



**USA** Volleyball

# USA VOLLEYBALL

## Casebook of Approved Rulings

(Based upon 2005-06 United States Volleyball Domestic Competition Regulations, Revised on November 1, 2005)

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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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Please enclose a self-addressed, stamped envelope with your inquiry to ensure a prompt return. All properly sent inquiries will receive replies. Some queries may require further consultation, but answers will be forwarded as promptly as possible.

If you have a situation or play you would like included in the Case Book, please send it to the **USA Volleyball Case Book Editor**:

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## 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 USAV Volleyball Domestic Competition Regulations, based upon the International Volleyball Federation (FIVB) Rules, 2005-2008. The rulings are intended to clarify these regulations and are the official interpretations to be followed during all sanctioned USA Volleyball competition. The Domestic Competition Regulations are the FIVB rules with modifications for play in the United States. These modifications are necessitated by the need to enhance participation and 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 Casebook and the USA Volleyball Domestic Competition Regulations, in conjunction with the USA Volleyball Refereeing Guide, will provide game officials, from the novice to the experienced veteran, with the necessary knowledge to excel as match facilitators and managers.

This edition of the Casebook has been re-designed based upon the current FIVB Casebook format.

NOTE: 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," a hyphen (-) and the player position number; e.g., "S-1", "R-3", etc. "S-1" is the correct server on the serving (Team S) team and "R-2" will be the first 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". Unless otherwise noted, all cases presume use of the Libero and twelve team substitution rules.

In situations where the play does not pertain to the serving (Team S) or receiving (Team R) teams, "Team A" and "Team B" are used for reference.

All references are to the 2005-2006 Official United States Volleyball Domestic Competition Regulations with the annotation of the rule number (e.g., 1.1.1) and USAV clarification (e.g., USAV 1.1.1) where appropriate. Abbreviations used throughout the text are:

IYC	Individual Yellow Card/Penalty	IR	Improper Request
IRC	Individual Red Card/Expulsion	TDW	Team Delay Warning
EXP	Expulsion	TDP	Team Delay Penalty
DQ	Disqualification	S/Team S	Serving Team
TO	Time-out	R/Team R	Receiving Team

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# SECTION I - THE GAME

## Chapter One: Facilities and Equipment

### Rule 1: Playing Area

#### Dimensions; Surface; Court Lines; Zones; Temperature & Lighting

<p>1.1 While inspecting the court prior to a match, the referees notice that the free zone surrounding the court is less than two meters (6'6 ¾").</p>	<p><b>RULING:</b> <i>The match shall be played. It is recommended that the free zone be a minimum of two meters (USAV 1.1). When conditions do not allow for the minimum free zone, if floor or wall obstacles less than two meters from the court interfere during play, a play-over may be directed at the first referee's discretion. (USAV 8.4.2a)</i></p>
<p>1.2 Upon arrival at the playing venue, the referees notice that the center line is four inches (10 cm) wide instead of two inches (5 cm).</p>	<p><b>RULING:</b> <i>The referee must have a two-inch-wide (5 cm) tape placed over the center line to comply with official rules. (1.3.1)</i></p>
<p>1.3 While checking the court, it is noted there are no service zone markings at the left or right edges of the service area.</p>	<p><b>RULING:</b> <i>Pieces of tape, two-inches (5 cm) wide and six-inches (15 cm) long, should be placed eight inches (20 cm) behind and perpendicular to the end lines as extensions of the side lines. (1.4.2)</i></p>
<p>1.4 Bleachers are located five feet (1.5 m) from the end line at one end of the court.</p>	<p><b>RULING:</b> <i>A piece of tape must be placed on the court two meters (6'6 ¾") from the bleacher to provide the required service area depth (USAV 1.4.2). After service, the line will be ignored until play ends. A play-over may result if the bleachers interfere with the play of the ball after the serve. (USAV 8.4.2a)</i></p>
<p>1.5 The facility layout prevents the inclusion of a penalty area behind each team bench. Is the penalty area a required part of the court setup?</p>	<p><b>RULING:</b> <i>When facility space does not allow room for a penalty area, a player or substitute who is sanctioned by expulsion must remain seated on his/her bench for the remainder of the set. Any other team members sanctioned with expulsion must leave the playing area, bench and warm-up area (USAV 21.3.2.1). Disqualified participants must leave the Competition Control Area. (21.3.3.1 &amp; USAV 21.3.3.2)</i></p>
<p>1.6 Prior to the start of a match, it is discovered that the attack line is only seven and a half feet (2.3 m) from the center line.</p>	<p><b>RULING:</b> <i>A two-inch-wide (5 cm) tape must be placed three meters (9'10") from the axis of the center line for use as the attack line. (1.3.4)</i></p>
<p>1.7 A two-inch wide sleeve is secured along the top of the net and contains sponsor advertising.</p>	<p><b>RULING:</b> <i>Net sleeves are legal provided they do not inhibit net play.</i></p>



## Rule 2: Nets and Posts

### Heights; Structure; Side Bands; Antennae; Posts; Additional Equipment

<p>2.1 Upon arrival at a game site, the referee notices that the net is only 30' (9.1 m) in length.</p>	<p><b>RULING:</b> <i>If another net, 31'6" to 33' (9.5 to 10 m) in length, is available, the net should be changed. If no other net is available, the match should be played. (2.2)</i></p>
<p>2.2 The net for a sanctioned tournament does not have side bands.</p>	<p><b>RULING:</b> <i>Side bands are an optional part of the net equipment. (USAV 2.3) If used, the side bands are fastened vertically to the net inside the antennas and directly above each sideline.</i></p>
<p>2.3 While examining equipment prior to the start of a match, the first referee notices that antennas are secured to the net with exposed metal fasteners.</p>	<p><b>RULING:</b> <i>The first referee should have tape placed over the metal fasteners to minimize chance of injury to the players. (USAV 2.6)</i></p>
<p>2.4 Inspection of a facility reveals that support posts are held in place by small metal cables running from the top of the post to the floor.</p>	<p><b>RULING:</b> <i>The first referee must have the tournament director cover the cables with a soft, shock-absorbing material. (USAV 2.6b)</i></p>
<p>2.5 The referee's stand consists of a large ladder that extends beyond the net supports approximately two feet (61 cm) on each side of the center line.</p>	<p><b>RULING:</b> <i>The use of such equipment is legal provided it is padded according to USAV 2.6d, and that it offers a safe stable platform for the referee; but a ground rule should be established prior to the start of the match to allow for a play-over if such a ladder interferes with the playing of the ball. (USAV 2.6d &amp; USAV 8.4.2a)</i></p>

## Rule 3: Balls

### Standards; Uniformity of Balls; Three-Ball System

<p>3.1 The first referee examines the ball provided at the tournament and determines that it is not suitable for use. The tournament director states that the two team captains have been contacted and agreed to play with the ball.</p>	<p><b>RULING:</b> <i>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. (23.3.1.1)</i></p>
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## Chapter Two: Participants

### Rule 4: Teams

#### Composition; Location; Equipment (Uniforms); Forbidden Objects

<p>4.1 The scorer is recording the starting lineup for Team S and recognizes that the team captain is not in the starting lineup. The second referee is notified that a game captain has not been designated.</p>	<p><b>RULING:</b> 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. (4.1.2)</p>
<p>4.2 Some of the Team R's team members are wearing long-sleeved shirts, some are wearing short-sleeved shirts, and some are wearing tank tops.</p>	<p><b>RULING:</b> The team members wearing long- or short-sleeved shirts are in legal uniforms as long as the uniforms are identical other than sleeve length. Team members wearing tank tops are not in similar uniforms to the rest of the team and would not be permitted to participate wearing a tank top. (USAV 4.3.5)</p>
<p>4.3 S #3 is wearing a religious medal on a chain dangling outside the player's shirt.</p>	<p><b>RULING:</b> The player must remove the chain and may tape or sew the medal under the uniform. (USAV 4.5.1)</p>
<p>4.4 S #6 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><b>RULING:</b> The wearing of a string bracelet is not legal. It is considered jewelry under Rule 5.3.1 and must be removed or the player may not participate. (USAV 4.5.1)</p>
<p>4.5 Between rallies, the first referee notices that R #5 is wearing earrings. The referee has player R #5 remove the earrings and issues Team R a team delay warning. Team R's captain questions the first referee because the team had not been warned about jewelry before the start of the match.</p>	<p><b>RULING:</b> The first referee's decision is correct. There is no requirement to inform teams to observe the written rules. (USAV 4.5.1, 16.1.5, 20.1.1 &amp; USAV 20.1.1)</p>
<p>4.6 The second referee notices that S #3 is wearing taped earrings. The player states that the ears have just been pierced and the earrings cannot be removed.</p>	<p><b>RULING:</b> It is forbidden to wear earrings, regardless of whether they are taped. (USAV 4.5.1)</p>
<p>4.7 S #2 is wearing a hairstyle that contains beads fastened at the ends of the hair.</p>	<p><b>RULING:</b> The referee must make a determination whether the beads have the potential to cause injury. If so, S #2 will not be permitted to play while wearing the beads or without taking other actions to remove the potential for injury. (USAV 4.5.1)</p>

<p><b>4.8</b> Player S #4 is wearing an ankle brace that is seen by the second referee during warm-ups for the match. The second referee asks the trainer for the event to inspect the brace. The trainer indicates the brace is no more dangerous to S #4 and the other participants than the natural ankle would be. S #4 is allowed to participate in the match.</p>	<p><b>RULING:</b> <i>Correct procedure by the referee. No player may be allowed to wear a cast, brace, prosthetic limb, or headgear that might cause injury or give the player an artificial advantage. The opinion of a physician or trainer, if available, should be obtained in order to determine the relative danger of the device. (4.5.1 &amp; USAV 4.5.1)</i></p>
<p><b>4.9</b> S #4 is observed by the referee to be playing in a uniform shirt saturated with blood. S #4, having just made a diving save of a ball, has also left blood on the playing surface.</p>	<p><b>RULING:</b> <i>If a player incurs an injury that causes bleeding or if a player's uniform becomes saturated with blood, the referees should immediately stop the game, and the player should leave the court for evaluation/treatment (Guidelines for Dealing with Blood, page 157). If the player cannot resume play within a reasonable time with no bleeding and no blood on the uniform, the team must substitute the player legally or exceptionally (15.7, USAV 15.7a &amp; USAV 15.7b) or take a time-out. No penalty should be assessed for jersey number changes due to changing a blood-stained uniform. If the referee observes blood on game equipment or the playing surface, the game must be stopped immediately and the environment made safe for continued play. (23.3.1.1 &amp; Guidelines for Dealing with Blood, page 157)</i></p>
<p><b>4.10</b> Team S is wearing black jerseys with navy blue colored numbers.</p>	<p><b>RULING:</b> <i>The team will have to change to jerseys with numerals of a color that contrast to the color of the jersey. If unable to do so, Team S must default the match. (4.3.3.1)</i></p>
<p><b>4.11</b> During warm-ups, the referees notice that the number "1" on player #19's jersey is made from tape. The numbers on all other team member's 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 #9, so they had to "create" a #19 so that there were no duplicate numbers on the team roster. Is this legal?</p>	<p><b>RULING:</b> <i>Using tape to create a number on the uniform jersey is not legal. The color and design of jerseys and shorts must be clean and uniform for the team (4.3.1). A taped number is not consistent with this rule. Duplicate numbers are not permitted. (USAV 4.3.3) In this situation, the player must have a legally numbered jersey in order to play in the match.</i></p>
<p><b>4.12</b> Team S #5 has a stripe underlining the number on the front of the jersey, indicating he is the team captain. S #5 is a starting player, but the coach indicates on the lineup sheet that S #7 will be the game captain on the court.</p>	<p><b>RULING:</b> <i>Since the team captain has been designated by the underlining stripe and designation on the list of players, the team must only designate another player as game captain if the team captain is not starting in a set. (4.3.4)</i></p>



<p><b>4.13</b> Team A's jerseys are black with white numbers. The numbers also have a dark red ½" shadow border. During the warm-ups, the referees notice that the jerseys of two teammates do not have the red border around the white number. Are the jerseys still considered identical?</p>	<p><b>RULING:</b> <i>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. (USAV 4.3.3.1a)</i></p>
<p><b>4.14</b> R #4 is wearing red socks while the remainder of the team members is wearing white socks.</p>	<p><b>RULING:</b> <i>The shoes and socks of team members do not have to be of matching style and/or color. (USAV 4.3)</i></p>
<p><b>4.15</b> Team S is wearing white jerseys with black numbers. One teammate's jersey is tinted green because the white jersey was accidentally washed with dark clothes. Is the green tinted jersey allowable?</p>	<p><b>RULING:</b> <i>Jerseys and shorts must be uniform and clean. For nationally sanctioned USA Volleyball competition, all uniforms must be identical. An RVA may choose to permit such uniforms for regional competition, (4.3.1 &amp; USAV 4.3.5)</i></p>
<p><b>4.16</b> Some of the Team R team members are wearing shorts with white piping down the side and some of the team members are wearing shorts without the piping.</p>	<p><b>RULING:</b> <i>Jerseys and shorts must be uniform and clean. For nationally sanctioned USA Volleyball competition, all uniforms must be identical. For regional competition, the RVA may choose to permit such uniforms. (4.3.1 &amp; USAV 4.3.5)</i></p>
<p><b>4.17</b> During warm-ups, the referees notice that a player is wearing an insulin pump tucked inside the uniform shorts. Is this legal?</p>	<p><b>RULING:</b> <i>Such medical devices are legal. It may be necessary for the device to be covered or padded. (4.5.1)</i></p>
<p><b>4.18</b> As a substitute enters the match for a starting player, the second referee notices the player has a hand towel tucked into the uniform shorts. The second referee asks the substitute to remove the towel before entering the match.</p>	<p><b>RULING:</b> <i>The second referee's decision is incorrect. A towel tucked into a player's uniform is legal; however, the player assumes responsibility for ensuring the towel does not fall out during play. If the towel falls out, a team delay sanction may be assessed if play must be stopped. (4.5.1, 16.1.5)</i></p>
<p><b>4.19</b> All players from Team R are wearing the same color uniform shorts but some of the shorts have a small manufacturer's logo on the leg. Other than the logo, all shorts are identical. Is this legal?</p>	<p><b>RULING:</b> <i>The uniform shorts are legal. A single manufacturer's logo not to exceed 14.6 cm square (2-1/4" square) is permitted on the outside of the jerseys or shorts. (USAV 4.3.5)</i></p>
<p><b>4.20</b> Team S players are wearing black shorts. All shorts are the same color but some have a small manufacturer logo on the leg of the short. Not all of the manufacturer logos are the same, and some shorts have no logo. Is this legal?</p>	<p><b>RULING:</b> <i>The uniform shorts are legal since there is no requirement that the logos must be from the same manufacturer. A single manufacturer logo not to exceed 14.6 cm square (2-1/4" square) is permitted on the outside of the jerseys or shorts. (USAV 4.3.5)</i></p>
<p><b>4.21</b> During the interval between the first and second sets, some team members use practice balls to warm up on their court.</p>	<p><b>RULING:</b> <i>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. (4.2.4 &amp; USAV 4.2.4)</i></p>



<p><b>4.22</b> R #17 has removed a nose piercing and replaced it with a small plastic “spacer” so that the jewelry may be quickly replaced after the match. The referees allow this.</p>	<p><b>RULING:</b> <i>This is a correct decision by the referees. A plastic “spacer” may be used to replace jewelry while the player participates in the match.</i></p>
<p><b>4.23</b> 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><b>RULING:</b> <i>Provided the number, taken in its entirety, is clearly visible, such numbers are legal. (4.3.3.1 &amp; USAV 4.3.3.1a)</i></p>

