server, a verbal warning may be issued to the captain.</p>	<p>Reference: 20.2.2 20.2.1 21.1</p>

Rule 21: Misconduct and Its Sanctions

Minor Misconduct; Misconduct Leading to Sanctions; Sanction Scale;
Application of Misconduct Sanctions; Misconduct Before and Between Sets;
Sanction Cards

<p>21.01 At the end of a rally in the first set, R#6 shows frustration after losing the rally by tugging on the bottom of the net.</p>	<p>Ruling: Minor unsporting acts by a team member are not subject to sanction but should be the object of a verbal warning. Any team member may receive more than one verbal warning during a match</p>	<p>Reference: 21.1</p>
<p>21.02 R#11 has been sanctioned with a penalty. Later in the same match, R#11 is guilty of minor misconduct unrelated to the penalty assessed earlier.</p>	<p>Ruling: Minor misconduct offenses are not subject to sanction. The first referee should verbally warn R#11.</p>	<p>Reference: 21.1</p>
<p>21.03 S#8 has been expelled. Later in the match, S#13 is guilty of minor misconduct.</p>	<p>Ruling: Misconduct sanctions are strictly individual sanctions, and shall not take into account previous sanctions given to other members of the same team. Therefore, the first referee may issue warnings or penalties to other team members after a teammate has been expelled or disqualified.</p>	<p>Reference: 21.1 21.4.1</p>
<p>21.04 A frustrated player kicks a ball after a rally has ended. Or, a player hits a ball well after a referee's whistle has ended a rally.</p>	<p>Ruling: The first referee must determine the severity of actions such as these and issue a warning or sanction. It is possible that a warning to the player or team is appropriate. However, if the action is dangerous to players, officials, or spectators, the first referee should judge this to be rude conduct and sanction the player with a penalty. In addition, if the referee judges the player has intentionally directed the ball toward an opponent, official, or spectator, the player may be sanctioned with disqualification for aggression.</p>	<p>Reference: 21.2 21.4.3</p>
<p>21.05 R#4 is attempting to move to a position to save a ball falling near the net. S#12 ducks under the net and yells at R#4 in such a manner that R#4 is distracted but still able to save the ball.</p>	<p>Ruling: The first referee should stop play and immediately penalize S#12 for rude conduct. Point and service to Team R.</p>	<p>Reference: 21.2.1 20.2.1</p>

<p>21.06 S#3 is attempting to save a ball falling near the boundary line when R#21 yells “Out!” S#3, thinking it was a teammate yelling, allows the ball to fall onto a boundary line.</p>	<p>Ruling: As soon as R#21 yelled, this action became rude conduct. The first referee should stop play immediately and assess a penalty to R 21. Point and service to Team S.</p>	<p>Reference: 21.2.1 20.2.1</p>
<p>21.07 S#9 makes a sensational set which completely fools Team R’s blockers. As S#4 attacks the ball, R#6 pulls down on the bottom of the net to make the referees believe S#4 is contacting the net during the attack. S#4 hits the ball to the floor of Team R’s court. The second referee observes the attempted deception.</p>	<p>Ruling: Team S should win the rally because of the net contact by R#6 which interfered with play. The second referee should whistle and indicate a net fault on R#6. The first referee should then award a point and service to Team S. It may be necessary for the second referee to explain the actions of R#6 to the first referee. The first referee should then penalize R#6 for rude conduct for attempting to mislead the referees, resulting in another point for Team S.</p>	<p>Reference: 21.2.1 21.3.2.1 11.4.4 Source: DAS – from FIVB CB #6.2</p>
<p>21.08 At the end of a rally, Team S#13, who is seated on the bench, does not like a judgment decision by the first referee and makes an insulting gesture toward the first referee.</p>	<p>Ruling: Insulting words or gestures by a team member are subject to sanction by expulsion. In the absence of a penalty area, an expelled player must remain seated on the bench, and any other expelled team member must leave the playing area, bench, and warm-up area for the remainder of the set.</p>	<p>Reference: 21.2.2 21.3.2.1 USAV 21.3.2.1</p>
<p>21.09 R#3 was disqualified from the match and was in the vicinity of the team bench picking up belongings and putting on warm-ups one minute later.</p>	<p>Ruling: As long as the team member was not creating any problems and was preparing to depart the area, the referee should ignore the team member and continue play.</p>	<p>Reference: 21.3.3.1 USAV 21.3.3.1</p>
<p>21.10 S#2 has been disqualified from the match but is standing behind the bench. Two rallies later, the first referee notices S#2 has not left the area.</p>	<p>Ruling: The first referee should call the team captain to the stand and remind the captain of the requirement for S#2 to depart the Competition Control Area, which includes the playing area, bench, warm-up area, and spectator area. The captain should be given an additional short time to have S#2 depart or a default of the match will be declared.</p>	<p>Reference: 21.3.3.1 USAV 21.3.3.1</p>

