

SUMMARY COMPARISON – NCAA/USAV/NFHS VOLLEYBALL RULE DIFFERENCE 2005

NOTE: The interpretations below are based on the following assumptions:

- **No NAIA or NJCAA modifications for NCAA**
- **No libero or other experimental rules for NFHS (Note: libero rules will be universally adopted by NFHS in 2006)**

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1. Playing surface	Court & 2 m surrounding must be flat & smooth. Additional playing area may have change of surface up to ½", as long as both surfaces are safe.	Entire playing surface must be flat and uniform.	There must be at least 6 to 10 feet of unobstructed space outside the boundary lines.
2. Extended attack lines	<u>Recommended now, required in 2006.</u>	<u>Required for nationally sanctioned competitions, optional for other competitions.</u>	Not addressed.
3. <u>Penalty area</u>	Not used.	<u>Recommended – 1x1 meter area beyond the end line outside the playable area, with two chairs.</u>	Not used.
4. Temperature	No minimum or maximum temperature specified.	Minimum temperature of 10 degrees Centigrade (50 degrees F.)	Not addressed.
5. Lighting	Specifications per Illuminating Engineering Society of North America.	300 lux (27.9 foot candles) required.	Not addressed.
6. Media Placement	Equipment and personnel cannot be in front of benches or in the front zone on the bench side. In other areas, must be within 1 meter of the barrier limiting the playable area.	Not specifically addressed, but 2 meters of free space surrounding the court are required.	Not specifically addressed, but 6 feet of free space surrounding the court are required.
7. <i>Recommended</i> overhead clearance	12.5 meters (41 ft.).	7 meters (23 feet).	23 feet (7 meters).
8. Ceiling (over playable area)/ Obstructions	Ball in play above 4.5m; judgment replay below 4.5m.	Ball in play above 4.5m; judgment replay below 4.5m.	In play.
9. Backboards	Ruled same as ceiling.	Ruled same as ceiling.	Judgment replay for vertical backboard.
10. Service zone	Required to have 2 meters of depth beyond the end line, with no allowance for extending this area onto the court.	If 2 meters of depth is not possible beyond end line, a line is placed within the court boundaries to indicate the required 2 m.	If 6 ft. (2 m.) of depth is not possible beyond end line, a line is placed within the court boundaries to indicate the required 6 ft.
11. Warm-up area	The warm-up area begins at end line.	The warm-up area starts at the end of the team bench.	The warm-up area must be in a non-playable area (for example, behind bench).
12. Restrictions to play	Ball over a non-playable area must be played while touching playable surface.	<u>Ball may be retrieved from beyond the free zone when the surface change is ½" or</u>	Ball over a non-playable area must be played while touching playable surface.