## Rule 5: Team Leaders Captain; Coach; Assistant Coach

<p><b>5.1</b> R #1 is listed as the team captain on the roster. R #1 is replaced by R #7, and the designated captain is R #3. R #3 is then replaced by R #8, and the designated captain is R #2. R #3 later returns to the game in place of R #8. Does R #3 then become the captain again?</p>	<p><b>RULING:</b> <i>R #2 will remain the designated captain until replaced or until the original captain, R #1 returns to the game. (5.1.2)</i></p>
<p><b>5.2</b> During the Adult Regional Championships, R #4 is designated as team captain on the roster. The designated head coach, R #8, enters the game and after a few rallies, requests a time-out.</p>	<p><b>RULING:</b> <i>The request will be denied and the team charged with an improper request. The only player on the court who is authorized to request a time-out is the game captain. A head coach, who is not the designated game captain on the lineup sheet, may request a time-out only while at the team bench. (5.1.2.3 &amp; 15.11.1.2)</i></p>
<p><b>5.3</b> S #3 is designated as captain on the lineup sheet. During the game, the head coach of Team S enters the game for S #5. Captain S #3 requests that the head coach be designated as the game captain.</p>	<p><b>RULING:</b> <i>Request denied. Whenever the designated team captain is in the game, no other person may assume that duty. (5.1.2)</i></p>
<p><b>5.4</b> Team R’s head coach stands up at the end of a play and loudly complains about a call and asks the first referee to reconsider the decision.</p>	<p><b>RULING:</b> <i>The first referee may warn the coach or may penalize the coach (IYC) with a loss of rally. Except for 14-and-under competition, only the game captain is authorized to address either referee about matters other than a time-out, lineup check, or substitution. (5.2.1, 5.2.3, USAV 5.2.3.4, 20.1.2 &amp; 21.2.1)</i></p>
<p><b>5.5</b> During a play, the coach of Team R 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><b>RULING:</b> <i>Request denied. Only the game captain may speak to the referees (5.1.2.1) except in the case of junior volleyball competition of 14-and-under teams where the coach may act instead of the game captain. (USAV 5.1.2.3)</i></p>



<p><b>5.6</b> During play, the second referee hears a team member using profane remarks toward the first referee but is unable to identify who is guilty of the misconduct.</p>	<p><b>RULING:</b> <i>If it is not possible to identify the person guilty of misconduct on the bench, the coach will be assessed with the sanction. (Rule 5 &amp; USAV 5.2.3.4)</i></p>
<p><b>5.7</b> During the first set, the second referee notes that the coach is seated on the end of the bench farthest from the scorer's table. The coach is asked to move to the end of the bench nearest the scorer, but the coach refuses to do so.</p>	<p><b>RULING:</b> <i>If seated on the bench, the coach must occupy the seat nearest the scorer (5.2.3.2 &amp; USAV 5.2.3.4). The coach may stand or walk in the free zone in front of the team bench. If the coach refuses to occupy the appropriate seat, a verbal warning or IYC may be assessed.</i></p>
<p><b>5.8</b> During play, the coach of Team S yells that the referee should have called a net contact by the opponents.</p>	<p><b>RULING:</b> <i>It is the first referee's responsibility to prevent participants from approaching the sanctioning level; however, if the action were deemed to be disruptive coaching, the coach would be sanctioned for rude conduct (IYC). (USAV 5.2.3.4 &amp; 21.2.1)</i></p>
<p><b>5.9</b> Is it permissible for coaches to call the ball "in" or "out" for their own teams?</p>	<p><b>RULING:</b> <i>Such action is considered to be a part of coaching technique and is legal. (5.2.3.4)</i></p>
<p><b>5.10</b> During play, the coach of Team S continuously walks up and down in front of the team bench while giving instructions to players on the court.</p>	<p><b>RULING:</b> <i>Legal, provided this action is not disruptive. (5.2.3.4 &amp; USAV 5.2.3.4)</i></p>
<p><b>5.11</b> The captain for Team S requests verification of the service order prior to the first service of each server.</p>	<p><b>RULING:</b> <i>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. (5.1.2.2b &amp; 16.1.5)</i></p>
<p><b>5.12</b> Team S's captain is having trouble determining which of Team R's players are in the front row. As a means of making that determination, the captain asks the first referee for a lineup check of Team R.</p>	<p><b>RULING:</b> <i>The Team S captain may only request the second referee to verify that Team R's players are in the correct positions. The actual player positions shall not be disclosed to the Team S captain. A captain may ask for lineup checks on an infrequent basis. (5.1.2.2b &amp; 16.1.5)</i></p>
<p><b>5.13</b> S #3, the game captain, requests that the first referee check with a line judge to see if R #6 had touched the ball before it landed "out". The referee refuses the request. S #3 wishes to lodge a protest.</p>	<p><b>RULING:</b> <i>The protest will not be accepted since it involves the judgment of an official. (5.1.2.1 &amp; USAV 5.1.2.1)</i></p>
<p><b>5.14</b> During a match, S #5 is found to be wearing a necklace. The first referee charges Team S a time-out. After the next service, S #2, the game captain, approaches the first referee and wants to protest because the referee imposed the wrong penalty.</p>	<p><b>RULING:</b> <i>The captain had a legitimate situation to protest but waited too long to lodge the protest. Protests must be lodged before the first service following the situation being protested. The protest will be denied. (USAV 5.1.2.1)</i></p>



<p><b>5.15</b> The First referee sanctions S #4 with a yellow card penalty (IYC) for profane language. The Team S captain feels that the sanction is too severe and wants to protest the action.</p>	<p><b>RULING:</b> <i>The level of individual sanction assessed by the first referee is not protestable as it is based upon the referee's judgment. (USAV 5.1.2.1)</i></p>
<p><b>5.16</b> S #7 enters the game in the wrong position. After S-1 has served two points, the wrong entry is discovered. The first referee has S #7 replaced with the proper player, but allows S-1 to continue serving. R #3, the captain, protests the ruling by the first referee.</p>	<p><b>RULING:</b> <i>The protest must be accepted as it involved the possible failure of the first referee to apply the correct penalty for a violation of the rules pertaining to the wrong entry of a player. The two points scored during S-1's serve should be removed and a loss of rally declared. (USAV 5.1.2.1, 7.5.4 &amp; USAV 7.5.4.2)</i></p>
<p><b>5.17</b> The Team R captain is dissatisfied with the manner in which the first referee was making ball handling calls and requests to state his disagreement about the officiating by making a remark on the back of the score sheet after the conclusion of the match.</p>	<p><b>RULING:</b> <i>Request denied. Only protests of the application or interpretation of a rule, or the failure to assess the correct penalty-sanction for a given fault, may be written on the back of the score sheet. (USAV 5.1.2.1)</i></p>
<p><b>5.18</b> The assistant coach for Team S is giving instruction to players on the court while walking in the free zone in front of the Team S bench. The first referee notifies the Team S captain that the assistant coach must be seated on the bench during the match.</p>	<p><b>RULING:</b> <i>The first referee's decision is incorrect. An assistant coach may give instruction to players on the court in a non-disruptive manner while standing or walking in the free zone in front of his/her team bench. However, if more than one coach is standing or walking in the free zone during play, this action is more likely to be deemed disruptive. (USAV 5.3.2)</i></p>
<p><b>5.19</b> While the head coach is giving instruction to substitutes in the warm-up area, Team R's assistant coach requests a time-out.</p>	<p><b>RULING:</b> <i>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 coaching the players from the free zone in front of his/her team bench. (USAV 5.3.2, 15.11.1.2, 15.11.2)</i></p>
<p><b>5.20</b> Team S has a head coach, three assistant coaches and a chaperone listed on the team roster. During play, the chaperone remains seated on the team bench. The head coach and the three assistant coaches give instructions to the players on the court during the match. In some instances, all four coaches are near the sideline during the dead-ball periods. Upon beckon for service, the coaches remained near the sideline to observe the rally. Is this legal?</p>	<p><b>RULING:</b> <i>Coaches may give instruction to the players on the court without delaying or disturbing the match. When more than one coach is standing or walking in the free zone during play, this action is more likely to be deemed disruptive. (5.2.3.4, USAV 5.3.2 &amp; USAV 5.2.3.4) If the action is deemed disruptive by the first referee, a verbal warning may be issued to the coach(es). Repeating this behavior may result in an IYC. If the action is deemed as a delay by the first referee, a team delay sanction may be warranted.</i></p>
<p><b>5.21</b> During a rally, S #12, who is in position 3 (center front), successfully spikes a ball to the floor of Team R's court. The first referee whistles and indicates a back-row attack fault</p>	<p><b>RULING:</b> <i>The first referee's decision is incorrect. The referee's error did not change the fact that S #12 spiked the ball to the floor of Team R's court. The first referee's original decision (back-row</i></p>



<p>on S #12. The Team S captain immediately protests the call stating that #12 is a front row player. After verifying the player positions, the first referee realizes #12 was indeed in the front row and issues a play-over because of this error.</p>	<p><i>attack) should have been reversed, and the rally should have been awarded to Team S because of the successful attack hit. (USAV 8.2, 22.2.1.2)</i></p>
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## 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 a Match; Default and Incomplete Team

<p><b>6.1</b> Prior to the start of a regionally-sanctioned USAV tournament, the tournament director declares that a side-out scoring format will be used for all matches, meaning that only the team serving may earn a point for winning a rally.</p>	<p><b>RULING:</b> <i>Incorrect procedure. Rally scoring is the international scoring standard for volleyball and is required for all USA Volleyball competitions. Rally scoring results in a point being scored by the team that has won the rally. (6.1.3)</i></p>
<p><b>6.2</b> S-1 steps on the end line at the contact of the serve. At the same time, S #2 and S# 8 are out of position.</p>	<p><b>RULING:</b> <i>The illegal service takes precedence and ends the rally. A loss of rally is awarded to Team R. The positional fault is ignored since a legal service never took place. (6.1.2.1)</i></p>
<p><b>6.3</b> R-3 steps on the end line at the contact of the serve. At the same time, S #12 and S# 7 are out of position.</p>	<p><b>RULING:</b> <i>The result is successive faults by Team R and Team S. The service fault takes precedence, and a loss of rally is awarded to Team S. The positional fault by Team S is ignored since R-3 committed a service fault. (6.1.2.1)</i></p>
<p><b>6.4</b> Team R has six players present for the start of the first set but wants to wait until their seventh teammate arrives so that the player can be listed as a starter.</p>	<p><b>RULING:</b> <i>Team R 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). (6.4.1)</i></p>
<p><b>6.5</b> S-6 is injured during the first set, and Team S has only six players. After using both team time-outs, S-6 is still not ready to play. The first referee grants a special injury time-out of three minutes. At the conclusion of the injury time-out, S-6 is unable to continue, so the Team S captain asks the first referee to allow the team to play with five players. The first referee denies the request and declares the team incomplete, resulting in a default of the first set.</p>	<p><b>RULING:</b> <i>Correct procedure. Team S 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. (6.2 &amp; 6.4.3) Teams will change courts and the set interval will begin.</i></p>



<p><b>6.6</b> S-3 spikes the ball, and blocker R-2 contacts the net as the ball lands “out”. The first referee blows her whistle when the ball lands. At the same time, the second referee blows her whistle for the net contact.</p>	<p><b>RULING:</b> <i>If the first referee determines that the faults were simultaneous, she should direct a play-over. (6.1.2.2) NOTE: Any fault committed after the whistle is ignored, and only the first fault is penalized.</i></p>
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## Rule 7: Structure of Play

### The Toss; Warm-Up Session; Team Starting Line-Up; Positions & Positional Faults; Rotation & Rotational Faults

<p><b>7.1</b> At the pre-match coin toss, the first referee may decide which captain will call the toss.</p>	<p><b>RULING:</b> <i>Correct procedure. Since the rules do not designate “home” or “visitor” teams, the first referee will determine the team to call the toss in the absence of any method as pre-determined by the tournament director. It is also acceptable for the first referee to designate one team as “heads” and the other team as “tails,” and then conduct the toss. The coin should not be flipped over once it has been caught. If the coin is dropped, the toss will be cancelled and a new coin toss conducted. (Game Procedures, page 98)</i></p>
<p><b>7.2</b> At the toss, the first referee offers the winning captain the option of serving or receiving the serve.</p>	<p><b>RULING:</b> <i>Incorrect procedure. 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 loser. (7.1.2)</i></p>
<p><b>7.3</b> In matches consisting of three sets with the third set being played regardless of the outcome of the first two sets, who serves to start the third set of the match?</p>	<p><b>RULING:</b> <i>This format is an option for the tournament organizer. In the interest of consistency, a coin toss should be held as though the third set were the deciding set of the match. Since the third set will be played, referees may conduct the third set coin toss at the pre-match conference to determine who will serve the third set. The choice of courts is delayed until conclusion of the second set. (7.1)</i></p>
<p><b>7.4</b> During the pre-match conference at the Boys’ Junior Olympic Volleyball Championships, the team captains agree to share the 10-minute warm-up period at the net, but the referees do not allow this.</p>	<p><b>RULING:</b> <i>The referees’ decision is correct. For nationally sanctioned USA Volleyball junior competition, the prescribed warm-up period is 10 minutes in increments as follows: two minutes of ball handling - four minutes for serving team at the net - four minutes for receiving team at the net. Teams are not allowed to share the warm-up time at the net. (USAV 7.2.2)</i></p>
<p><b>7.5</b> USA Volleyball’s prescribed junior warm-ups of 2-4-4 are being used. Team A wins the coin toss and will serve first. The team chooses to not use its four minutes of exclusive court time at the</p>	<p><b>RULING:</b> <i>The referees’ decision is incorrect. When a team chooses to not use its four minutes at the net, the court shall remain unoccupied. The opponent may warm-up (with practice balls)</i></p>



<p>net. Team B, would like to occupy the court during this time period since Team A will not be on the court. The referees allow this.</p>	<p><i>in the free zone around the court. (USAV 7.2.2)</i></p>
<p><b>7.6</b> 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><b>RULING:</b> <i>Although there may have been a procedural error on the part of the 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 loss of rally charged to Team S for the wrong server. (7.3.1, 7.6.1, 7.7.1 &amp; USAV 24.3.2)</i></p>
<p><b>7.7</b> As the second referee checks the team lineups to start the deciding set, she realizes that Team R has listed #9 in position 4 (right front), but # 24 occupies that position on the court. The second referee informs that coach and captain that #9 must be on the court to start the match. The coach requests a substitution, #24 for #9, and the second referee denies the substitution.</p>	<p><b>RULING:</b> <i>The second referee's decision is incorrect. A substitution request prior to the start of a set is permitted. (7.3.5.3)</i></p>
<p><b>7.8</b> The second referee checks the team lineups to start the first set and recognizes that Team S has listed #16 on the court in position 2 (left front), but #12 occupies that position on the court. The second referee informs the coach that #16 must be on the court to start the match. The coach indicates that he has made an error on the lineup sheet and that there is no #16 on his roster. What is the correct procedure for handling this?</p>	<p><b>RULING:</b> <i>The second referee will allow Team S to substitute #12 for #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.</i></p>
<p><b>7.9</b> Prior to the start of a match, the second referee notes that R #17 is listed as the first server, but player R #15 is on the court in place of R #17. A check reveals that R #17 is not on the roster.</p>	<p><b>RULING:</b> <i>A substitution must be made to replace R #17. If a player's uniform number is changed on the roster, Team R will be charged a team delay penalty. (USAV 4.1.3)</i></p>
<p><b>7.10</b> Team S has six players on its roster. During warm-ups, player #7 from Team S 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. The referee denies the request and defaults the match to Team R, 3-0.</p>	<p><b>RULING:</b> <i>The first referee's decision is correct. A team may not play with fewer than six players. (7.3.1)</i></p>
<p><b>7.11</b> 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</p>	<p><b>RULING:</b> <i>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</i></p>