<p>21.11 R#6 uses insulting language toward an opponent. R#6 has not received any previous verbal warnings or sanctions in the match.</p>	<p>Ruling: The referees should normally try to prevent teams and players from reaching the sanctioning level. However, should a clear case of offensive conduct be committed, the first referee must expel the player without regard to previous sanctions.</p>	<p>Reference: 21.3.2.2 21.4.3</p>
<p>21.12 As teams change courts between sets, S#5 makes an unsporting remark to R#3. R#3 then uses profanity toward S#5. After the set interval, both players return to the court with their teams.</p>	<p>Ruling: Unsporting conduct between sets is penalized at the beginning of the next set. When opponents are issued a penalty sanction for simultaneous unsporting acts, the serving team player is penalized first, followed by the receiving team player. In this case, the second referee should verify the line-ups as usual. Then, the penalty to S#5 is assessed resulting in a point and service to Team R. Team R will rotate one position, and then the penalty for R#3 will be assessed. Team S will be awarded a point and service, and the Team S player listed in position 2 on the line-up sheet will be the first server of the set with a score of 1-1.</p>	<p>Reference: 21.5 21.2.1 21.3.1</p>

SECTION II – THE REFEREES, THEIR RESPONSIBILITIES AND OFFICIAL HAND SIGNALS

Chapter Eight: Referees

Rule 22: Refereeing Corps and Procedures

Composition; Procedures

<p>22.01 At a junior tournament, the coach of the team assigned to provide a second referee, two line judges, a scorer and an assistant scorer for the match wants to allow players time to eat and does not want to provide an assistant scorer for the match.</p>	<p>Ruling: An assistant scorer is compulsory for all matches. It is also recommended that someone other than the scorer or assistant scorer operate the visual scoreboard.</p>	<p>Reference: USAV 22.1 USAV 26.2.2.4</p>
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Rule 23: First Referee

Location; Authority; Responsibilities

<p>23.01 During a match, a line judge repeatedly makes incorrect calls and uses improper mechanics which confuse the teams and the other officials.</p>	<p>Ruling: The first referee must have a thorough pre-match discussion with the line judges to ensure that they are familiar with proper mechanics and procedures. If a line judge does not perform his/her functions properly, especially after thorough instructions, the line judge (or any member of the officiating crew) may be replaced provided a suitable replacement is available.</p>	<p>Reference: 23.2.1</p>
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<p>23.03 The first referee identifies a position fault by the receiving team while scanning the court prior to the beckon for service.</p>	<p>Ruling: This is a call that should be the sole responsibility of the second referee. If there is significant concern by the first referee that the second referee is not identifying the positional fault, the first referee should attempt to discreetly inform the second referee of the fault. After attempting to communicate the fault to the second referee, and if the second referee does not whistle the fault, the first referee may make this call.. This should be a “last resort” option and should be included in the referees’ pre-match discussion.</p>	<p>Reference: 23.2.1 24.3.2.2</p>
<p>23.04 S3 attacks a ball. R2, who is near the net, jumps but is not reaching higher than the net at the time of contact with the ball. R1 passes the ball to R2, who sets the ball to R4. R4 attacks the ball to the floor of Team S’s court. The first referee awards a point and service to Team S and signals four hits on Team R. The Team R captain questions the first referee’s decision. The first referee explains that since R2 was not reaching higher than the top of the net when contacting the ball, that contact was the first team hit. The captain disagrees with the explanation and lodges a protest, stating that since R2 jumped, the contact was a block, regardless of whether R2 was reaching higher than the top of the net.</p>	<p>Ruling: Although the first referee has correctly explained the rule, the captain is protesting a rule interpretation, not the first referee’s judgment. The first referee must accept this protest, regardless of the degree of confidence in predicting the resulting ruling.</p>	<p>Reference: USAV 23.2.4</p>