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		<u>less and the area is free of obstructions.</u>	
13. Exposed cable	Covered.	Clearly identified, padded.	Covered.
14. Band at top of net	May be 2" to 3 1/8 "	2"	2"
15. Net sleeves	Allowed on top of net only, if secured in such a way that net height and play are not affected.	Not specifically addressed by rule.	Not prohibited by rules.
16. Net Markings	Advertising allowed on top tape, bottom tape, and/or tape outside antenna.	Not specifically addressed by rule.	Not Permitted.
17. Net posts	Recommended distance from sideline is 1 meter.	Distance from sideline is .5 meter to 1 meter (20" to 39").	Distance from sideline is 3 feet (1 meter) minimum.
18. Ball characteristics	Surface must be a uniform, light color or a combination of colors with at least one-third of surface white or light.	Surface must be uniform, light color or combination of colors.	Surface must be white, with NFHS Authenticating Mark.
19. Limit to Team Members	No limit to the number of players on a team, or the number of coaches/staff.	Limited to 15 players and 5 coach/staff.	No limit to the number of players on a team, or the number of coaches/staff.
20. Captain designation	One player must be designated as captain on the lineup sheet for each game. That player remains captain unless she leaves the game.	One team member (not the Libero) must be designated as team captain on the roster, and is captain anytime that player is on the court. If the team captain is not on the starting lineup, another player must be designated to serve as the game captain anytime the team captain is not on the court.	One player must be designated as captain on the lineup sheet for each game. That player remains captain unless she leaves the game.
21. Non-Disruptive Coaching – Ball Out of Play	<ul style="list-style-type: none"> No restriction on coach's location while on bench. Coach may address referee to clarify ruling or confirm TO/sub information, but may not enter the substitution zone to discuss a judgment decision. Coach must not remain in substitution zone during play after a rule clarification. 	<ul style="list-style-type: none"> <u>If seated, coach is required to sit on bench nearest the scorekeeper.</u> Coach may stand or walk within free zone in front of team bench without disrupting the match. 	May stand at the bench in front of seat to greet a replaced player, request a timeout or substitution or spontaneously respond to play by their own team.
22. Non-Disruptive Coaching- Ball In Play	Coach may stand directly in front of bench or in warm-up area.	Coach may stand during play.	Coach must remain seated.
23. Designated coaches	All coaches must be designated on the lineup sheet for game one. Any designated coach may request interruptions and instruct players.	A head coach must be designated. Only the head coach may request interruptions.	Not addressed.

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24. Number of Players	Must have at least 6 players to start match; must have at least 6 eligible players to continue play.	Must have at least 6 players to start match; must have at least 6 eligible players to continue play.	Must have 6 players to start match; may continue with less than 6 players due to injury, illness or disqualification.
25. Individual Sanctions – Referee Technique	<ul style="list-style-type: none"> • Warning – Yellow card held in one hand. • Penalty – Red card held in one hand. • Expulsion – Red & yellow cards held in one hand. • Disqualification – Red & yellow cards held in separate hands. 	<ul style="list-style-type: none"> • Warning – No card shown – verbal or hand communication only (not recorded on scoresheet). • Penalty – Yellow card. • Expulsion – Red card. • Disqualification – Red & yellow cards held together. 	<ul style="list-style-type: none"> • Warning – Yellow card held in one hand. • Penalty – Red card held in one hand. • Disqualification (from match) – Red & yellow cards held in separate hands. • Forfeit. • (May be modified by state association.)
26. Expulsion & Disqualification	<ul style="list-style-type: none"> • Both will also result in penalty point for the opponent, who then serves next. • Expelled players remain seated on bench for remainder of game; expelled coaches leave the player & spectator areas. • Disqualified team members must leave team and spectator areas for the remainder of the current match and the entire next match. 	<ul style="list-style-type: none"> • No penalty point assessed. • If a penalty area is available, expelled team members must remain seated there for remainder of set. If no penalty area is available, expelled players or substitutes <u>remain seated on bench</u> for remainder of set. Other expelled team members must leave playing, bench and warm-up area. • Disqualified team members must leave playing, bench, warm-up and spectator areas for the remainder of the current match. 	<ul style="list-style-type: none"> • Penalty point results from disqualification. • Disqualified player will leave team bench for remainder of match if supervision available. Disqualified adult will leave premises.
27. Using Red & Yellow Cards	Used only by R1.	Used only by R1.	Carried by both officials; umpire uses cards to signal need for sanction to referee.
28. Improper Request Technique	Without card, hold palm of one hand against the opposite wrist.	“Wave off” request with one hand/arm.	N/A
29. Team Sanctions (Unnecessary delay)	<ul style="list-style-type: none"> • Team Delay Warning– yellow card held against opposite wrist. • Team Delay Penalty – red card held against opposite wrist. 	<ul style="list-style-type: none"> • Team Delay Warning – No card displayed; one hand held against opposite wrist. • Team Delay Penalty – yellow card held against opposite wrist. 	Timeout charged; if team has used both timeouts, a loss of rally results.
30. Duration of Sanctions	For the game.	For the match.	For the match.
31. Sanction Procedures	<ul style="list-style-type: none"> • When a player on court receives sanction, the captain will come to the stand to acknowledge the sanction. • When a team member on bench is sanctioned, or a team delay sanction is assessed, the second referee will 	<ul style="list-style-type: none"> • <u>A player on court who receives a sanction will come to the referee stand to acknowledge the sanction.</u> • <u>When a team member on bench is sanctioned, the game captain will come to the referee stand and the first referee</u> 	Hold card(s) in the hand on the offending team’s side, head high. Verbalize to umpire who is receiving card. Umpire verifies that scorer records information.