<p>the time-out be cancelled.</p>	<p><i>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 with the loss of rally. (7.7.1, 7.7.2 &amp; USAV 7.7.2)</i></p>
<p><b>7.12</b> Player #5 is in the service zone. After the first referee whistles to authorize service, #5 realizes that #8 is actually the correct server. Player #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. The first referee whistles and indicates a rotational fault by Team S.</p>	<p><b>RULING:</b> <i>This first referee's decision is incorrect. After authorizing the service, Team S corrected the rotational fault and #8 legally served the ball within the allowable time. All Team S players were in correct position at the time of the service contact; hence, no fault has occurred. (7.5.1, 7.7.1)</i></p>
<p><b>7.13</b> Team 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. The second referee corrects the Team S rotation, the two points scored by S #21 are canceled, and the rally is awarded to Team R.</p>	<p><b>RULING:</b> <i>The referees' decision is correct. (USAV 7.7.2)</i></p>
<p><b>7.14</b> S #9, the wrong server for Team S, serves two points followed by a loss of rally. Team R #6 then serves a point. The scorer then notifies the second referee that previous Team S server, #9, was a wrong server. The second referee cancels the two points scored by S #9 and allows R #6 to continue serving.</p>	<p><b>RULING:</b> <i>This second referee's decision is incorrect. Although S #9 was the wrong server, once Team R #6 served the ball, the points scored by the wrong server, #9, cannot be cancelled. Team S shall be placed in the correct rotation, and Team R #6 will continue to serve. (USAV 7.7.2)</i></p>
<p><b>7.15</b> Team 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. Team S #18 serves again, and the scorer immediately notifies the second referee that #18 is the wrong server. What is the correct action to be taken by the second referee?</p>	<p><b>RULING:</b> <i>The point scored by Team S #18 is cancelled, and a loss of rally is awarded to Team R. The score is now 13-17. The time-out and substitution take by Team R while Team S #18 was serving are removed from the score sheet as though they never occurred, and the original Team R player is placed back on the court. (USAV 7.7.2)</i></p>
<p><b>7.16</b> After a rally is completed but before the next service, the first referee realizes that S-2 was out of position at the beginning of that rally.</p>	<p><b>RULING:</b> <i>Positional fault on Team S. Positional and rotational faults for any rally may be called at any time prior to the next service. (7.5.4, USAV 7.5.4.2; 7.7, USAV 7.7.2)</i></p>
<p><b>7.17</b> Player #5 on the receiving team is positioned with part of his foot on the sideline, but not outside of the sideline. The second referee notices this and calls a positional fault on #5 when the serve is contacted.</p>	<p><b>RULING:</b> <i>The second referee's decision is incorrect. All boundary lines (sidelines and end lines) are drawn inside the dimensions of the court and are considered part of the court (1.3.2); hence, it is legal for a player to have a foot in contact with such lines (7.4). If contact is made with the floor beyond one of the boundary lines at</i></p>

	<p><i>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.</i></p>
<p><b>7.18</b> Upon the contact of service, S-1 is standing at the left side of the service area and S-6 is standing near the right sideline.</p>	<p><b>RULING:</b> <i>Legal. The server is exempt from a position fault at service. (7.4)</i></p>
<p><b>7.19</b> S #9 substitutes for S #5. S-1 then serves three points and a ball that results in a loss of service. The opponents then serve a point. It is then discovered that S #9 entered in a wrong position in the service order.</p>	<p><b>RULING:</b> <i>Upon the discovery of the wrong position entry, the position error must be corrected. The points scored by S-1 are not canceled as the opponents have already served. The substitution charged when S #9 entered the game is canceled. (USAV 7.5.4.2)</i></p>
<p><b>7.20</b> S-2 is the correct server, but S-1 serves two points and a ball which results in a loss of rally. R-2 then serves a ball which results in a loss of rally. S-2 then prepares to serve and the scorer notes that the previous server, S-1, was the wrong server.</p>	<p><b>RULING:</b> <i>The points served by S-1 would not be canceled since a serve by the opponents occurred after the wrong server. Team S should be placed in the proper positions on the court. Unless the referees can determine that Team S was out of position during the previous rally, Team S will now serve. (USAV 7.7.2)</i></p>
<p><b>7.21</b> Upon the contact of service, R-6 is standing with both feet slightly behind the feet of R-3 but has a hand on the floor clearly in front of the feet of R-3 at the service contact.</p>	<p><b>RULING:</b> <i>Legal position. Only the feet are considered when determining a position fault. (7.4.3, USAV 7.4.3)</i></p>
<p><b>7.22</b> S-1, the correct server, serves three points and then Team R requests a time-out. After the time-out, S-6, the incorrect server, serves the ball and scores two points. The scorer then notices the error and notifies the second referee.</p>	<p><b>RULING:</b> <i>Since the correct server was the first server in the service sequence, all points scored by S-1 are legal and will remain. All points scored by S-6 are canceled, and a loss of rally is awarded to Team R. Players assume their correct positions on the court. (USAV 7.7.2)</i></p>
<p><b>7.23</b> R-4 is standing with one foot clearly behind the other foot, and R-5 is standing with both feet clearly between the feet of R-4 at the contact of service.</p>	<p><b>RULING:</b> <i>Legal position. The front-row player must have a foot closer to the net than the feet of the back-row player. (7.4.3)</i></p>
<p><b>7.24</b> R-6 is standing alongside R-3 in legal foot position. As S-1 started the service action, R-6 moves forward and upon the contact of service, has a foot in the air clearly in front of R-3's foot.</p>	<p><b>RULING:</b> <i>Legal position. The forward foot of R-6 was not in contact with the court at the contact of service. (7.4.3, USAV 7.4.3)</i></p>
<p><b>7.25</b> R-6 is standing clearly in front of R-3. Just before service contact, R-6 jumps into the air and is not in contact with the court when the ball is contacted for service.</p>	<p><b>RULING:</b> <i>Positional fault. When players jump from the floor, they retain the status of the point of last contact with the floor. Therefore, although R-6 was in the air, the point of last contact with the floor was retained, and the player was considered to be in front of R-3. (7.4.3, USAV 7.4.3)</i></p>



<p><b>7.26</b> The first referee whistles and beckons for service. When the serve is contacted, R-4 is standing, feet spread apart, and R-3 is standing just in front of R-4 with both feet in a position between R-4's feet.</p>	<p><b><i>RULING:</i></b> <i>Legal position. Although R-4 has one foot on either side of R-3's position, R-4 still has one foot closer to the left sideline than R-3. (7.4.3.2)</i></p>
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## Chapter Four: Playing Actions

### Rule 8: States of Play Ball In Play; Ball Out of Play; Ball “In;” Ball “Out”

<p><b>8.1</b> A ceiling-mounted basketball backboard and its vertical supports are hanging less than 15 feet (4.6 m) above the playable surface ten feet (three meters) behind the end line. The first referee rules that the backboard and supports are in play because they protrude into the overhead clearance over a playable area.</p>	<p><b>RULING:</b> <i>The first referee's decision is incorrect. Regardless of location over playable area, if, in the judgment of the first referee, the backboard or any supports below fifteen feet (4.6 meters) interfere with normal playing of the ball, a play-over must be directed. (USAV 8.4.2c)</i></p>
<p><b>8.2</b> As S-2 is preparing to spike the ball, an errant ball rolls across the court of Team S behind the spiker. A referee blows a whistle because of the loose ball. S-2 then spikes the ball to the floor on Team R's side of the net.</p>	<p><b>RULING:</b> <i>The whistle stopped the rally, and a play-over must be directed. In the judgment of the first referee, the loose ball interrupted play. (8.2, USAV 8.2) If, in the referees' judgment, the errant ball did not interfere with play, the referee should not blow the whistle, and the rally should continue uninterrupted.</i></p>
<p><b>8.3</b> A third hit strikes the top of the net, and the 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><b>RULING:</b> <i>Inadvertent whistle. Play could have continued had the referee not blown the whistle. A play-over shall be called. (USAV 8.2)</i></p>
<p><b>8.4</b> R-2 tips the ball over a block by S-3 and S-4. As the ball is falling behind the blockers, the first referee thinks that no play can be made on the ball and blows the whistle. S-6 dives toward the ball as the whistle blew.</p>	<p><b>RULING:</b> <i>The whistle stops the rally. If the referee feels that the whistle did not affect the outcome, the call stands. If the possibility exists that the whistle had an effect on the play, the first referee should call for a play-over. (USAV 8.2)</i></p>
<p><b>8.5</b> R-5 receives a serve and the ball strikes the vertical portion of an observation room built over R's playing area. The ball then falls toward R's playing court, where R-3 sets and the ball to R-4, who spikes the ball to the floor of Team S's court. The lowest horizontal portion of the room is eighteen feet above the playable surface.</p>	<p><b>RULING:</b> <i>Legal play. Team R wins the rally. The ball remains in play after contacting any obstruction fifteen feet (4.6 m) or more above the playing area. The vertical surface of the obstruction is still part of an overhead obstruction and not a wall or divider, which would result in the ball being "out." NOTE: If such a ball contacts an overhead obstruction and then crosses the net within the crossing space, or if Rule 10.1.2 is not in effect, the ball is "out." (USAV 8.4.2, USAV 8.4.2b)</i></p>
<p><b>8.6</b> R-6 receives the service, and the passed ball strikes the ceiling 24 feet above Team R's court. The ball is then set by R-1 and attacked by R-3. The first referee allows play to continue.</p>	<p><b>RULING:</b> <i>The first referee's decision is correct. The ball remains in play if it contacts the ceiling above the playable area of the team playing the ball. Had the ball contacted the ceiling over Team S's playing area and returned to R's side, the ball would be out of play. (USAV 8.4.2b-i)</i></p>



<p><b>8.7</b> S-4 receives R-2's spike and the ball comes to rest on the rafters above Team S's playable area. The first referee indicates a play-over.</p>	<p><b>RULING:</b> <i>The first referee's decision is correct. A ball that comes to rest on an obstruction over a team's playable area after the team's first or second contact is out of play and a play-over is directed. (USAV 8.4.2e)</i></p>
<p><b>8.8</b> A Team R player passes a ball poorly, and the ball heads toward a non-playable area. As the ball is traveling, it contacts a ceiling beam 20 feet above a playable area and rebounds back toward Team R's court. Had the ball not contacted the ceiling, it would have landed out of bounds. The first referee whistles and indicates the ball is "out."</p>	<p><b>RULING:</b> <i>The first referee's decision is incorrect. 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. (USAV 8.4.2)</i></p>
<p><b>8.9</b> R-4 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><b>RULING:</b> <i>The referee should not have ended play until the ball was contacted a fourth time or until it touched the floor. A point, however, will be awarded to the serving team since the whistle did not affect the outcome of the play. (8.2 &amp; USAV 8.2)</i></p>
<p><b>8.10</b> 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 spiker immediately attacks the ball back to Team R. The ball hits R #12, who is still standing in the non-playing area.</p>	<p><b>RULING:</b> <i>The ball is "out" since R #12 was standing in a non-playing area. (8.4.2) The rally is awarded to Team R.</i></p>



## Rule 9: Playing the Ball

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

<p><b>9.1</b> A match is being played on a portable surface which is laid on a tiled floor. There is a 1.25 cm (1/2") difference in height between the two surfaces. The referees rule that the tiled floor does not present a safety hazard, thus a ball may be retrieved from beyond the free zone of the portable surface.</p>	<p><b>RULING:</b> <i>The referees' decision is correct. Provided this area beyond the free zone is free from obstructions and the change in height between the two surfaces is not greater than 1.25 cm (1/2"), the ball may be legally retrieved within the limits of the remaining team hits. (USAV 9)</i></p>
<p><b>9.2</b> R-5 chases an errant pass from a teammate and enters the area between Team R's bench and the scorer's table. R-5 contacts the ball while standing in this area. The referees allow play to continue.</p>	<p><b>RULING:</b> <i>The referees' decision is incorrect. The area between a team's bench and the scorer's table is a non-playable area. (USAV 9)</i></p>
<p><b>9.3</b> Team R's first team hit goes toward Team R's bench. R-4 retrieves the ball while it is completely above the team bench. R-4 has one foot in contact with the floor in the bench area, and the other foot is contacting the playing surface. The referees allow play to continue.</p>	<p><b>RULING:</b> <i>The referees' decision is correct. 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. The player may enter the non-playing area after playing the ball, except for an adjacent court. (USAV 9, USAV 9b)</i></p>
<p><b>9.4</b> S-3 blocks a spike by R-2. S-3 then bumps the ball to S-1, who sets the ball for a spike by S-4.</p>	<p><b>RULING:</b> <i>No fault. Any player has the right to make the next play on a blocked ball. (9.1, 14.4.2)</i></p>
<p><b>9.5</b> R-5 is near the endline and moves to avoid touching the ball coming from an attack-hit by S-3. The ball touches the ends of R-5's long hair and lands out of bounds. The first referee rules the ball "out," and awards the rally to Team R.</p>	<p><b>RULING:</b> <i>The first referee's decision is correct. A ball contacting only a player's hair is not considered a touch of the ball. (9.2.1)</i></p>
<p><b>9.6</b> R-3 and R-6 simultaneously touch a ball coming from an attack by S-2. R-3 then passes the ball to R-4 who attacks the ball to Team S's court.</p>	<p><b>RULING:</b> <i>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. (USAV 9.1.2.1)</i></p>
<p><b>9.7</b> S-2 and R-4 legally and simultaneously contact a ball in the plane above the net, and the ball returns to Team S. S-2 then passes the ball to S-6, who sets the ball to S-3. S-3 attacks the ball to the floor of Team R's court.</p>	<p><b>RULING:</b> <i>Legal play. Simultaneous contact by opponents (a "joust") is legal, and the team receiving the ball is entitled to another three team hits. (9.1.2.2, USAV 9.1.2.3)</i></p>
<p><b>9.8</b> R-2 and S-2 have legal, simultaneous contact with the ball in the plane above the net. The ball returns to Team R's side of the net and lands out of bounds.</p>	<p><b>RULING:</b> <i>The loss of rally is awarded to Team R. 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. (9.1.2.2)</i></p>



<p><b>9.9</b> S-3 and R-3 legally contact the ball simultaneously above the net. The ball rolls along the top of the net and touches the antenna.</p>	<p><b>RULING:</b> A play-over shall be directed by the first referee. A double-fault has occurred since both teams have caused the ball to touch the antenna. (6.1.2.2)</p>
<p><b>9.10</b> R-6 makes the team's first contact. The ball rebounds from one arm to the other, and then off of the shoulder. The first referee allows play to continue.</p>	<p><b>RULING:</b> The first referee's decision is correct. 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. (9.2.3.2, USAV 9.2.3.2)</p>
<p><b>9.11</b> S-4 blocks a ball which continues into the back court on Team S's side of the net. S-6 then passes the ball, which rebounds from one arm to the shoulder.</p>	<p><b>RULING:</b> Legal play. A block is not counted as a team hit; thus, successive contacts during the first team hit after a block are legal during one attempt to play the ball. (9.2.3.2, USAV 9.2.3.2)</p>
<p><b>9.12</b> After completing an attack, S-3 nearly falls across the centerline. S-2 grabs S-3's jersey to prevent him from committing a centerline violation.</p>	<p><b>RULING:</b> No fault has occurred. 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. (9.3.2)</p>
<p><b>9.13</b> While trying to save a second team hit that was going to pass under the net, S-2 extends his leg and contacts the ball with his foot. The ball was then played over the net by S-6.</p>	<p><b>RULING:</b> Legal contact by S-2. The ball may touch any part of the body. (9.2.1)</p>
<p><b>9.14</b> R-4 plays a ball below the waist with an open palm. The first referee calls a "thrown ball" due to the sound made by the open-hand hitting action.</p>	<p><b>RULING:</b> The sound of a contact must not be considered when judging the legality of a play. If the ball is hit cleanly and is not caught or thrown during the upward movement, the contact is legal. (9.2.2)</p>
<p><b>9.15</b> S-4 attempts to hit the ball but contacts it awkwardly with an open hand in such a manner that the ball rolls off the fingers.</p>	<p><b>RULING:</b> Unless the referee can see that the ball was caught or thrown, a poorly hit ball should not be penalized. (9.2.2)</p>
<p><b>9.16</b> S-2 attempts to spike the ball, but hits the lower portion of the ball and causes it to spin off the hitting hand.</p>	<p><b>RULING:</b> Legal, unless the ball is caught or thrown during the hitting action. (9.2.2)</p>
<p><b>9.17</b> While receiving the serve, R-5 contacts the ball in one action, first with the fingers of the right hand and then the fingers of the left hand. The ball is then set by R-3 and attacked by R-4.</p>	<p><b>RULING:</b> Legal contact by R-5. During the first team hit, the ball may contact various parts of the body consecutively, provided the contacts occur during one action. (9.2.3.2, USAV 9.2.3.2)</p>