<p>23.05 Prior to authorizing the serve, the first referee notices that a videographer has set up a camera on a tripod in the free zone in the corner of the court.</p>	<p>Ruling: The first referee is responsible for determining before and during the match whether the playing area equipment and the conditions meet playing requirements. Both referees should frequently survey the court to make sure the playing area and the area surrounding it is safe and free of obstructions including ball bags, player equipment, spectator belongings, trash, etc. This should be done during warm-ups, before the match, during time-outs and the intervals between sets, and between rallies.</p>	<p>Reference: 23.2.5</p>
<p>23.06 After the match, the first referee reviews the scoresheet.</p>	<p>Ruling: At the end of the match, some of the things the first referee is responsible for are: assisting the scorer in obtaining the captains' (coaches' in junior competition) signatures, reviewing the scoresheet for accuracy, verifying the results, and finally, signing the scoresheet.</p>	<p>Reference: 23.3.3</p>

Rule 24: Second Referee

Location; Authority; Responsibilities

<p>24.01 The second referee, who is positioned on the receiving team's side of the court in preparation for the next rally, looks through the net and notices two front-row players on the serving team are out of position.</p>	<p>Ruling: The second referee may only whistle and signal a positional fault on the receiving team. In this case, the second referee may offer a discreet signal to assist the first referee prior to contact of the serve. Prior to the match, the referees should discuss the technique that each referee will use to notify the other referee of a positional fault by the opposing team.</p>	<p>Reference: 24.2.2 24.3.2.2</p>
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<p>24.02 During a match, the second referee notices that the scorer has made numerous errors while recording information. These errors have made the scoresheet inaccurate.</p>	<p>Ruling: Although the second referee has primary communication with the scorer, any concerns with the scorer’s ability to record match information should be reported to the first referee. The second referee may recommend that the scorer be replaced. Prior to the match, the first and second referee should ensure that the scorer has been properly instructed in the use of the USAV scoresheet. This will reduce the likelihood of errors during the match. Also, the second referee should maintain consistent communication with the scorer during the course of the match in order to quickly identify any scoring concerns.</p>	<p>Reference: 24.2.3</p>
<p>24.06 During a rally, the second referee determines that S5 participated in a collective block with S2.</p>	<p>Ruling: The first and second referees share responsibility for determining the blocking faults of back-row players. The second referee may whistle this fault if certain a fault has occurred. The second referee should discreetly signal the fault to the first referee; but the second referee should also be prepared to whistle this violation if the first referee does not recognize the fault or notice the second referee's assistance. This should be included in the referees’ pre-match discussion.</p>	<p>Reference: 24.3.2.4 USAV 24.3.2.4</p>
<p>24.07 The second referee is certain that S6 has committed an attack-hit fault.</p>	<p>Ruling: The first and second referees share responsibility for determining the attack-hit faults of back-row players. The second referee may whistle this fault if certain a fault has occurred. The second referee should discreetly signal the fault to the first referee; but, the second referee should also be prepared to whistle this violation if the first referee does not recognize the fault or notice the second referee’s assistance. This should be included in the referees’ pre-match discussion.</p>	<p>Reference: USAV 24.3.2.4</p>