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	<p>immediately & clearly inform a coach.</p> <ul style="list-style-type: none"> When an improper request is assessed, the second referee will inform a coach at the end of the rally. 	<p><u>will explain the sanction. The captain communicates the information to that team member, who will acknowledge the sanction with a raised hand.</u></p> <ul style="list-style-type: none"> <u>When a team delay sanction is assessed, the captain will come to the referee stand and the first referee will explain the sanction. The captain or second referee will inform the head coach if needed.</u> <u>When an improper request is assessed, the second referee will inform the head coach (or the first referee will inform the captain) at the first opportunity without delaying the match.</u> 	
32. Uniforms	All players except the libero must be dressed identically. If more than one player wears a particular article of clothing as an exposed undergarment, all must be identical.	All players except the libero must be dressed similarly. If more than one player wears exposed undergarment, they must be similar.	All players must be in like-colored uniforms. If exposed undergarments are worn, all must match the predominant color of the uniform. Only compression shorts are legal as exposed undergarments on the lower body.
33. Uniform Sleeve Length	Uniforms must have identical sleeve length.	Short sleeve and long sleeve jerseys are considered identical.	Differing sleeve lengths allowed.
34. Uniform Logo Specifications	Logos permitted. Size restrictions are according to NCAA guidelines [see Rule 7-1-3].	Logos permitted. Size restrictions are not addressed.	State Association approved American flag or memorial patch may be worn (max 2" x 3"). Single manufacturer's logo permitted on each piece of uniform (< 2 1/4" square).
35. Logos and Lettering on Uniforms	Not considered when determining legality of uniforms.	Not considered when determining legality of uniforms provided logo is no larger than 2 ¼ square inches.	Not considered when determining legality of uniforms.
36. Illegal Uniforms	Not allowed to play.	Not allowed to play.	Not allowed to play until corrected. Attempting to enter or entering in illegal uniforms results in unnecessary delay.
37. Uniform "Adornment" Restrictions	Not addressed; safety of participants is paramount.	Not addressed; safety of participants is paramount.	Uniforms must be free of all hard and unyielding items like buttons, zippers, snaps, etc. Body paint or glitter prohibited.
38. Libero Uniform	<ul style="list-style-type: none"> The libero's shorts must be identical to teammates. Libero may wear a bib or vest to differentiate from teammates, but libero's shirt must always display a visible number. 	<ul style="list-style-type: none"> The libero's shorts may differ from teammates. <u>Only a re-designated Libero may wear a bib or vest. Libero's shirt must always display a visible number.</u> 	Not applicable. (Note: libero rules will be adopted by NFHS in 2006-07 season.)