## Rule 10: Ball at the Net

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

<p><b>10.1</b> A served ball hits the net and then continues over the net into the opponent's playing area. The first referee allows play to continue.</p>	<p><b>RULING:</b> <i>The first referee's decision is correct. Any ball, including a served ball, may touch the net and will remain in play. (10.2)</i></p>
<p><b>10.2</b> A served ball hits and tears the net.</p>	<p><b>RULING:</b> <i>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 cancelled and replayed. (10.3.2)</i></p>
<p><b>10.3</b> S-3 makes the team's third team hit on a ball near the team bench, sending it across the net. The flight path of the ball is directly over an antenna. The second referee whistles and indicates the ball is "out."</p>	<p><b>RULING:</b> <i>The second referee's decision is correct. The ball is "out." A second or third team hit sent to the opponent's court must pass over the net entirely between the antennas. (10.1.1 &amp; 24.3.2.7)</i></p>
<p><b>10.4</b> On Team R's first team hit, the ball is passed across the net outside the antenna toward Team S's free zone. A Team R player pursues the ball and legally contacts it near Team S's bench. The ball returns to Team R's playing area, and the flight of the ball is outside the antenna. A Team R spiker attacks the ball to Team S's court.</p>	<p><b>RULING:</b> <i>Legal play. A first team hit that has crossed the net over or outside an antenna may be legally played back within the team's three hits provided: a) the pursuing player does not commit a centerline fault; b) the ball, when returned, crosses partly or totally outside the antenna; and c) at least two meters (6'6-3/4") of clearance exist between the court equipment (i.e., post or referee stand) and the nearest obstruction on both sides of the net. (10.1.2, USAV 10.1.2)</i></p>
<p><b>10.5</b> A match is being played in a small facility, where only one meter (3'3") of clearance exists from the back edge of the referee stand to the spectator seating. There are three meters (10') of clearance from the post on the second referee's side of the net to the scorer's table. The first referee determines that the ball may only be "pursued" (Rule 10.1.2) on the second referee's side of the net.</p>	<p><b>RULING:</b> <i>The first referee's decision is incorrect. The "pursuit rule" (10.1.2) may only be utilized in facilities where a minimum of two meters (6'6-3/4") of clearance exists between the court equipment and the nearest obstruction on <u>both</u> sides of the net. (USAV 10.1.2)</i></p>
<p><b>10.6</b> The first referee has determined that the "pursuit" rule (10.1.2) shall be utilized during the match. In the first rally, R-4 legally pursues a ball that has crossed the net outside the antenna into Team S's free zone. On the return path, the ball passes entirely between the antennas. R-2 attacks the ball to the floor of Team S's court.</p>	<p><b>RULING:</b> <i>The ball is "out;" loss of rally to Team S. For this play to be legal, the ball, when returned, must cross partly or entirely outside the antenna on the same side of the court. (10.1.2.2)</i></p>



<p><b>10.7</b> S-3 legally pursues a ball into Team R's free zone in order to make a play on the ball. R-4 bumps S-3 as S-3 attempts to play the ball.</p>	<p><b>RULING:</b> <i>Interference by R-4. S-3 was outside the court of Team R and had a legal right to make a play on the ball. (10.1.2.2)</i></p>
<p><b>10.8</b> The "pursuit rule" (Rule 10.1.2) is being used during the match. Team R's first team hit passes inside the antenna and travels toward Team S's free zone. R-4 pursues the ball and contacts it in Team S's free zone. The ball returns to Team R's court outside the antenna.</p>	<p><b>RULING:</b> <i>Upon R-4's contact with the ball, that ball is ruled "out." The ball must pass partly or totally outside the antenna to be legally pursued. (10.1.2)</i></p>
<p><b>10.9</b> S-2 runs under the net between the post and sideline to pursue a first team hit that has passed over the net outside the antenna. S-2 does not touch Team R's court and returns the ball to Team S outside the antenna.</p>	<p><b>RULING:</b> <i>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. (10.1.2.1)</i></p>
<p><b>10.10</b> S-4 blocks a ball which rebounds over the antenna into Team R's free zone. S-5 pursues the ball and returns it outside the antenna to S-6, who sets the ball to S-2. S-2 attacks the ball to the floor of Team R's court.</p>	<p><b>RULING:</b> <i>Point for Team S. The ball was returned to Team R within the allowable team hits. (10.1.2)</i></p>
<p><b>10.11</b> Team R's second team hit crosses the net over the antenna near the second referee. The ball is pursued by R-1, who makes the third team hit in the free zone of Team S. The first referee whistles and signals the ball "out" when R-1 makes contact with the ball.</p>	<p><b>RULING:</b> <i>Incorrect procedure. A second or third team hit, which crosses partly or totally outside the crossing space, may not be legally returned to the opponent within the three team hits. The ball shall be immediately whistled dead and signaled "out" by the referee responsible for that antenna. (10.1.2)</i></p>
<p><b>10.12</b> R-2 is standing close to the net when S-2 contacts the ball so that it hits R-2 underneath the net before passing fully beyond the vertical plane of the net. 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.</p>	<p><b>RULING:</b> <i>The ball is out of play, and a loss of rally is awarded to Team R. (10.1.1)</i></p>
<p><b>10.12</b> S-3 spikes the ball. R-2 reaches across the plane of the net and blocks the ball. The ball falls on the spiker's side of the net, crossing partially beyond the plane of the net and landing on the blocker's foot before fully passing beyond the vertical plane.</p>	<p><b>RULING:</b> <i>No penetration fault. When the ball fell on Team S's side of the net, it became the responsibility of Team S to play the ball back over the net.</i></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><b>11.1</b> R-2 sets the second team hit to R-4. As R-4 attacks the ball, blocker S-3 reaches beyond the net and touches the ball simultaneously with R-4's attack-hit. The first referee whistles and indicates "reaching beyond the net" by S-3.</p>	<p><b>RULING:</b> <i>The first referee's decision is correct. A blocker may not reach beyond the net to make contact with the ball prior to or during the opponent's attack hit. (11.1.1)</i></p>
<p><b>11.2</b> On the third team hit, S-4 attempts to spike the ball as it penetrates the vertical plane of the net. R-2 contacts the ball simultaneously in a blocking action.</p>	<p><b>RULING:</b> <i>No fault. Since the ball had penetrated the vertical plane of the net, both players are entitled to play the ball provided each player's contact with the ball is made within their team's playing space. (11.1.2)</i></p>
<p><b>11.3</b> On the team's second hit, R-5 passes the ball so that it is falling near the net in an area where, in the first referee's judgment, no Team R player could reach the ball. S-2 reaches across the plane of the net and blocks the ball.</p>	<p><b>RULING:</b> <i>Even though it was only the second team hit, in the first referee's judgment, no Team R player could have reached the ball; therefore, the attack was completed and S-2 was permitted to complete the block. (11.1.1, USAV 14.3)</i></p>
<p><b>11.4</b> R-6 reaches beyond the vertical plane of the net to "save" a teammate's over-passed ball before the ball passes entirely beyond the vertical plane of the net.</p>	<p><b>RULING:</b> <i>Illegal; reaching beyond the net. A player is not permitted to make contact with a ball over the opponent's playing space. (11.1.2, USAV 11.1.2)</i></p>
<p><b>11.5</b> A third hit by R-2 strikes the net, and the ball falls toward Team R's court. As the ball is falling, S-2 reaches beyond the vertical plane of the net below the net and catches the ball before it contacts the court.</p>	<p><b>RULING:</b> <i>Penetration fault. The ball remains in play until it contacts the floor or a player, or it passes fully beyond the vertical plane of the net. S-2 interfered with the ball. (11.2.1)</i></p>
<p><b>11.6</b> After jumping and setting the ball, S-5 returns to the floor and begins to move to her defensive position. During this motion, she brushes the net with her elbow. The referees allow play to continue.</p>	<p><b>RULING:</b> <i>The referees' decision is correct. S-5 was no longer in the action of playing the ball. While not in the action of playing the ball, contact with the net by a player is not a fault unless it interferes with play. (11.3.1)</i></p>
<p><b>11.7</b> S-1 sets a ball to S-4 (left front) from a position near the center of the net. S-3 runs behind S-1 for a fake attack in position 2 (right front). S-3 makes contact with the net that does not interfere with play while the ball is being attacked by S-4 on the opposite end of the net. The second referee whistles and indicates a net fault on S-3.</p>	<p><b>RULING:</b> <i>The second referee's decision is incorrect. S-3's net contact was away from the playing action of the ball and does not constitute a fault. (11.3.1)</i></p>
<p><b>11.8</b> S-1 sets a ball to S-3 (center front) from a position near the center of the net. S-4 runs in front of S-3 for a fake attack (tandem play). S-4 makes contact with the net during the fake</p>	<p><b>RULING:</b> <i>The second referee's decision is correct. S-4's net contact was part of the action of playing the ball and constitutes a fault. (11.3.1)</i></p>



<p>attack but does not touch the ball, and S-3 then spikes the ball to the Team R's court. The second referee whistles and indicates a net fault on S-4.</p>	
<p><b>11.9</b> S-3 backsets the ball toward S-2 in the right front position. S-4 runs a fake attack in the left front position. The blocker, R-2, tries to block the fake attack by S-4 and contacts the net while S-2 attacks the ball at the opposite end of the net. The referees allow play to continue.</p>	<p><b>RULING:</b> <i>The referees' decision is correct. R-2's net contact was away from the playing action of the ball and does not constitute a fault. (11.3.1)</i></p>
<p><b>11.10</b> R-2 is standing close to the net when S-2 passes the ball into the net. The ball hits R-2 through the net and lands on Team S's court.</p>	<p><b>RULING:</b> <i>No fault. The ball contacted the net, which contacted the player. (11.3.3)</i></p>
<p><b>11.11</b> R-3 blocks a ball spiked by S-2. R-3 then lands on the floor with heels on the center line and the remainder of the feet on the opponents' court. The blocked ball then falls on the opponents' side of the net and lands on the foot of R-3.</p>	<p><b>RULING:</b> <i>Legal play. The foot position was legal. The ball landing on the foot would be treated the same as if it had landed on the floor. (11.2.2.1)</i></p>
<p><b>11.12</b> During blocking action by S-2, the foot of S-2 contacts the leg of R-4. The block by S-2 causes the ball to fall near R-4 who had been knocked off balance by the contact of S-2. In the judgment of the first referee, R-4 could have made a play on the ball if the contact had not occurred. Team R is awarded the rally.</p>	<p><b>RULING:</b> <i>The first referee's decision is correct: penetration fault. Even though accidental, S-2 cannot penetrate the plane of the net and interfere with an opponent's play. (11.2.1)</i></p>
<p><b>11.13</b> After attempting to block a ball, R-2 lands and turns around to see the next play by a teammate. In doing so, R-2's foot completely crosses the centerline and touches the opponent's court.</p>	<p><b>RULING:</b> <i>Penetration fault. It is illegal to touch the opponent's court with feet or a hand(s) unless some portion of the encroaching foot or hand remains in contact with, or above, the center line. (11.2.2.1)</i></p>
<p><b>11.14</b> During blocking action by S-4, his foot contacts the leg of R-3. This contact causes R-3 to be knocked off balance, and consequently, R-3 makes contact with the net. The second referee judges this contact as interference and calls a penetration fault against S-4.</p>	<p><b>RULING:</b> <i>The second referee's decision is correct only if S-4's contact with R-3 has occurred over Team R's playing space. (11.2.1)</i></p>
<p><b>11.15</b> S-3 blocks a spiked ball and then lands on the foot of spiker R-2, who is legally on the center line but with most of the foot encroaching onto the opponent's playing area. S-3 falls and is unable to play the ball falling nearby.</p>	<p><b>RULING:</b> <i>Penetration fault on R-2. Although the foot of the player is legally on the center line and there is no intent to cause the opponent to fall, the contact does interfere with S-3's ability to play the ball. (11.2.1, 11.2.2)</i></p>



<p><b>11.16</b> S-6 slides on his knees to save a ball near the net. When contacting the ball, S-6's knee touches Team R's court, but part of the knee remains on the center line. The second referee whistles and indicates a penetration fault by S-6.</p>	<p><b>RULING:</b> <i>The second referee's decision is correct. Only a hand(s) or foot (feet) may touch the opponent's court, provided some part of the encroaching hand/foot remains on or above the centerline. (11.2.2.1, 11.2.2.2)</i></p>
<p><b>11.17</b> S-4 is off-balance after attacking a ball and makes contact with the net cables outside the net. The second referee allows play to continue.</p>	<p><b>RULING:</b> <i>The second referee's decision is correct. Contact with the net supports outside the total length of the net is legal unless it interferes with play. (11.3.2)</i></p>
<p><b>11.18</b> R-6 passes the first team hit directly into the body of the net. S-3 is standing near the net and places her hands in a position near the net in order to deflect the natural rebound of the ball. The ball contacts the net and S-3's hands and then falls immediately to Team R's court. Does this action by S-3 constitute a net fault?</p>	<p><b>RULING:</b> <i>Since the ball forced the net into S-3's hands, and S-3 did not initiate contact with the net by making any forward motion, no fault has been committed and the action is legal. Team S will be awarded the rally and a point. (11.3.3) If S-3 had made a forward motion toward the net to deflect the ball through the net, a net fault would be called against S-3.</i></p>
<p><b>11.19</b> When S-1 contacts the ball for service, S-4 is standing with one foot partly across the centerline.</p>	<p><b>RULING:</b> <i>Positional fault by S-4. Players must be completely within their court at the moment of service hit. To touch the opponent's court at the moment of service contact is a fault. (7.4)</i></p>
<p><b>11.20</b> When S-1 contacts the ball for service, S-5 is standing with one foot on the centerline but not touching the opponent's court.</p>	<p><b>RULING:</b> <i>Legal position. The centerline belongs to both courts (1.3.3). Provided the player is not touching the opponent's court at the moment of the service hit, this position is legal.</i></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; Faults Made After the Service and Positional Faults