<p>24.08 A player attempts to make a “pancake” save on a ball near the floor. The second referee is watching the play and is certain that the ball contacts the floor.</p>	<p>Ruling: Although the second referee is authorized to whistle when the first referee is not in position to see the contact of the ball with the floor, the preferred technique is to assist the first referee with this call. The second referee should step to the side of the court where the ball contacted the court, maintain a position visible to the first referee, and signal “in”. It may be necessary to take another step and repeat the signal again. If the first referee still does not recognize the assistance, the second referee should whistle the fault. This should be included in the referees’ pre-match discussion.</p>	<p>Reference: 24.3.2.6</p> <p>Techniques, Mechanics, & Procedures: 20e</p>
<p>24.09 A third team hit a) touches, b) crosses over, or c) crosses completely outside the antenna on the second referee’s side of the court.</p>	<p>Ruling: In all cases (a, b and c), the second referee should immediately whistle, step to the offending team’s side of the net, and then signal “out”. There is no need to further clarify the signal by pointing to the antenna. The nature of the play suggests that if a referee whistles and signals “out” while the ball is otherwise still in play, the antenna must be the nature of the fault. It may be necessary to indicate the player that hit the ball into the antenna before the first referee awards point and service to the appropriate team.</p>	<p>Reference: 24.3.2.7</p> <p>Techniques, Mechanics, & Procedures: 24</p>
<p>24.10 During a rally, a team’s third hit completely crosses the net outside the antenna behind the first referee</p>	<p>Ruling: Each referee is responsible for whistling and signaling a ball that has crossed the net totally or partially outside the crossing space on the referee’s side of the court. In this case, the second referee may assist the first referee, if requested, by discreetly signaling “out” to the first referee. The first referee should turn on the stand in order to view a ball that may cross the net outside the crossing space, or to view the legality of the contact with the ball.</p>	<p>Reference: 24.3.2.7</p>

<p>24.11 After the match, the second referee reviews the scoresheet.</p>	<p>Ruling: At the end of the match, some of the things the second referee is responsible for are: assisting the scorer in obtaining the captains' (coaches' in junior competition) signatures, reviewing the scoresheet for accuracy, and verifying the results. The second referee does not sign the scoresheet.</p>	<p>Reference: USAV 24.3.3</p>
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Rule 25: Scorer

Location; Responsibilities

<p>25.01 The scorer does not list the lineup for Team S correctly on the scoresheet at the start of the set. After the third rotation, the scorer notifies the second referee of a wrong server. A check of the signed lineup sheet reveals that the correct server had served.</p>	<p>Ruling: Since this was a scoring error, the error on the scoresheet must be corrected to agree with the line-up submitted by the coach. There is no penalty or loss of rally assessed to Team S due to the scorer's error.</p>	<p>Reference: 25.2.1.2</p>
<p>25.02 At the start of each set, the second referee requests that the scorer visually confirm that the correct six players are on the court for each team while the second referee verifies their starting positions.</p>	<p>Ruling: This "double check" by the scorer is recommended to ensure that the correct players are on the court for each team.</p>	<p>Reference: 25.2.2.2</p>
<p>25.03 As the match progresses, the scorer verifies substitutions against the roster.</p>	<p>Ruling: When rosters are available, the scorer should confirm the legality of each substitute entering the match by verifying that the substitute's number is listed on that team's roster. This needs to be done only once for each substitute.</p>	<p>Reference: 25.2.2.3</p> <p>Instructions for Use of the Scoresheets</p> <p>National Championship Procedures</p>
<p>25.04 The scorer sounds an audible device to indicate a rotational fault to the referees.</p>	<p>Ruling: The scorer may use an audible device, or may verbally notify the second referee of a rotational fault after the ball has been contacted for service by the incorrect server.</p>	<p>Reference: 25.2 USAV 22.2.1</p>