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39. Player Equipment	<ul style="list-style-type: none"> Splints/braces allowed on hands/arms if padded. Barrettes allowed. 	<ul style="list-style-type: none"> Splints/braces allowed on hands/arms if padded. Barrettes allowed. 	<ul style="list-style-type: none"> Splints/braces not allowed on forearm. Barrettes not allowed – only soft hair devices worn to control hair.
40. Number Placement on Uniform Front	Must be either centered on upper body (upper chest, center chest, or high stomach area) or on either shoulder, no more than 5" down from shoulder seam.	Either centered, or the top of the number no more than 5" down from shoulder seam and 3" from midline of the jersey. <u>As of Nov. 1, 2007, numbers must be centered on the front of the jersey.</u>	Either on shoulder, no more than 5" from shoulder seam, or centered no more than 2" below neckline opening or no more than 2" below bottom edge of neckline ribbing.
41. Jewelry During Play	Not allowed (exception – medical/religious identification may be removed from chain and taped or sewn under the uniform); team delay.	Not allowed (exceptions –medical/religious identification may be removed from chain and taped or sewn under the uniform, and for adult competition, a flat band ring may be worn on a finger); team delay.	Not allowed (exception - legal medical or religious identification may be removed from chain and taped under the uniform); unnecessary delay (TO).
42. Jewelry During Warm-ups	Preventive officiating recommended first. If warm-up is interrupted to remove, team delay.	Not addressed, but referees are responsible for safety of participants during warm-up period and should ask players to remove jewelry.	Not allowed – preventive officiating recommended.
43. Blood on Uniform	Allow reasonable time to change uniform; no duplicate numbers in same game, but other number/roster changes allowed.	Allow reasonable time to change uniform; no duplicate numbers in same game, but other number/roster changes allowed.	Treat as injured player.
44. Scoring System	<ul style="list-style-type: none"> Rally scoring used in all games of the match. Non-deciding games played to at least 30 points (win by 2). Deciding games will be played to at least 15 points (win by 2). 	<ul style="list-style-type: none"> Rally scoring used in all games of the match. Non-deciding games played to at least 25 points (win by 2). Deciding games will be played to at least 15 points (win by 2). 	<ul style="list-style-type: none"> Rally scoring used in all games of the match. Non-deciding games played to at least 25 points (win by 2). Deciding games will be played to at least 15 points (win by 2).
45. When Game Officially Ends & Interval Between Games Begins	When the first referee signals change of sides to the teams (or, before a deciding game, when captains are released after coin toss).	When the first referee signals "end of set".	When referee signals teams to the appropriate benches.
46. Pre-match Warm-up	<ul style="list-style-type: none"> Warm-up protocols are defined by rule, including availability of court 1 hour prior to match time. When both teams are on court, all warm-up activities must be on the team's own playing area. When one team has exclusive use of the court, the other team must remain <u>off of the playable surface or at their bench.</u> Neither shared hitting nor shared serving are allowed. 	<ul style="list-style-type: none"> First referee has primary responsibility for controlling the teams' warm-ups, however, both referees should monitor the warm-up period for safety. Neither shared hitting nor shared serving are prohibited by rule. Ten minutes of warm-up is recommended and can be used as shared time or separated. 	Not addressed in rules, but "Points of Emphasis" section states the importance of adequate warm-up according to the sport to be performed, the level of play and the condition of competition.