<p><b>12.1</b> S-6 is holding the ball when the referee blows the whistle for S-1 to serve. S-6 tosses the ball into the air over the end line and S-1 moves forward, jumps into the air and hits the ball into the opponents' court.</p>	<p><b>RULING:</b> <i>Illegal service. Only the server is permitted to toss the ball for service. Also, the referee was in error for blowing the whistle for service when the server was not in possession of the ball. (12, 12.3)</i></p>
<p><b>12.2</b> After the beckon for service, S-1 is bouncing the ball and it accidentally hits the player's foot and rolls onto the court.</p>	<p><b>RULING:</b> <i>If the ball is not tossed or released for service but is accidentally dropped, the service must still be completed within the allowable time. This action is not a service fault. (12.4.1)</i></p>
<p><b>12.3</b> S-1 tosses the ball into the air for service but then catches the ball.</p>	<p><b>RULING:</b> <i>Illegal service. Once the ball has been tossed or released for service, any contact with the server shall be considered completion of the service. (12.4.1, USAV 12.4.5b, -c,-d)</i></p>
<p><b>12.4</b> S-1 tosses the ball into the air, allows the ball to bounce and then contacts the ball for service.</p>	<p><b>RULING:</b> <i>As soon as the ball contacted the floor, the action became an illegal service (or service tossing error for 14-and-younger competition). Depending on the age group, the referee will whistle and signal illegal service, or for 14 &amp; Under competition, signal for a re-serve (Signal 20), and whistle and beckon for a second service. (12.4.1, 12.4.2, USAV 12.4.4, USAV 12.4.5)</i></p>
<p><b>12.5</b> S-1 tossed the ball for service and allowed the ball to fall to the floor. As the ball fell, it inadvertently touches S-1.</p>	<p><b>RULING:</b> <i>Service fault. Once the ball has been released for service, any contact with the server is considered completion of the service. (12.4.1)</i></p>
<p><b>12.6</b> S-1 tosses the ball for service and starts to let the ball to fall to the floor. Realizing that if the ball hits the floor it would be an illegal serve, the player sends the ball over the net with both hands.</p>	<p><b>RULING:</b> <i>Illegal service. The ball must be hit with one hand or arm. (12.4.1)</i></p>
<p><b>12.7</b> S-1 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><b>RULING:</b> <i>Legal service. No restriction exists on how the ball is tossed from the hand(s), provided the contact for service is with only one hand or arm. (12.4.1)</i></p>
<p><b>12.8</b> At the time the whistle is blown for service, S-1 is standing near the left boundary line. At the service signal, S-1 runs across the end line and jump serves in the service zone.</p>	<p><b>RULING:</b> <i>Legal service action provided the ball is legally contacted for service within the time limit. (12.4.3)</i></p>
<p><b>12.9</b> Prior to service, S-1 is standing with the left foot near the right service zone marker and the right foot on the floor clearly outside the service zone. Before contacting the ball for</p>	<p><b>RULING:</b> <i>Legal service. The server was contacting the floor inside the service zone at the moment of contact of the ball for service. (12.4.3)</i></p>



service, S1 raises the right foot off the floor.	
<b>12.10</b> At the time of service, S-1 is touching the line marking the left side of the service zone.	<b>RULING:</b> <i>Legal service. The width of the service zone includes the full width of both service zone lines. (12.4.3, 1.4.2)</i>
<b>12.11</b> S-2, a wrong server, is preparing to serve when teammates notice the error. After the first referee authorizes the service, S-1 moves into the service area, and S-2 moves onto the court. S-1 serves before the allotted time has expired.	<b>RULING:</b> <i>Legal service provided Team S players are in the correct position at the moment of service contact. All actions occurred before the allotted time had expired. (12.4.4)</i>
<b>12.12</b> At a 14&Under competition, the first referee informs the teams that each player may have one re-serve during her term of service.	<b>RULING:</b> <i>The first referee's decision is incorrect. For all 14&amp;Under competitions, each player is allowed one service tossing error per serve. (USAV 12.4.5)</i>
<b>12.13</b> During a 13&Under tournament, the juniors' "re-serve" rule is being applied. The first referee allows each server eight seconds to contact their first service toss, and an additional five seconds for the second toss.	<b>RULING:</b> <i>The first referee's decision is incorrect. For all 14&amp;Under competitions, five seconds is allotted for each service contact. (USAV 12.4.5a).</i>
<b>12.14</b> Just prior to the service action by S-1, S-3 takes a position close to the net directly in front of R-3. R-3 complains that S-3 is causing a screen.	<b>RULING:</b> <i>Both players are entitled initially to take any position on the court. If R-3 is unable to see the server, R-3 must move. If S-3 moves in front of R-3 after the referee's whistle, S-3 will be penalized for rude conduct (IYC). (21.2.1)</i>
<b>12.15</b> In order to quickly change positions after the serve, S-2 and S-3 are approximately one foot (30 cm) apart at the time of service.	<b>RULING:</b> <i>Legal action, provided the opponents had the opportunity to see the service and the path of the ball. (12.5, USAV 12.5.2)</i>
<b>12.16</b> S-2, S-3, and S-4 form a group in front of R-2 and R-3. Team R's captain asks the first referee to have the players move apart so that his players can see the server.	<b>RULING:</b> <i>It is not mandatory to instruct Team S to separate, but if it doesn't delay the game, the referee may motion the Team S players to move apart.</i>
<b>12.17</b> At the contact of service, the serving team is guilty of screening, and the receiving team players are out of position.	<b>RULING:</b> <i>Positional fault on the receiving team. The screen does not occur until the ball passes over the player(s) constituting the screen. The out of position fault occurs at the moment the ball is contacted by the server. (12.7.2)</i>
<b>12.18</b> At the contact of the service, the receiving team is out of position, but the served ball hits a Team S player.	<b>RULING:</b> <i>Positional fault on the receiving team. (12.7.2) Teams S is awarded the rally.</i>
<b>12.19</b> During a match #7 is serving for Team A. The served ball is poorly hit and lands in Team B's bench area. At the moment of service contact, the second referee calls a positional fault on Team B. The Team B captain asks the second referee to verify her player's positions, and the second referee discovers he was in error. The first referee directs a play-over.	<b>RULING:</b> <i>The first referee's decision is incorrect. The second referee's whistle did not affect the flight of the served ball, which clearly landed out of bounds. Upon discovering that the second referee was in error, the loss of rally should have been awarded to Team B. (12.7.2, 23.2.1)</i>



<p><b>12.20</b> S-1 legally serves the ball which crosses the net to Team R's court. The second referee whistles and indicates a positional fault on Team R as the ball lands near the sideline just out of bounds near R-5. After verifying Team R's player positions, it is discovered that Team R was in correct position. The first referee awards the rally to Team R since the ball landed out of bounds.</p>	<p><b>RULING:</b> <i>The first referee's decision is incorrect. In this case, since the ball landed very near the sideline, and the second referee's whistle stopped play, it cannot be determined that R-5 (or another Team R player) would not have attempted to play the ball. Therefore, a play-over should be directed. (USAV 8.2)</i></p>
<p><b>12.21</b> A match is being conducted on a portable playing surface laid on a wood floor. The change in height between the two surfaces is ½" and the wood floor surrounding the portable surface is free of obstructions. R-5 initiates the serve while standing on the wood floor off of the portable surface.</p>	<p><b>RULING:</b> <i>Service fault. The service zone 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; the ball, however, may be retrieved from the area beyond the free zone once the rally has started (1.4.2, 12, 12.4.3, 9, USAV 9, .</i></p>
<p><b>12.22</b> S-4, the correct server, is standing in the free zone outside the lateral extension of the service zone behind the endline when the first referee authorizes service. The server begins his approach from the free zone outside the service zone but contacts the ball while standing within the service zone.</p>	<p><b>RULING:</b> <i>Legal service. Service faults are judged according to the position of the player's feet at the moment of contact with the ball for service. (1.4.2, 12) Servers are permitted to start outside the service zone provided contact with the ball takes place from within the service zone.</i></p>



## Rule 13: Attack Hit

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

<p><b>13.1</b> R-5 jumps from in front of the attack line and spikes a ball that is entirely above the top of the net. At the moment of contact, the first referee recognizes that R-5 is a back-row player and immediately blows the whistle to indicate a back-row attack hit fault.</p>	<p><b>RULING:</b> <i>The first referee's decision is incorrect. An attack hit fault by a back-row player shall not be whistled until the attack hit is completed, i.e., is legally touched by an opponent or completely crosses the plane of the net. (13.1.3, 13.2.2, 13.3.3)</i></p>
<p><b>13.2</b> R-6 is in the front zone and jumps to "save" a ball on a second team hit. The ball is entirely above the top of the net when it is hit toward a teammate by R-6. The action of R-6 causes the ball to penetrate the vertical plane of the net where it is blocked by S-2. The first referee allows play to continue.</p>	<p><b>RULING:</b> <i>The first referee's decision is incorrect. On the first or second team hit, a back-row player in the front zone may contact the ball when it is entirely above the top of the net and direct the ball toward a teammate. Such contact will be an attack-hit fault if the ball is legally touched by an opponent before fully passing the vertical plane of the net. If the ball passes untouched beyond the vertical plane of the net, the contact will also be an attack-hit fault. (13.2.2, 13.2.3, 13.3.3)</i></p>
<p><b>13.3</b> R-5, who is in the front zone, contacts the ball while it is entirely above the top of the net and passes it, using "setting action," toward R-2. Before the ball can be contacted by R-2, it penetrates the vertical plane of the net and is blocked by S-2 and S-5. The ball then continues beyond the vertical plane of the net into Team S's playing area.</p>	<p><b>RULING:</b> <i>Double fault. R-5 became an illegal back-row attacker when Team S legally touched the ball, and a blocking fault was committed by the collective block of S-2 and back-row player, S-5. The rally ended when the ball was contacted by Team S. (USAV 13.3.6, 13.2.2, 13.1.3, 14.1.1, 14.1.4, 6.1.2.2)</i></p>
<p><b>13.4</b> S-5 sets a ball toward Team R's court and toward teammate S-3. S-3 could have made a play on the ball, but R-3 reached beyond the plane of the net and blocked the ball before it could be played by S-3.</p>	<p><b>RULING:</b> <i>Blocking fault by R-3, Signal 23 - Blocking Beyond The Net. Since S-3 could have made a play on the ball, R-3 is not permitted to reach beyond the net to block the ball. (14.3, USAV 14.3a)</i></p>
<p><b>13.5</b> S-6 jumps from behind the attack line to spike a ball that is entirely above the top of the net. S-6 then lands in the front zone. The ball crosses the net and lands on Team R's court.</p>	<p><b>RULING:</b> <i>Legal play. A back-row player may attack a ball at any height from behind the front zone and may consequently land in the front zone after the attack hit. (13.2.2.1, 13.2.2)</i></p>
<p><b>13.6</b> S-1 serves the ball very high and very deep into Team R's court. R-5, who is positioned near the endline, jumps and attacks the served ball while it is entirely above the top of the net. Once the ball crosses beyond the net, the first referee whistles and indicates an illegal attack of the serve by R-5.</p>	<p><b>RULING:</b> <i>The first referee's decision is incorrect. A served ball may be attacked at any height when the ball is not in the front zone. (13.2.4)</i></p>



<p><b>13.7</b> Team R's third team hit is falling near the net but will not cross the net. S-2 jumps, reaches beyond the net, and spikes it to Team R's court.</p>	<p><b>RULING:</b> <i>Illegal attack hit. A player may not hit the ball within the opponent's playing space, except for Rule 14.3 and USAV 14.3. (13.2.1, 13.3.1)</i></p>
<p><b>13.8</b> While in front of the attack line, R-5 jumps to spike the ball, which is entirely higher than the top of the net. Simultaneous with the contact of the ball by R-5, S-2 reaches across the plane of the net and blocks the ball.</p>	<p><b>RULING:</b> <i>Double fault. The spiking action was illegal by R-5, but the simultaneous contact of the ball by S-2 was an illegal block. If the contact by S-2 had been after the attack hit by R-5, then only the hit by R-5 would have been penalized. (USAV 13.3.6, 14.3)</i></p>
<p><b>13.9</b> A Libero is in the front zone and plays the ball over the net with a finger-action set. The ball is below the top of the net when contacted, and this is the third team hit.</p>	<p><b>RULING:</b> <i>Legal play. The Libero is restricted from attacking a ball from anywhere on the court, if at the moment of contact the ball is entirely above the top of the net. (13.3.5)</i></p>
<p><b>13.10</b> A Libero, positioned behind the attack line, spikes a ball that is entirely above the top of the net. The ball lands on the opponent's court.</p>	<p><b>RULING:</b> <i>Illegal attack hit. 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. (13.3.5)</i></p>
<p><b>13.11</b> 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><b>RULING:</b> <i>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. (13.3.5)</i></p>
<p><b>13.12</b> R-6 jumps from in front of the attack line and spikes the ball on the team's second hit. The ball hits the top of the net and rebounds back into "R's" court.</p>	<p><b>RULING:</b> <i>Since the ball did not cross the plane of the net or was not contacted by an opponent, the hit by R-6 was not a fault. Team R will have a third hit remaining to direct the ball into the opponents' court. (13.1.3)</i></p>



## Rule 14: Block

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

<p><b>14.1</b> As S-2 spikes the ball, R-4, who is approximately five feet (1.5 m) from the net, jumps into the air reaches higher than the top of the net. The ball makes multiple contacts with R-4.</p>	<p><b>RULING:</b> Due to the distance from the net, R-4 would not be considered a blocker. Since the contacts would be considered the first team hit, multiple contacts of the ball by R-4 would be legal. (14.1.1, 9.2.3.2)</p>
<p><b>14.2</b> Setter S-2 jumps and sets the ball above the top of the net, and the ball penetrates the vertical plane of the net. R-3 blocks the ball so that it contacts S-2 who is still reaching higher than the top of the net.</p>	<p><b>RULING:</b> The contact by S-2 after the block by R-3 would constitute a block. Team S will have three hits remaining to return the ball to the opponent's court. (14.1.1, 14.4.1)</p>
<p><b>14.3</b> R-3 spikes a ball into a collective block formed by S-4 and S-3. Before the blockers drop below the top of the net, and during a single attempt to block, the ball struck the hands of S-3 and then the foot of S-4. The ball rebounds off S-4's foot over the net and falls to the floor of Team R.</p>	<p><b>RULING:</b> Point for Team S. Contact with the ball during a block may be with any part of the body. S-3 and S-4 remain blockers until below the top of the net. Consecutive contacts by one or more blockers during one blocking action are legal. (14.1.1, 14.2)</p>
<p><b>14.4</b> R-2 and R-3 jump together to block. The ball bounces from R-3 to R-2. The ball is then played by setter R-4.</p>	<p><b>RULING:</b> Multiple contacts by blockers constitute a single contact. R-4's contact is the first of three team hits. (14.2, 14.4.1)</p>
<p><b>14.5</b> R-3 and R-4 make a collective block and the ball ricochets off the block and hits R-2, who is in a blocking position with hands above the height of the net approximately four feet (1.2 m) from R-3. R-3 recovers the ball after it hit R-2 and passes it to R-1, who sets the ball for a spike by R-2.</p>	<p><b>RULING:</b> R-2 was not close to the block, so the contact of the ball by R-2 became the first team hit; therefore, the spike by R-2 was the fourth team hit. (14.1.4)</p>
<p><b>14.6</b> In a collective block, S-3 reaches beyond the plane of the net outside the antenna. S-4 is inside the antenna and reaches beyond the net, contacting the ball.</p>	<p><b>RULING:</b> Blocking fault. Part of the collective block was outside the antenna. (14.6.5)</p>
<p><b>14.7</b> R-5 receives a serve and passes the ball to R-3 near the net. As R-3 prepares to jump-set the ball, S3 reaches across the plane of the net in a blocking attempt but does not touch R-3 or the ball.</p>	<p><b>RULING:</b> Legal play. The block attempt by S-3 is not a blocking fault. (14.3)</p>
<p><b>14.8</b> The ball is traveling 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, R-2 reaches across the plane of the net and blocks the ball.</p>	<p><b>RULING:</b> A ball that is directed toward the opponent's court (through the crossing space) is considered an attack hit. It is legal to block such a ball over the opponent's court provided no member of that team is in position to make a play on the ball. (USAV 14.3)</p>