Rule 26: Assistant Scorer

Location; Responsibilities

<p>26.01 The assistant scorer records Libero replacements on the Libero Control sheet.</p>	<p>Ruling: The Liberos' uniform numbers are recorded on the Libero Control sheet next to the team name for each set. However, the letter "L" is used to denote the Libero used by the team first in the match in the tracking section of the sheet, and the letter "R" is used to denote the second Libero.</p>	<p>Reference: 26.2.2.1</p> <p>Instructions for Use of the Scoresheets</p>
<p>26.02 The assistant scorer records substitutions on the Libero Control sheet.</p>	<p>Ruling: The assistant scorer records team substitutions as well as Libero replacements. On the Libero Control sheet, the player number before and after the "L", "R", or series of alternating "L"s and "R"s must always be the same; therefore, substitutions must also be recorded. The recording of substitutions also confirms the information on the scoresheet.</p>	<p>Reference: USAV 26.2.2.1</p> <p>Instructions for Use of the Scoresheets</p>
<p>26.03 A team makes an illegal Libero replacement.</p>	<p>Ruling: When an illegal Libero replacement has occurred, the assistant scorer should wait until the contact of the next serve and then immediately notify the second referee. This may be done with an audible device. The second referee will whistle a positional fault against the team.</p>	<p>Reference: 26.2.2.2</p> <p>Instructions for Use of the Scoresheets</p> <p>Techniques, Mechanics, & Procedures: 27</p>

Rule 27: Line Judges

Location; Responsibilities

<p>27.01 Team S's third team hit touches the top of the net near a Team R blocker's hands and rebounds back to the Team S side of the court, landing out of bounds.</p>	<p>Ruling: The ball landed "out," and the line judge responsible for that line must indicate "out" when the ball touches the floor. The decision whether a ball that returns to the attacking team's court has been touched by the opponent (i.e., a possible "four hits" situation) is the sole responsibility of the first referee with the second referee's assistance. The referee should include this situation in the pre-match briefing with the line judges.</p>	<p>Reference: 17.2.1.1</p>
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<p>27.02 A line judge determines that the ball touches an overhead obstruction above a non-playing area.</p>	<p>Ruling: Although not specifically included in a line judge’s responsibilities, the first referee may instruct the line judges during the pre-match briefing to assist by signaling “out” when the ball contacts objects that are out of play.</p>	<p>Reference: 17.2.1.3</p>
<p>27.03 Upon contact of the serve, the line judge determines that a player on the receiving team is standing with one foot just across the sideline touching the floor outside the court.</p>	<p>Ruling: The first referee should properly instruct the line judges and include specific clarifications for determining this fault during the pre-match briefing. The line judge must be absolutely certain the player was indeed touching the court outside the sideline (or other boundary line) at the moment the ball was contacted by the server.</p>	<p>Reference: 27.2.1.4</p>
<p>27.04 A server stands near the left side line just outside the service zone hash mark to prepare for service. The line judge steps behind the server. After the beckon for service, the line judge determines that the server was still contacting the floor outside the service zone when the ball was served.</p>	<p>Ruling: The first referee should properly instruct the line judges and include specific clarifications for determining this fault during the pre-match briefing. The line judge must be absolutely certain the player was clearly touching the floor outside the service zone before indicating this fault.</p>	<p>Reference: 27.2.1.5</p>
<p>27.06 The line judge notices a player touch the antenna while attempting to block a ball.</p>	<p>Ruling: Any decision regarding contact with the antenna by a player is made by the referees. This decision is not a responsibility of the line judge.</p>	<p>Reference: USAV 27.2.1.6</p>
<p>27.07 The line judge anticipates that a ball may cross over the antenna and moves away from a corner position to get the best possible view of this play.</p>	<p>Ruling: Line judges are encouraged to position themselves appropriately in order to offer accurate information to the referees for each play.</p>	<p>Reference: 27.2.1.7</p>
<p>27.08 During a time-out, team members are warming up in the free zone beyond the end line. The line judge moves to the intersection of the attack line and sideline on the first referee’s side of the court.</p>	<p>Ruling: During time-outs, the line judges stand at the mid-points of the end lines. A line judge may move a short distance to ensure there is no interference with this warm-up activity.</p>	<p>Reference: Techniques, Mechanics, & Procedures: 28</p>

<p>27.09 The server is positioned about 1 m (6') from the left sideline in the service zone.</p>	<p>Ruling: When a player chooses to serve from an area 1 to 2 m (3'3" to 6'6") from the left sideline extension, the line judge on that corner should step behind the server, in line with the sideline extension, in order to view the ball landing in the opponent's court near that sideline. After the contact of the serve, the line judge should quickly return to the corner position to be ready for the next play. The first referee assumes responsibility for any service foot fault.</p>	<p>Reference: Techniques, Mechanics, & Procedures: 29</p>
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