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47. Warm-up Between Games	Neither hitting nor serving is allowed between games. Players may use balls on their own side of the playing area only.	Players may warm-up with balls only in their own free zone.	Neither hitting nor serving is allowed between games. Players may use balls on their own side of the playing area only.
48. Pre-match Conference	Coach may attend.	Coach may attend.	The head coach and captain must attend.
49. Coin Toss	One captain calls toss at pre-match conference; the other captain calls toss for deciding game.	One captain calls toss at pre-match conference; the other captain calls toss for deciding game.	Visiting captain calls coin toss at pre-match conference; home captain calls toss for deciding game.
50. Coin Toss/Choice of Playing Area	Home team designates playing area for first game one-hour prior to match. Pre-match coin toss is for serve/receive only.	Coin toss is for serve/receive or choice of playing area.	Home team selects playing area/bench for game #1 upon entering the facility. Pre-match coin toss is for serve/receive only.
51. Ball Handling During Timeout	Allowed off-court.	Not allowed.	Not allowed.
52. Switch Courts in Deciding Game	YES.	YES.	Teams do not switch sides.
53. Teams to End line at End of Games	<ul style="list-style-type: none"> Teams do not go to the end line at the end of game. Before deciding game, players on court are released to benches during coin flip. Court change, if necessary occurs near score table. Teams do go to end line at end of match. Teams do not go to end line before changing courts in the middle of the deciding game. 	<ul style="list-style-type: none"> Teams do not go to end line at the end of each game. Before deciding game, players on court are released to benches during coin flip. Court change, if necessary occurs near score table. Teams do go to end line at end of match Teams do not go to end line before changing courts in the middle of the deciding game. 	<ul style="list-style-type: none"> Teams go to end line at the end of all games, and then players on the court are directed to change courts (or to bench if deciding game coin flip results in no court change). Before deciding game, players remain on end line until coin flip completed. Teams do not change courts in middle of the deciding game.
54. Line Ups Due for First Game	Line-ups for both teams are due at the end of all timed warm-up periods on the court. If used, libero number must be marked on line-up sheet for each game.	Two minutes before start of match. If used, Libero number must be marked on line-up sheet for each game.	Two minutes prior to end of timed warm-up (in floor positions players will occupy at start of game).
55. Change in Line Up After Submitted	By substitution.	By substitution.	Not allowed (may substitute only for injury or illness).
56. Rosters	No roster is used. Designated coaches must be listed on line-up sheet for game one.	All team members, including managers, trainers, etc. are listed on roster. Players not listed on the roster cannot play.	Players can be added to the roster, but a loss of rally results.
57. Roster changes	No roster is used.	After roster is submitted, uniform number is correctable with team delay penalty (TYC). No player changes allowed.	Roster violation or additions result in a loss of rally (penalty point)
58. Rosters due	No roster is used.	Ten minutes prior to start of match.	Ten minutes prior to end of timed warm-up.
59. Third timeout request	Sanctioned with a team delay.	Improper request unless the timeout is	Unnecessary delay if honored.

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		granted in error, then a team delay results.	
60. Length of Timeouts	60 seconds. Warning whistle is blown 15 seconds before end of timeout period.	30 seconds. No warning whistle is blown before end of timeout period.	60 sec. Warning whistle is blown 15 seconds before end of timeout period.
61. Water During Timeout	No location restriction; must be cleaned up by end of 60 seconds.	Clean up must not delay resumption of game.	Unnecessary delay is called when the cleaning up of liquid or other substances causes a delay in resumption of play.
62. Timeout Ends Early	Yes, if both teams are ready to play.	No.	Yes, if both teams are ready to play.
63. Requesting a Timeout, Substitution, or Line-Up Check	<ul style="list-style-type: none"> Designated coach(es) or captain may make request. Coach(es) must be near the substitution zone to make request. Not allowed between authorization of the service and the end of the next rally. Allowed if play is stopped for safety after service contact. 	<ul style="list-style-type: none"> Head coach or captain may make request. Head coach must be in the bench area to make request. Not allowed between authorization of the service and the end of the next rally. Allowed if play is stopped for safety after service contact. 	<ul style="list-style-type: none"> Playing captain may request timeout or line-up check for own team from umpire. Coach may request timeout, substitution, or line-up check verbally or with appropriate hand signal. Allowed if play is stopped for safety after authorization but before service contact.
64. Teams Required to Leave Courts During Timeouts	No. During a timeout, all team members may go anywhere in the facility except in the opponent's team area.	No. Coach may not enter court. However, referees may direct teams to benches for administrative purposes.	No. Coach may enter court. Teams may confer with their coaches only on the court or at their team bench area.
65. Number of Substitutes	<u>15</u> team substitutions with unlimited entries per player. Libero rule applies.	12 team substitutions with unlimited entries per player. Libero rule applies.	18 team substitutions with unlimited entries per player. No libero player allowed unless by state association adoption. Libero rules will be universally adopted in 2006-07 season.
66. Authorization of substitutes' entry	Second referee will authorize entry by signal from near the score table.	Second referee will authorize entry by signal from near the score table.	Umpire will authorize entry by signal from near the score table.
67. Multiple Substitution Requests	The coach is not required to indicate that multiple substitutions are being requested, but any significant delay in the approach of subsequent substitutions will be denied.	Coach is not required to indicate that multiple substitutions are being requested, but any significant delay in the approach of subsequent substitutions will be denied.	No requirement to indicate that multiple substitutions are desired, but substitutes from the same team must report at the same time.
68. Multiple Substitution Procedure	All incoming substitutes may enter the substitution zone at one time.	Only one incoming substitute can be in the substitution zone at a time.	All incoming substitutes may enter the substitution zone at one time.
69. Exceptional Substitution	Counts as a team substitution if fewer than <u>15</u> have been used.	Does NOT count as a team substitution.	Counts as a team substitution if fewer than 18 have been used.
70. Libero as captain.	Allowed.	Not allowed.	Not applicable.
71. Restrictions to libero playing actions	Libero may serve in one rotation in a game.	Libero may not serve.	Not applicable.
72. Libero replacements	A rally must take place between two libero replacements unless the next action the	A rally must always take place between two libero replacements.	Not applicable.