<p><b>14.9</b> R-5 passes a hard served ball in such a manner that the ball would have crossed the net if untouched by another player. R-4, who is near the net, jumps and fakes a hit on the ball. Immediately after the fake hit, S-2 reaches across the plane of the net and blocks the ball.</p>	<p><b>RULING:</b> <i>It was legal for S-2 to block the ball after R-4 completed the attempt to play the ball. (USAV 14.3)</i></p>
<p><b>14.10</b> R-2 passes the third team hit near the net. The ball is falling near the net. R-4 is in position to make a play on the ball, but S-2 reaches across the plane of the net and blocks the ball before R-4 can contact it.</p>	<p><b>RULING:</b> <i>S-2's block is legal. The attack by Team R was the third hit and no further legal play could be made on the ball by Team R. (14.3)</i></p>
<p><b>14.11</b> R-2 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. R-2 contacted the ball over the opponent's court with the hand on the inside of the antenna.</p>	<p><b>RULING:</b> <i>Blocking fault. One of the blocker's hands was outside the antenna at the time of contact with the ball. (14.6.5)</i></p>
<p><b>14.12</b> S-2 and S-5 are close together at the net. They both jump to block an attack from R-2. When the ball is touched only by S-2, S-2 is reaching higher than the top of the net, and S-5 has no part of his body above the top of the net.</p>	<p><b>RULING:</b> <i>Legal block. S-5 and S-2 do not form a collective block, as S-5 has no part of his body reaching higher than the top of the net at the time S-2 completes the block. Only a player who has some part of his/her body higher than the top of the net at the time the block is completed is considered to be part of the collective block. (14.1.1, 14.1.4)</i></p>
<p><b>14.13</b> The Libero, who is standing next to R-3, has hands extended above head height but not higher than the top of the net. R-3 is reaching higher than the top of the net and blocks an attack hit by S-2. The second referee whistles and indicates illegal block by the Libero.</p>	<p><b>RULING:</b> <i>The second referee's decision is incorrect. The Libero is not part of a collective block because no part of the Libero's body is higher than the top of the net when R-3 contacts the ball during the blocking action. (14.6.2)</i></p>
<p><b>14.14</b> S-1 serves a fast ball very low across the net. R-3, who is very tall, reaches higher than the top of the net to deflect the low trajectory of the ball.</p>	<p><b>RULING:</b> <i>Illegal block. It is forbidden to block an opponent's serve. (14.6.3)</i></p>
<p><b>14.15</b> The Libero, who is near the net, jumps and reaches higher than the net to attempt to block an attack hit by S-4 but does not touch the ball. The first referee whistles and indicates illegal block attempt by the Libero.</p>	<p><b>RULING:</b> <i>The first referee's decision is correct. A Libero may not block or attempt to block. (14.6.6, 14.6.2)</i></p>



<p><b>14.16</b> R-3, who is near the net, jumps and reaches higher than the net to save an overpass by a teammate. The ball penetrates the vertical plane of the net where blocker S-4 legally and simultaneously contacts the ball with R-3. The ball returns to Team R's playing area where R-5 passes it to R-3, who then sets it to R-2 for a successful attack hit.</p>	<p><b>RULING:</b> <i>Legal play. After legal simultaneous contact by opponents, the team receiving the ball shall have three more team hits. (USAV 9.1.2.3)</i></p>
<p><b>14.17</b> S-6 passes a ball into the vertical plane of the net and S-1, who is near the net, reaches higher than the top of the net in an attempt to save the ball. Blocker R-4 legally and simultaneously contacts the ball with S-1 in the vertical plane of the net. The ball returns to the Team S side of the net.</p>	<p><b>RULING:</b> <i>Illegal block (back-row) by S-1. Either team has a right to play a ball that has penetrated the vertical plane of the net. When the ball penetrates the vertical plane of the net and simultaneous contact of the ball occurs between a back-row player, who is reaching higher than the top of the net, and an opponent, it is a blocking fault by the back-row player. (14.6.2)</i></p>



## Chapter Five: Interruptions and Delays

### Rule 15: Regular Game Interruptions

**Number of, Request for and Sequence of Regular 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><b>15.1</b> During pre-match warm-up, S-1 becomes injured and cannot play. S-1 was listed on the lineup as the first server. Since S-1 was listed on the lineup, must S-1 participate in a play before being replaced by a substitution?</p>	<p><i><b>RULING:</b> No. If a substitute is available, a legal substitution may be made for S-1. There is no requirement for a player to participate before being replaced. If no substitute is available, the three-minute injury time-out rule could be put into effect at match time. (15.2.2, USAV 15.7b)</i></p>
<p><b>15.2</b> While the coach for Team S is giving instructions to players in the warm-up area, the assistant coach for Team S requests a time-out. The second referee accepts the requests and authorizes the time-out for Team S.</p>	<p><i><b>RULING:</b> The second referee's decision is incorrect. 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. (15.2.1, 15.11.1.2)</i></p>
<p><b>15.3</b> Team R is granted a substitution. Team S is then granted a time-out during the same dead-ball period. During the time-out, Team R requests another substitution.</p>	<p><i><b>RULING:</b> Improper request by Team R. The second request for substitution by Team R will be denied. Only one request for substitution per team per game interruption is permitted. (15.3.1, USAV 15.3)</i></p>
<p><b>15.4</b> Team S is granted a substitution and then requests a time-out.</p>	<p><i><b>RULING:</b> Legal request; time-out for Team S. (15.3.1)</i></p>
<p><b>15.5</b> Prior to the start of the match, the coach from Team S requests a time-out to allow her players time to drink water before beginning the match.</p>	<p><i><b>RULING:</b> Legal request; time-out for Team S. A request for time-out prior to the start of a match or a set is legal. (15.4)</i></p>
<p><b>15.6</b> Team R requests and is granted a time-out. After 25 seconds have elapsed, the second referee blows a warning whistle for teams to prepare to return to the court. At 30 seconds, the second referee blows another whistle to end the time-out.</p>	<p><i><b>RULING:</b> Incorrect procedure. There is no warning whistle during a time-out. At 30 seconds, the second referee will blow a whistle to end the time-out, and teams must immediately return to the court. (15.4)</i></p>
<p><b>15.7</b> During a time-out, Team R's trainer brings water to the free zone near the court for the players.</p>	<p><i><b>RULING:</b> No fault or sanction provided there is no water to clean up (on the court or in the free zone) at the expiration of the time-out. (16.1.2)</i></p>
<p><b>15.8</b> During a team time-out, Team R players move to the team bench. R #3 goes behind the team bench to get a drink of water.</p>	<p><i><b>RULING:</b> As long as play is not delayed, a player is allowed to go behind the bench for water. (16.1.2)</i></p>



<p><b>15.9</b> How is a coach or captain informed of an improper request?</p>	<p><b>RULING:</b> <i>An improper request is signaled by using a sweeping motion (“brushing away”) with the hand on the side corresponding to the team that made the improper request.</i></p>
<p><b>15.10</b> Team S requests a time-out and both teams leave the court immediately. Team R decides to return to the court prior to the expiration of the 30 seconds designated for the time-out. During the time-out, Team S leaves the court area and goes to the free zone at the end of the court for the time-out period.</p>	<p><b>RULING:</b> <i>Players may remain on the court, or go to the free zone near their bench. During the time-out 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. (USAV 15.4.2)</i></p>
<p><b>15.11</b> After the first referee whistles for service, Team R’s captain requests a time-out.</p>	<p><b>RULING:</b> <i>Ignore the request. After the rally is completed, the improper request by Team R is noted. (15.11.1.1, 15.11.2)</i></p>
<p><b>15.12</b> After the first referee whistles for service, Team R’s captain requests a time-out. The second referee blows the whistle in recognition of the request.</p>	<p><b>RULING:</b> <i>The second referee’s whistle stops the rally. The first referee must charge an improper request and beckon for service again (15.11.1.1).</i></p>
<p><b>15.13</b> A player enters the substitution zone and awaits the second referee’s whistle to recognize this substitution request.</p>	<p><b>RULING:</b> <i>Correct procedure. A coach or captain may visually or verbally request a substitution(s), or a substitute entering the substitution zone constitutes a request for substitution. (15.10.4b)</i></p>
<p><b>15.14</b> Team S has used its allowable 12 team substitutions. The coach requests a substitution that would result in an excess team substitution.</p>	<p><b>RULING:</b> <i>The scorer notifies the second referee that Team S had used all of its substitutions. The second referee denies the sub and an improper request is assessed to the team. (15.11.1.4)</i></p>
<p><b>15.15</b> 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><b>RULING:</b> <i>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.</i></p>
<p><b>15.16</b> 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><b>RULING:</b> <i>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. (15.5, 16.1.1)</i></p>

<p><b>15.17</b> S #5 is replaced by S #9. Later, S #5 re-enters the set in a different position and replaces S #7. The error is discovered after S-1 has served for two points, but before a loss of service.</p>	<p><b>RULING:</b> <i>The wrong position entry must be corrected and a loss of service awarded. Any points made during S-1's term of service and while S #5 was in the set are canceled. S #7 must return to the set. No substitution will be charged. The substitution charged when S #5 entered the wrong position will be canceled. (15.5, USAV 15.6b-2, USAV 15.9.2.3)</i></p>
<p><b>15.18</b> The coach from Team R requests a substitution 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><b>RULING:</b> <i>When whistles occur simultaneously, the first referee must determine which action occurred first. In this case, the substitution request was just before the first referee's whistle for service, and the second referee's whistle was slightly late. The second referee should accept the substitution request. The first referee will then authorize a new service. (15.11.1.1)</i></p>
<p><b>15.19</b> R #6's shorts are torn during play and will have to be replaced. The coach of Team R requests a substitute who reports to the substitution zone wearing warm-up pants.</p>	<p><b>RULING:</b> <i>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.</i></p>
<p><b>15.20</b> 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><b>RULING:</b> <i>The request shall be denied if Team S has more than six players on the roster. A 30-second "recovery time-out" will be granted to allow S #3 to evaluate the ankle. 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 substitution for S #3 must take place.</i></p> <p><i>If Team S has only six players on the roster, only then may a special three-minute injury time-out be granted. (USAV 15.7b)</i></p>
<p><b>15.21</b> Team R has used all its allowable substitutions when R #4 becomes injured and cannot continue to play.</p>	<p><b>RULING:</b> <i>Even though it would technically result in an excess team substitution, R #4 may be replaced without penalty under the exceptional substitution provisions. (USAV 15.7a)</i></p>
<p><b>15.22</b> Team R's coach requests two substitutions which will result in the 12<sup>th</sup> and 13<sup>th</sup> team substitutions. The second referee allows one substitution, denies the other, and charges Team R with an improper request.</p>	<p><b>RULING:</b> <i>The second referee's decision is correct. When a substitution request includes a legal and an improper substitution, the legal substitute may enter the set. In this case, the coach/captain may decide which substitution is preferred, provided this is done without delay. (USAV 15.6b-1, USAV 15.9.1c, USAV 15.10.4a)</i></p>
<p><b>15.23</b> The coach of the serving team calls for a substitution without indicating the number desired. S #7 and S #9 both report to the substitution zone to enter the match.</p>	<p><b>RULING:</b> <i>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. (15.10.4, USAV 15.10.4b)</i></p>



<p><b>15.24</b> R #7 is found to have entered in a wrong position in the service order. R #7 was the team's 12<sup>th</sup> substitution. No legal substitutions remain.</p>	<p><b>RULING:</b> <i>Since wrong entry is a correctable error, the correct player is returned to the set without penalty. The substitution charged when the wrong entry occurred will be removed, and Team R will have used 11 team substitutions. If there was a loss of rally by Team S on the previous play, that will be canceled and Team S will be awarded the rally (point) due to the positional fault by Team R. (USAV 15.9.2.3)</i></p>
<p><b>15.25</b> The first referee calls a fault on S-3 for net contact and awards the serve to Team R. The coach of Team R then calls for a substitution. During the substitution, the first referee is approached by a line judge who states that Team R's third team hit had crossed the net outside the crossing space prior to the net fault by S-3. The referee has a mind change and awards the rally to Team S.</p>	<p><b>RULING:</b> <i>Because of the first referee's mind change, the coach of Team R may cancel the substitution request without penalty. If Team R's coach no longer wants the substitution request, it will be removed from the score sheet and the original player shall return to the court. (USAV 15.11.2)</i></p>



## Rule 16: Game Delays

### Types of Delays; Delay Sanctions

<p><b>16.1</b> Team R has been granted two time-outs. Later in the set, Team R's captain makes a third request for time-out, and it is granted by the second referee. After some of the time-out period has elapsed, the scorer realizes that this is a third time-out for Team R and notifies the second referee.</p>	<p><b>RULING:</b> <i>The time-out period will be immediately terminated and the first referee notified of the error. The first referee will inform the Team R captain that a team delay warning is being assessed since the action created an interruption in play. (15.11.1.4, 16.1)</i></p>
<p><b>16.2</b> At the end of the first time-out granted to Team R, the second referee blows the whistle to indicate that the time-out period has ended. Team S promptly moves onto the court, but Team R remains in a huddle near the sideline.</p>	<p><b>RULING:</b> <i>The first referee may issue Team R a delay warning. After fifteen seconds, if the team fails to return to play, it may be sanctioned with a team delay penalty. The second referee should take an active role in helping to return Team R to the court to avoid a delay penalty.</i></p>
<p><b>16.3</b> After a play, the first referee gives teams 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><b>RULING:</b> <i>It is a first referee's judgment whether to allow the delay or issue a team delay sanction. Shoe tying or floor mopping must be done without delay to the game. (USAV 1.2.1, 16.1.2)</i></p>
<p><b>16.4</b> After a loss of rally, the team receiving the next service forms a huddle to discuss strategy for the next play. The first referee allows adequate time for players to move to their positions had they not huddled, and then issues a team delay warning.</p>	<p><b>RULING:</b> <i>Technically, a correct call by the first referee since no requirement exists for the referee to allow more than a reasonable time for the players to move to their positions for the next rally. However, the referee instead may inform the game captain that the action is considered a delay, and the players must go to their positions. If the action is repeated, the referee could charge the team delay sanction. (16.1.2)</i></p>
<p><b>16.5</b> Team R is assessed a team delay warning for requesting an illegal substitution in the first set. In the third set, Team R's coach requests a substitution, which is granted by the second referee, but the coach decides to not make any substitution after making the request.</p>	<p><b>RULING:</b> <i>Team delay penalty for Team R. Team delay sanctions are in force for the duration of the match. After a team delay warning has been assessed in a match, any subsequent delays by the same team in that match must result in a delay penalty. (16.2.1.1, 16.2.3)</i></p>



## Rule 17: Exceptional Game Interruptions Injury; External Interference; Prolonged Interruptions

<p><b>17.1</b> R #7 attacks a ball that is blocked by S #11 and S #14. The ball lands out of bounds in Team S's free zone. S #14 lands and twists an ankle. Team S had no play on the ball. The first referee whistles the play dead and awards a play-over.</p>	<p><b>RULING:</b> <i>The first referee's decision is incorrect. The first referee should have ruled the ball "out" and signaled "touch" (ball out of bounds off the block). While the injury technically happened before the play ended (before the referee's whistle), the injury had no effect upon the result of the play. (17.1.1)</i></p>
<p><b>17.2</b> In the second set, R #12 is granted a special three-minute injury time-out (because Team R had only six players). Later in the set, R #12 becomes injured again, and the coach requests consecutive time-outs. At the end of the second time-out, R #12 is ready to play. The game resumes.</p>	<p><b>RULING:</b> <i>This is allowable. If a team has available time-outs, it may use them for any reason. However, if R #12 had been unable to continue after the second time-out, the match would have been defaulted since Team R would have been incomplete. (6.4.3)</i></p>
<p><b>17.3</b> As R #23 tips the ball, Team S's setter keeps another ball from entering the court. The tipped ball lands on Team S's court near the setter, who was pushing the errant ball away. The first referee awards a play-over.</p>	<p><b>RULING:</b> <i>The first referee's decision is correct. The ball rolling near to the court - although not actually onto the court - clearly affected play. It is the referee's judgment whether or not an interruption occurred. (17.2)</i></p>
<p><b>17.4</b> S #5 attacks the ball and the ball lands in the court on Team R's side of the net. Team R had no play on the ball. As S #5 attacks the ball, a player from another court collides with a player for Team R in the back row. The first referee awards a loss of rally to Team S.</p>	<p><b>RULING:</b> <i>The first referee's decision is correct. The player coming onto the court did not interrupt play. Team S wins the rally. It is the referee's judgment as to whether or not an interruption occurred. (17.2)</i></p>
<p><b>17.5</b> S-1 serves the ball, which hits an antenna. After the ball is served - and before the ball hits the antenna - a loose ball rolls onto the court. The first referee directs a play-over.</p>	<p><b>RULING:</b> <i>The first referee's decision is incorrect. The ball should be ruled "out". The ball coming onto the court did not interrupt play. The rally is awarded to Team R. (17.2)</i></p>
<p><b>17.6</b> A power failure caused the lights to go out during pool play at a tournament. The auxiliary lighting was too dim for play to continue. The lights returned 15 minutes later. The head referee determined that each match would resume from the point of the interruption.</p>	<p><b>RULING:</b> <i>This is the correct procedure when a delay of four hours or less interrupts a match. (17.3.2)</i></p>
<p><b>17.7</b> During a tournament, a thunderstorm knocks out power at the playing venue. Power is restored five hours later. The referees determine that all matches will resume from the point of interruption when the power went out.</p>	<p><b>RULING:</b> <i>This referees' decision is incorrect. When a match(es) is interrupted for more than four hours, the match(es) will be replayed entirely. (17.3.3)</i></p>



## Rule 18: Intervals and Change of Courts

### Intervals; Change of Courts

<p><b>18.1</b> Team S scores the eighth point in the deciding set of a match, and the first referee directs teams to change courts. Team coaches agree that substitutes on the benches would not change sides but would remain seated on the opponent's side of the net.</p>	<p><b>RULING:</b> <i>Team benches must be changed immediately when teams change courts in the middle of a deciding set. (18.2.2)</i></p>
<p><b>18.2</b> Team S scores the eighth point in the deciding set of a match, and the first referee directs teams to go to their prospective end lines before giving the signal to change court.</p>	<p><b>RULING:</b> <i>Incorrect procedure. Players on the court do not go to the end line when switching courts in a deciding set. The change must be made with each team going outside the pole in a counter-clockwise rotation. (18.2.2, USAV Game Procedures)</i></p>
<p><b>18.3</b> During the deciding (fifteen-point) set of a match, no change of court is made until the score was 10-6 in favor of Team R. The Team S captain protests since the change was not made when Team R scored the eighth point.</p>	<p><b>RULING:</b> <i>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. (18.2.2)</i></p>
<p><b>18.4</b> During a match, the competition director determines that there will be a 10-minute intermission between the second and third sets in a best 3/5 match. The coach from Team A is notified of the intermission during the three minute interval between sets one and two.</p>	<p><b>RULING:</b> <i>Incorrect procedure. An extended interval is permitted provided both teams have been notified prior to the start of the match. (18.1)</i></p>
<p><b>18.5</b> As teams exchange sides of the court during a deciding set, the coach of Team S stops a player to give instructions on reception formations to use when play resumes.</p>	<p><b>RULING:</b> <i>Coaching is permissible, but if the action creates a delay, it results in a team delay sanction. (16.1.2, 18.2.2)</i></p>
<p><b>18.6</b> Teams exchange sides of the court during the deciding set. Since Team S players will pass near their team bench when changing courts, a player from Team S stops at her bench to quickly drink water. The first referee assesses a delay sanction to Team S.</p>	<p><b>RULING:</b> <i>Players should not normally be allowed to delay the change of courts during the deciding set. If, after attempting to prevent this from occurring, the first referee judges the action to be a delay in the resumption of play, a team delay sanction may be assessed. (18.2.2, 16.1.5)</i></p>



## Chapter Six: The Libero Player

### Rule 19: The Libero Player

#### Designation of the Libero; Equipment; Actions Involving the Libero

<p><b>19.1</b> If Team S fails to designate a Libero prior to submitting the lineup, can Team S designate a Libero later in the same set?</p>	<p><b>RULING:</b> <i>No, the Libero's number must be recorded on the line-up sheet for each set before the line-up is submitted to the scorer. (USAV 19.1.2)</i></p>
<p><b>19.2</b> Can a team designate a different Libero for each set of a match, or must the Libero be designated for the MATCH?</p>	<p><b>RULING:</b> <i>A different Libero may now be designated for each set. (USAV 19.1.2)</i></p>
<p><b>19.3</b> The first referee notices that the Libero has not been replaced by the player she who she replaced when the Libero rotates to the left front position. The replacement is made before the first referee whistles and beckons for service.</p>	<p><b>RULING:</b> <i>Legal replacement. However, 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 give a verbal warning for the late replacement at the end of the rally. If the team repeats this delay, it would be charged with a Team Delay sanction. (19.3.2.2, 19.3.2.3)</i> <b>NOTE:</b> <i>Referees must be alert to possible positional faults when a late replacement occurs.</i></p>
<p><b>19.4</b> Is the use of Libero rules an option for tournament directors or regions?</p>	<p><b>RULING:</b> <i>No. The Libero is an integral part of the sport and is authorized for ALL USAV events. Teams may choose to use or not to use a Libero at their discretion.</i></p>
<p><b>19.5</b> Is a Libero player's uniform required to have a number on it?</p>	<p><b>RULING:</b> <i>Yes, the Libero uniform must have a visible number. (USAV 4.3.3, USAV 4.3.3.1a/b)</i></p>
<p><b>19.6</b> If the Libero is injured, must the re-designated Libero change his/her shirt?</p>	<p><b>RULING:</b> <i>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 number must be visible. (USAV 19.2)</i></p>
<p><b>19.7</b> If the Libero becomes injured, can the re-designated Libero use the jersey of the injured Libero?</p>	<p><b>RULING:</b> <i>No. 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 number is visible. (USAV 19.2)</i></p>

<p><b>19.8</b> When does an illegal Libero attack become a fault - upon contact or upon attack-hit completion (i.e. legally blocked or completely passes beyond the plane of the net)? Likewise, when does an illegal attack of a hand-set from a Libero in the front zone become a fault?</p>	<p><b>RULING:</b> <i>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. The signal in both cases is Illegal Attack, Signal 24, followed with an indication of the Libero by pointing toward him/her with an open hand.</i></p>
<p><b>19.9</b> Can a player in a front-row position tip or attack the following non-finger (“non-setting” action) passes from the Libero who is in the front zone at the moment of contact?</p> <p>1) Using the knuckles or back of the hand (and therefore not the fingers) to “set” the first ball;</p> <p>2) Using a “beach dig” off of the palms; or</p> <p>3) A pop-up punch with the heel of the hand(s).</p>	<p><b>RULING:</b> <i>Yes, in all the situations described above, the attack would be legal even if the ball were entirely above the top of the net at the moment of contact by the front-row player.</i></p>
<p><b>19.10</b> If the Libero makes an overhand finger pass while lying on his/her back in the front zone, can the next ball be attacked from above net height?</p>	<p><b>RULING:</b> <i>No. It is an attack-hit fault at the moment such an attack is completed. Use Signal 24 and indicate the Libero by pointing toward him/her with an open hand. (19.3.1.4)</i></p>
<p><b>19.11</b> Can the Libero cross the attack line (while occupying a back-row position) to play defense in the front zone?</p>	<p><b>RULING:</b> <i>Yes, the Libero may play defense on any part of the court but may not participate in offensive plays or blocking actions as described in Rule 19.3.</i></p>
<p><b>19.12</b> S-1 serves the ball and then runs off the court. At the same time the Libero runs onto the court to replace S-1 while the rally is in progress. What are the possible violations and sanctions?</p>	<p><b>RULING:</b> <i>Assuming the Libero is attempting to replace S-1, it is a violation of the Libero replacement procedure. Libero replacements can only occur at the beginning of a set after the lineup has been checked or after the end of a rally (19.3.2). In this case, the first referee will whistle and indicate a positional fault on Team S.</i></p>
<p><b>19.13</b> After whistle and beckon for serve by the first referee but before contact of ball by the server, the Team S Libero runs onto the court to replace one of the back-row players. What are the possible violations and sanctions?</p>	<p><b>RULING:</b> <i>The first referee must first determine if Team S players were in proper position at the moment of the service hit and penalize with a loss of rally if they were not in correct positions. If the players were in position, 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 team delay sanctions have been assessed to Team S during this match). However, if the replacement is made after the service hit, the first referee will immediately whistle and indicate a positional fault by Team S. (19.3.2.3)</i></p>

<p><b>19.14</b> The Libero (S #3) replaces S #7. The Libero becomes injured and cannot continue play. Team S has two players on the bench, #7 and #10 (who was in the set earlier for S #12). Can Team S designate S #7 as the new Libero?</p>	<p><b>RULING:</b> <i>When a Libero is injured while on the court, the injury situation must first be addressed. The player who the Libero replaced must then return to the court in his/her original position before any re-designation can take place. Team S may then re-designate another player as the Libero using any player not on the court at the time of the re-designation. In this situation, only S #10 (or S #12 if #10 is currently on the court for #12 at the time of re-designation) is eligible to be re-designated as the Libero. NOTE: An injured Libero replaced by re-designation may not re-enter the match. (19.3.3.1)</i></p>
<p><b>19.15</b> If the Libero is replaced because of injury (re-designation), can the re-designated player also be replaced if due to injury?</p>	<p><b>RULING:</b> <i>Yes, another re-designation may take place if there is an eligible player. There is no limit on the number of re-designations. NOTE: An injured Libero replaced by re-designation may not re-enter the match. (19.3.3.1)</i></p>
<p><b>19.16</b> If the Libero must be used as an exceptional substitution, must he/she change his/her jersey to match the rest of the team?</p>	<p><b>RULING:</b> <i>Yes, the player must change his/her jersey to conform to the uniform rules for “regular” players. However, if the Libero used as an exceptional substitute does not have a “regular” team jersey with his/her 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.</i></p>
<p><b>19.17</b> A team has six players and one Libero. One of the other players is injured and cannot continue play. Can the Libero play in all six rotations while wearing the Libero jersey?</p>	<p><b>RULING:</b> <i>The Libero is the last option available in the exceptional substitution “hierarchy” and may substitute for the injured player; however, the Libero must also change his/her uniform to conform to the uniform rules for “regular” players. (USAV 15.7a) A Libero used as an exceptional substitution must wear the same uniform number as his/her Libero roster number. However, if the Libero used as an exceptional substitute does not have a “regular” team jersey with his/her 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.</i></p>
<p><b>19.18</b> A team has six players and a Libero. A “regular” player is injured during play and the Libero is currently on the court for another player. What is the procedure for handling this exceptional substitution situation?</p>	<p><b>RULING:</b> <i>The player whom the Libero replaced must first return to the court for the Libero and then the Libero will re-enter the set as an exceptional substitution. (15.7, USAV 15.7a)</i></p>



<p><b>19.19</b> If a team has six players and a Libero, what happens if one of the players is expelled or disqualified? If the set must be defaulted, does this occur immediately or when the Libero rotates to the front row?</p>	<p><b>RULING:</b> <i>A player expelled/disqualified for a set or match must be replaced by a legal substitute at the time of the expulsion or disqualification. (15.8) If no legal substitute exists, the team is declared incomplete and loses the set or match, (6.4.3). Since the Libero is not a legal substitute, the team is declared incomplete and loses the set/match by default.</i></p>
<p><b>19.20</b> If a Libero is expelled or disqualified, can he/she be replaced by the player who he/she replaced?</p>	<p><b>RULING:</b> <i>Yes, if a Libero is expelled from the set or disqualified from the match while on the court, he/she may be replaced by the player he/she replaced. If he/she is on the bench at the time of the sanction, no further action is necessary. If he/she is on the court, his/her replacement player on the bench must replace him/her. If expelled, he/she may play in the next set. If disqualified, he/she may not participate for the remainder of the match.</i></p>
<p><b>19.21</b> Can a new Libero be re-designated for an expelled or disqualified Libero?</p>	<p><b>RULING:</b> <i>No. A new Libero can only be re-designated if the original Libero is injured.</i></p>



## Chapter Seven: Participants' Conduct

### Rule 20: Requirements of Conduct Sportsmanlike Conduct; Fair Play

<p><b>20.1</b> 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><b>RULING:</b> <i>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 (IYC) the captain for rude conduct if the action persists. Participants are expected to know the Official Rules and Domestic Competition Regulations, and shall abide by them. (20.1.1, USAV 20.1.1, 21.2.1)</i></p>
<p><b>20.2</b> Prior to each serve by the opponent, Team R players yell "Serve!" The coach from Team S complains that the Team R players are trying to distract his servers.</p>	<p><b>RULING:</b> <i>This is legal communication among teammates. If the first referee feels a team's pre-serve communications are intended to distract the opposing team or server, a verbal warning may be issued to the captain. (20.2, 21.1)</i></p>
<p><b>20.3</b> 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><b>RULING:</b> <i>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. (20.1.3, 20.2.1, 21.1, 21.2.1)</i></p>
<p><b>20.4</b> S-3 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 crew member is signaling that the ball was touched by a Team R player before landing out. No touch is being shown by the crew members but then R-4 informs the first referee that she touched the ball while blocking. The first referee accepts this "honor call" by R-4.</p>	<p><b>RULING:</b> <i>This is a correct decision by the first referee. When a player admits a fault to a referee, the referee should accept this information in the spirit of fair play. (20.2.1)</i></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><b>21.1</b> Between sets as teams change courts, S #5 makes an unsporting remark to R #3. R #3 then uses profanity toward S #5. After both players return to the court with their teams, lineups are checked, and the first referee then sanctions both players with an individual yellow card/penalty. The first referee beckons S #5 to the stand and displays the yellow card, and then repeats the procedure for R #3.</p>	<p><b>RULING:</b> <i>Correct action by the first referee. 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 penalty to S #5 results in a loss of rally to Team R. Team R will rotate one position, and then the penalty for R #3 will be assessed. Team S will be awarded the loss of rally, and S-2 will be the first server of the set with a score of 1-1. (2005-06 DCR Points of Emphasis, 6b, page 96.)</i></p>
<p><b>21.2</b> R #3 was disqualified from the match and was in the vicinity of the team bench picking up belongings and putting on sweat clothes when one minute expired.</p>	<p><b>RULING:</b> <i>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.</i></p>
<p><b>21.3</b> S #2 was disqualified from the match. At the end of one minute, the player was standing behind the bench. The first referee had started play and did not notice S #2 until two minutes had expired.</p>	<p><b>RULING:</b> <i>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. The captain should be given an additional short time to have S #2 depart or a default of the match will be declared. (21.3.3.1, USAV 21.3.3.1)</i></p>
<p><b>21.4</b> R-4 is attempting to move to a position to save a ball falling near the net. S-2 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><b>RULING:</b> <i>Stop play and immediately penalize S-2 for rude conduct (IYC).</i></p>
<p><b>21.5</b> S-3 is attempting to save a ball falling near the boundary line when R-2 yells "Out!" S-3, thinking it was a teammate yelling, allows the ball to fall onto a boundary line.</p>	<p><b>RULING:</b> <i>As soon as R-2 yelled, this action became rude conduct. The play should be stopped immediately and a penalty (IYC) charged to R-2.</i></p>
<p><b>21.6</b> 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. The first referee expels S #13.</p>	<p><b>RULING:</b> <i>Correct decision by the first referee. Insulting words or gestures by a team member are subject to sanction by expulsion. (21.2.2, 21.3.2.1) An expelled player must remain seated on the bench. (USAV 21.3.2.1)</i></p>
<p><b>21.7</b> 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. The first referee whistles and directs R-6 to the approach the referee's stand to issue a verbal</p>	<p><b>RULING:</b> <i>Correct procedure by the first referee. 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</i></p>



<p>warning. In the second set of the same match, R-6 shows frustration after losing a rally by tugging on the net again. The first referee repeats the verbal warning to R-6.</p>	<p><i>without progressing to the sanction level provided the act is not deemed to be rude conduct. (21.1)</i></p>
<p><b>21.8</b> Each team had been issued a team delay warning in the match. Team S was then granted its second time-out. At the end of thirty seconds, the second referee blows the whistle to end the time-out. Neither team immediately returns to the court, so the first referee charges each team with a team delay penalty. What is the enforcement procedure for these penalties?</p>	<p><b><i>RULING:</i></b> <i>The first penalty will be enforced against the serving team (loss of service). Then the penalty will be enforced against the receiving team (loss of service). This will require each team to rotate one position prior to the next service in the set.</i></p>