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	libero will take is to serve.		
73. Incorrect libero replacement	<ul style="list-style-type: none"> • Can be corrected by the team prior to the next service contact without fault. • If officials get involved with correction, a team delay is charged. • If play begins (service contact) with incorrect replacement, a position fault occurs. 	<ul style="list-style-type: none"> • Can be corrected by the team prior to the next service contact without fault. • Officials do not correct errors, even if recognized prior to next service contact. • If play begins (service contact) with incorrect replacement, a position fault occurs. 	Not applicable.
74. Redesignation of injured libero	When the libero is injured and another player is redesignated as libero, the injured libero cannot play in the remainder of that game.	<u>When the Libero is injured and another player is redesignated as Libero, the injured libero cannot play in the remainder of the match.</u>	Not applicable.
75. Substitution requests in conjunction with timeouts	A substitution request may be followed immediately by a timeout request. Any number of substitution requests may be made during a timeout; an additional request may be made at the end of the timeout.	Only one substitution request can be made in each game interruption (dead ball), even if a timeout is granted.	Only one substitution request can be made in each dead ball period, even if a timeout is granted.
76. Substitutions Protocol During Timeouts	Coach or captain can report number to R2. Substitution procedure is followed at end of timeout.	Coach or captain can report number to R2. Substitution procedure is followed at end of timeout.	Coach or substitute can report the numbers to the umpire. Players may exchange during timeout.
77. Illegal Substitutes	Team delay (TYC).	Team delay (TYC).	Unnecessary delay (TO).
78. Notification of number of team substitutions	Scorekeeper informs second referee who then notifies coach when <u>12th - 15th</u> substitutions are used.	Scorekeeper informs second referee who then notifies coach when <u>10th - 12th</u> substitutions are used.	Scorekeeper informs umpire when <u>15th - 18th</u> substitutions are used.
79. Toss for Service	<ul style="list-style-type: none"> • One toss for service after the service is authorized. • Ball must be tossed/released before contact • Time allowed for service contact – eight seconds. 	<ul style="list-style-type: none"> • One toss for service after the service is authorized. • Ball must be tossed or released before contact. • Time allowed for service contact – eight seconds. • Exceptions - 14 and under divisions & regional development divisions – two tosses and 5 sec. allowed after each beckon 	<ul style="list-style-type: none"> • After the ball is released for service, it may be caught or allowed to drop to the floor to get a re-serve. • Only one re-serve per player per term of service. • Ball does not need to be tossed/released before contact. • Time allowed for service (contact) – five seconds.
80. Points removed due to wrong server or illegal player in the game	When points are removed, timeouts by the team not at fault, as well as substitutions, libero replacements, and team sanctions by either team during that span of points are removed. Timeouts taken by the team at fault and individual sanctions assessed to either team are not removed.	When points are removed, timeouts, Libero replacements, substitutions, and team sanctions by either team during that span of points are removed. Individual sanctions assessed to either team are not removed.	If discovered before the opponent serves, points known to have been scored during a term of service in which an illegal substitute is discovered in the game are canceled.

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81. Attacking the Serve	<u>Cannot attack the serve if the ball is in the front zone and entirely above the top of the net.</u>	Cannot attack the serve if the ball is in the front zone and entirely above the top of the net.	Cannot attack the serve from in front of or behind attack line, if the ball is entirely above the top of the net.
82. Legal Contact	Anywhere on body is legal.	Anywhere on body is legal.	On or above the waist.
83. Back row blocker	Back row player who meets the definition of a blocker is illegal on contact of block or contact by collective block.	Back row player who meets the definition of a blocker is illegal on contact of block or contact by collective block	If the ball is hit back into a back-row player (who is on or in front of the attack line) who is reaching above the height of the net, the player is an illegal blocker. If the ball is hit back into a back-row player (who is on or in front of the attack line) <u>whose hands are below the height of the net, it is ruled as the team's first contact.</u>
84. Back row attacker	<u>If a back row player plays the ball above the height of the net while on or in front of the attack line, the next player to touch the ball must be a teammate. If the ball enters the vertical plane of the net & is legally blocked by an opponent, it is an illegal attack by the back row player</u>	If a back row player plays the ball above the height of the net while on or in front of the attack line, the next player to touch the ball must be a teammate. If the ball enters the vertical plane of the net & is legally blocked by an opponent, it is an illegal attack by the back row player.	If a back row player plays the ball above the height of the net while on or in front of the attack line and the flight of the ball is towards a teammate, the ball remains in play if legally contacted by an opponent before the ball passes untouched beyond the vertical plane.
85. Ball penetrating the vertical plane	A ball penetrating the vertical plane of the net over the net may be returned to a team's playing area by a player on that team provided the ball has not completely crossed the vertical plane when the contact is made.	<u>A ball penetrating the vertical plane of the net may be returned to a team's playing space by a player on that team provided the player's contact with the ball is made within his/her own playing space.</u>	A ball penetrating the vertical plane of the net over the net may be returned to a team's playing area by a player on that team provided the ball has not completely crossed the vertical plane when the contact is made.
86. Retrieving the ball from the opponent's free zone	Assuming 2 meters of clearance outside net pole & referee stand: If, after first contact, the ball travels over or outside the antenna to the opponent's free zone, a player may retrieve that ball by traveling outside the net pole. The return path of the ball must be over or outside the antenna.	Assuming 2 meters of clearance outside net pole, referee stand or other court equipment: If, after first contact, the ball travels over or outside the antenna to the opponent's free zone, a player may retrieve that ball as long as no center line fault occurs. The return path of the ball must be over or outside the antenna.	Ball is out of play as soon as it completely crosses the center line. A player may cross the center line outside the court and play a ball that has not completely crossed the center line.
87. Contact With Net Cables Outside the Net	Legal, unless contact interferes with play, or used for support while playing the ball.	Legal unless contact interferes with play.	Net violation.
88. Contact With Net Supports	Legal contact.	Legal contact.	If deemed dangerous contact, illegal (loss of rally).
89. Insignificant Net Contact	No fault if player is not involved in playing the ball or if net contacted by hair.	No fault if player is not involved in playing the ball or if net contacted by hair.	Always a fault except contact by loose hair.
90. Contacting Ball While in the Net on Opponent's	Net fault, if contact with ball is ruled intentional to prevent further play.	If player initiates contact of net by moving the hands/arms forward, net fault occurs.	Net fault, if contact with ball is ruled intentional to prevent further play.

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Side			
91. Center Line	Player may penetrate the opponent's court with any body part. Players may penetrate the opponent's court with an entire foot or hand or any other body part(s), provided the encroachment does not present a safety hazard, does not interfere with the opponents, and some body part is on/over the center line.	Player can touch opponent's court with feet or hands, providing some part of extremity is on or above the center line.	Player can touch opponent's court with feet or hands, providing some part of extremity is on or above the center line.
92. Match length	All matches will be the best 3 out of 5 games (exception for some high school & NJCAA play).	Matches may be the best 2 out of 3 games, or 3 out of 5 games.	Matches are the best 3 out of 5 games (best 2 of 3 is allowed by state association; if so, all games are 25 pts).
93. Protest Procedure	<ul style="list-style-type: none"> Protest may be lodged by coach or captain. If not the final point of a game, must be lodged prior to next service. If final point of a game, must be lodged within 60 seconds. If final point of a match, must be lodged before referees leave playing area. 	<ul style="list-style-type: none"> Protest must be lodged by the captain. Coach may act as the captain for 14-and-under play. If not the final point of a game, must be lodged prior to next service. If final point of a game, must be lodged within 60 seconds. If final point of a match, must be lodged before referees leave playing area. 	<ul style="list-style-type: none"> Coach must request to review a decision. Request must be made during dead ball following situation in question. If referee's/umpire's decision stands, timeout charged to team. If no timeouts remain (loss of rally).
94. Referee Signals	<ul style="list-style-type: none"> If the fault is whistled by the R1, the referees first indicate the nature of the fault, then the player at fault if necessary, and finally indicate which team scores and serves next, using the "point" signal. If the fault is whistled by the R2, the R2 will signal the nature of the fault and the player at fault if necessary, which the R1 repeats. The referees then indicate which team scores and serves next, using the "point" signal. 	<ul style="list-style-type: none"> If the fault is whistled by the R1, the referee first indicates the next team to serve (using the "loss of rally" signal), then the nature of the fault and the player at fault if necessary. If the fault is whistled by the R2, the R2 will indicate the nature of the fault and the player at fault if necessary. Then follow the R1's indication of the next team to serve. The R1 does not signal the fault or player at fault. 	Officials whistle to stop play, then signal the violation, then signal point or replay.
95. Illegal attack signal	Place one arm to the side of the body at head height, elbow bent at a right angle, and then make a forward and downward motion with one arm from the shoulder with the forearm and hand. Two motions are sufficient	<u>Extend one arm and hand straight up from the shoulder and then bend the arm at the elbow to lower the forearm and open hand in front of the face to about chin level.</u>	Place one arm to the side of the body at head height, elbow bent at a right angle, and then make a forward and downward motion with one arm from the shoulder with the forearm and hand. Two motions are sufficient
96. Illegal block/screen signal	Raise both hands to the side at head height, elbows bent at right angles, palms facing away from body.	<u>Completely extend both arms straight up from the shoulders (elbows are not bent), palms facing away from the body.</u>	Raise both hands to the side at head height, elbows bent at right angles, palms facing away from body.

	NCAA	USA Volleyball	National Federation
97. Ball crosses under net signal	Point to the center line area with an open hand.	Point to the center line area with an extended index finger.	Point to the center line area with an open hand.
98. Center line fault signal	Point to the center line area with an extended index finger.	Point to the center line area with an extended index finger.	<u>Point to the center line area with an extended index finger.</u>
99. Second referee "ready" signal	Traditionally indicated by extending one hand/arm toward first referee and making eye contact.	<u>Traditionally indicated by holding both hands in front of body at head height, palms toward first referee.</u>	Traditionally indicated by extending one hand/arm toward first referee and making eye contact.
100. Signal for 3 rd and 4 th team contact by same player.	Signal "four hits".	Signal "double contact".	Signal "four hits".
101. Indication of which player(s) contacted the net	Referee making the net call indicates the number of the player(s) at fault to other referee; the other referee repeats the number.	Indicate the player at fault by pointing with an open hand.	Not addressed.
102. Line Judge Position During Timeouts	At intersection of attack line & sideline, near first referee.	At mid-point of end line.	At intersection of the attack line and the sideline on the first referee's side of the court.

Developed by:



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