# SECTION II - THE REFEREES, THEIR RESPONSIBILITIES AND OFFICIAL SIGNALS

## Chapter Eight: Referees

### Rule 22: Refereeing Corps and Procedures Composition; Procedures

<p><b>22.1</b> The assistant scorer is not a required member of the officiating crew.</p>	<p><b>RULING:</b> <i>Incorrect. An assistant scorer is compulsory for all matches. (USAV 22.1)</i></p>
<p><b>22.2</b> The scorer may blow a whistle to indicate a rotational fault to the referees.</p>	<p><b>RULING:</b> <i>Correct. A whistle or other audible device may be used by the scorer to notify the referees of a rotational fault. (USAV 22.2.1)</i></p>
<p><b>22.3</b> The assistant scorer uses a whistle or buzzer to notify the referees of an illegal Libero replacement.</p>	<p><b>RULING:</b> <i>Correct. The assistant scorer shall sound a whistle or buzzer, or may verbally notify the second referee of an illegal Libero replacement. (22.2.1, USAV 22.2.1, 26.2.2.2)</i></p>
<p><b>22.4</b> The first referee indicated that the net had been contacted by a player on the receiving team during the play. No indication of the player's number was given.</p>	<p><b>RULING:</b> <i>After signaling a fault, the first referee should indicate the player at fault by pointing with an open hand, but no requirement to indicate the number of the player exists. (22.2.3.1)</i></p>
<p><b>22.5</b> The second referee whistles and indicates a penetration fault by a Team S player. The first referee signals "loss of rally," which the second referee repeats. The first referee then indicates the penetration fault by Team S.</p>	<p><b>RULING:</b> <i>Incorrect procedure. When the second referee whistles a fault, the nature of the fault is shown to the first referee. The first referee will indicate the team to serve, and the second referee will repeat this signal. The first referee does not indicate the nature of a fault whistled by the second referee. (22.2.3.2)</i></p>



## Rule 23: First Referee

### Location; Authority; Responsibilities

<p><b>23.1</b> During a match, a line judge repeatedly makes incorrect calls and uses improper mechanics which confuse the teams and the other officials. The first referee determines that the line judge must be replaced in order for the match to continue properly.</p>	<p><b>RULING:</b> Correct decision by the first referee. (23.2.1) <b>NOTE:</b> 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><b>23.2</b> During the second set of the match, the first referee identifies a positional fault by the receiving team while scanning the court prior to the beckon for service. The first referee attempts to discreetly inform the second referee of the positional fault but the second referee does not recognize the fault. After a number of attempts to encourage the second referee to call this violation, the first referee calls the positional fault after the next service contact.</p>	<p><b>RULING:</b> 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, and the second referee does not make the call after the first referee has attempted to inform the second referee of the fault, the first referee may make this call. (23.2.1) The first referee should not intervene unnecessarily. This should be a "last resort" option and should be included in the referees' pre-match discussion.</p>
<p><b>23.3</b> During a rally, the first referee determines that player R #9 has touched the bottom of the net before completing her playing action on the ball. The second referee does not immediately whistle this net contact, so the first referee blows the whistle and indicates a net fault by R #9.</p>	<p><b>RULING:</b> Correct procedure. Although the second referee has a primary responsibility for determining net faults, either referee may call a net fault along any portion of the net. (USAV 24.3.2.3,</p>
<p><b>23.4</b> The second referee is certain that S-6 has completed a back-row attack fault and discreetly signals the fault to the first referee.</p>	<p><b>RULING:</b> Although the first referee has primary responsibility for determining the attack-hit faults of back-row players, if the second referee is certain that such a fault has occurred, he/she may whistle this fault. (USAV 24.3.2.4) The technique described in this case is acceptable; however, 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><b>23.5</b> At the end of the match, the first referee must verify the match results and sign the score sheet.</p>	<p><b>RULING:</b> Incorrect procedure. <b>NOTE:</b> While the first referee is not required to sign the score sheet at the end of a match, he/she must still review the score sheet for accuracy. (USAV 23.3.3)</p>



## Rule 24: Second Referee

### Location; Authority; Responsibilities

<p><b>24.1</b> During a match, the second referee notices that the scorer has made numerous errors while recording information. These errors have left the score sheet inaccurate. The second referee requests that the first referee replace the scorer.</p>	<p><b>RULING:</b> <i>Correct procedure. 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.</i></p> <p><b>NOTE:</b> <i>Prior to the match, the first and/or second referee should ensure that the scorer has been properly instructed in the use of the USAV score sheet. 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.</i></p>
<p><b>24.2</b> During a rally, a team's third hit completely crosses the net outside the antenna behind the first referee. The second referee whistles and indicates "ball out."</p>	<p><b>RULING:</b> <i>Incorrect procedure. Each referee is responsible for whistling and signaling a ball that has crossed the net totally or partially outside the crossing space on his/her side of the court. (24.3.2.7) 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 of such a ball.</i></p>
<p><b>24.3</b> Team R's third team hit a) touches, b) crosses partially over, and c) crosses completely outside the antenna on the second referee's side of the court. What is the correct procedure for the second referee in these situations?</p>	<p><b>RULING:</b> <i>In all cases (a, b and c), the second referee should immediately whistle and indicate "ball out" (Signal 5). There is no need to further clarify the signal by pointing to the antenna. The nature of the play suggests that if a referee blows a whistle and signals "out" while the ball is otherwise still in play, the antenna must be the nature of the fault.</i></p>
<p><b>24.4</b> 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. Upon contact of the serve, the second referee whistles, steps to the serving team's side of the net and signals positional fault.</p>	<p><b>RULING:</b> <i>Incorrect procedure. The second referee may only whistle and signal a positional fault on the receiving team. (24.3.2.2)</i></p> <p><b>NOTE:</b> <i>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. In this case, the second referee should offer a discreet signal to assist the first referee prior to contact of the serve.</i></p>

<p><b>24.5</b> While checking the Team R line-up prior to the first set, the second referee fails to notice that #20 is on the court in position 2 (left front) instead of #12. Team R wins the first rally, and when R #20 rotates and serves, the scorer calls “Wrong server!” The captain for Team R protests based upon the fact that the second referee should have corrected this at the start of the set.</p>	<p><b>RULING:</b> Protest denied. Although an alert second referee would have identified this immediately and taken appropriate action with the team to correct it, the coach and/or captain still have the primary responsibility to ensure that the correct players are on the court in their correct positions. The second referee’s line-up check prior to any set is a courtesy and may not be used as the basis for a protest. (USAV 24.3.2)</p>
<p><b>24.6</b> After each substitution, the second referee notifies that team’s coach or captain of the total number of team substitutions that have been used.</p>	<p><b>RULING:</b> Incorrect procedure. The second referee notifies each coach only after the 10<sup>th</sup>, 11<sup>th</sup> and 12<sup>th</sup> team substitutions (visually or verbally) unless this information is requested earlier. The first referee must also be notified when each team has taken its 12<sup>th</sup> team substitution. <b>R2 TECHNIQUE:</b> Use the substitution signal followed by the number of substitutions taken using hand signals.</p>
<p><b>24.7</b> After acknowledging a team’s request for time-out, the second referee should immediately display to the first referee the number of time-outs taken by each team. Both referees display this information at the conclusion of each time-out.</p>	<p><b>RULING:</b> Correct procedure. In addition, the second referee should verbally and/or visually report to the respective coach/captain when that team has used both time-outs. <b>R2 TECHNIQUE:</b> At the end of the time-out, make eye contact with the appropriate coach, then display the time-out signal (Signal 14) followed by “two.”</p>
<p><b>24.8</b> Prior to the end of a time-out, the second referee will blow a warning whistle after 25 seconds have elapsed.</p>	<p><b>RULING:</b> Incorrect procedure. A single whistle should be blown at the conclusion of the 30-second time-out. No warning whistle is blown.</p>
<p><b>24.9</b> During a rally, the second referee determines that S-5 participated in a collective block with S-2. The second referee displays a discreet “illegal block” signal to the first referee but does not whistle this violation.</p>	<p><b>RULING:</b> Incorrect procedure. The second referee is responsible for determining the blocking faults of back-row players and the Libero. (24.3.2.4) <b>NOTE:</b> The second referee may allow the first referee determine a fault in this situation (by use of a discreet signal) only if the second referee is not certain the back-row player or Libero was reaching higher than the top of the net.</p>
<p><b>24.10</b> At the end of each rally, the second referee should immediately step away from the net post to repeat the first referee’s signal sequence unless the second referee has whistled the fault. In this case, the second referee should step to the side of the team at fault before indicating the nature of the fault to the first referee.</p>	<p><b>RULING:</b> Correct procedure. <b>NOTE:</b> It is highly recommended and encouraged that the second referee step to the offending team’s side of the net at the end of <u>each</u> rally. This places the second referee in position to begin the next rally, address any question from the coach of the team at fault, or to quickly recognize any request for game interruption by the team at fault.</p>



## Rule 25: Scorer Location; Responsibilities

<p><b>25.1</b> The scorer, familiar with Team S, does not pay close attention to the lineup submitted by Team S, and does not list the lineup correctly on the score sheet. 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><b>RULING:</b> <i>Since this was a scoring error, the error on the score sheet must be corrected to agree with the lineup submitted by the coach.</i></p>
<p><b>25.2</b> 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><b>RULING:</b> <i>Correct procedure. This “double check” by the scorer is recommended to ensure that the correct players are on the court for each team.</i></p>
<p><b>25.3</b> As the match progresses, 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><b>RULING:</b> <i>Correct procedure.</i></p>

## Rule 26: Assistant Scorer Location; Responsibilities

<p><b>26.1</b> If an illegal Libero replacement occurs, the assistant scorer should notify the referees immediately after the players have exchanged at the sideline.</p>	<p><b>RULING:</b> <i>Incorrect procedure. When the assistant scorer determines that an illegal Libero replacement has occurred, he/she should wait until the contact of the next serve and then immediately notify the referees. A positional fault will be called against that team by the responsible referee. (DCR Points of Emphasis, Page 97, #8)</i></p>
<p><b>26.2</b> On the Libero tracking sheet, the assistant scorer denotes the Libero by recording the Libero’s uniform number when the Libero replaces a player on the court.</p>	<p><b>RULING:</b> <i>Incorrect procedure. The Libero’s uniform number is recorded next to the team name for each set in a match; however, the letter L is used to denote the Libero in the tracking section of the sheet.</i></p>
<p><b>26.3</b> The assistant scorer does not record each team’s substitutions on the Libero tracking sheet.</p>	<p><b>RULING:</b> <i>Incorrect procedure. The assistant scorer records team substitutions as well as Libero replacements. NOTE: On the Libero tracking sheet, the player number before and after the “L” (Libero) must always be the same; therefore, substitutions must also be recorded.</i></p>



## Rule 27: Line Judges Location; Responsibilities

<p><b>27.1</b> During time-outs, the line judges stand at the intersection of the attack line and sideline on the first referee's side of the court.</p>	<p><b>RULING:</b> <i>Incorrect procedure. During time-outs, the line judges stand at the mid-point of the endline. If team members on that side of the court are warming up in the free zone beyond the endline, the line judges must be careful to not interfere with this warm-up activity. (DCR Points of Emphasis, Page 97, #11)</i></p>
<p><b>27.2</b> The server is positioned about one meter from the left sideline in the service zone. The line judge steps laterally, away from the server's position, and in line with the endline extended in order to view any potential foot fault by the server.</p>	<p><b>RULING:</b> <i>Incorrect procedure. When a player chooses to serve from an area one- to two-meters 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 the any service foot fault.</i></p>
<p><b>27.3</b> 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. The line judge should signal "touch" if he/she saw the Team R blocker touch the ball near the top of the net before it land out of bounds.</p>	<p><b>RULING:</b> <i>Incorrect procedure. The ball landed "out," and hence the line judge responsible for that line must indicate "out" (or "in" if the ball lands in-bounds) 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.</i></p>
<p><b>27.4</b> A server stands near the left side 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. She waves the flag to indicate the fault.</p>	<p><b>RULING:</b> <i>Correct procedure. (27.2.1.5) NOTE: In this case, the first referee should instruct the line judges (pre-match) that they must be certain the player was clearly touching the floor outside the service zone before indicating this fault.</i></p>
<p><b>27.5</b> Upon contact of the serve, the line judge waves the flag and points to the sideline to indicate that a player on the receiving team had his foot just across the sideline touching the floor outside the court.</p>	<p><b>RULING:</b> <i>Correct procedure. (27.2.1.4)</i>  <b>NOTE:</b> <i>The referee should offer pre-match instructions to the line judges and include specific clarifications for determining this fault. The line judge must be <b>absolutely certain</b> the player was indeed touching the court outside the sideline (or other boundary line) at the moment the ball was contacted by the server.</i></p>



<p><b>27.6</b> The first referee instructs the line judges to signal “out” when the ball touches an overhead obstruction above a non-playing area.</p>	<p><b>RULING:</b> <i>This is an acceptable instruction to offer the line judges during the pre-match discussion.</i></p>
<p><b>27.7</b> A match is being conducted on a portable playing surface laid on a wood floor. The line judge notices that a server has one foot on the wood floor when contacting the ball for the serve and signals “line violation” to the first referee.</p>	<p><b>RULING:</b> <i>Correct procedure. Line judges are responsible for service foot faults according to Rule 12.4.3. First referees should properly instruct line judges during the pre-match discussion to ensure the line judges understand when to make this call.</i></p>
<p><b>27.8</b> The line judge anticipates that a ball may cross over the antenna and moves away from her corner position to get the best possible view of this play.</p>	<p><b>RULING:</b> <i>Correct procedure. Line judges are encouraged to position themselves appropriately in order to offer accurate information to the referees for each play.</i></p>
<p><b>27.9</b> The line judge notices that S-4 touches the antenna while attempting to block a ball and signals “antenna fault” to the first referee.</p>	<p><b>RULING:</b> <i>Incorrect procedure. Contact with the antenna by a player is determined by the referees. (USAV 27.2.1.6)</i></p>



## Rule 28: Official Signals

### Referees' Hand Signals; Line Judges' Flag Signals

<p><b>28.1</b> R #7 makes contact with the net during his blocking action. The second referee blows the whistle, indicates net fault (Signal 19), and then shows seven fingers to identify the player at fault.</p>	<p><b>RULING:</b> <i>Incorrect technique. To identify a player at fault, the referees should extend an arm, hand open, toward the player at fault. If the captain requests a clarification, the responsible referee should repeat that indication. Displaying a player's uniform number should be used only if the captain requests further clarification.</i></p>
<p><b>28.2</b> During tight net play, line judges may be asked to further clarify which team caused the ball to touch an antenna. What is the proper mechanic to indicate this information?</p>	<p><b>RULING:</b> <i>After showing Signal 9, the line judge should point to the floor in directly in front of her/him to indicate the team on her/his side of the court is the team at fault. To indicate the team on the opposite side of the net is at fault, the line judge should follow Signal 9 by raising an arm, open-handed, and point toward the opponent's side of the court.</i></p>
<p><b>28.3</b> The line judge on Corner 1 (on the first referee's right) is screened from seeing where the ball hit the floor when a player slid in front of him. The line judge raises a hand in front of his eyes to indicate he couldn't see the play.</p>	<p><b>RULING:</b> <i>Incorrect signal. Whether using line judge flags or not, the line judges should cross their arms in front of their chest to indicate their view of the play was blocked. (Signal 13)</i></p>
<p><b>28.4</b> S-5 attacks a ball that is entirely above the top of the net after jumping with one foot touching the attack line. The ball is legally blocked by R-4. The first referee whistles the attack hit (back-row) fault. What is the correct fault signal?</p>	<p><b>RULING:</b> <i>Attack-hit faults are signaled by raising the arm on the offending player's side of the net, above head height with hand open, and then making a downward motion across the net, bending the arm at the elbow. (Signal 24)</i></p>
<p><b>28.5</b> At the end of any regular game interruption, at the start of each set after team lineups have been checked, or after any other interruption, the second referee indicates "court readiness" by extending an arm, hand open, toward the first referee.</p>	<p><b>RULING:</b> <i>Incorrect technique. The second referee will raise both arms above the head, palms forward, toward the first referee. The "ready" signal is an indication that the court is ready for play - the server is in possession of the ball, players are in position and the officiating crew is prepared for the next rally. The scorer also uses this signal at the conclusion of any regular game interruptions.</i></p>
<p><b>28.6</b> S-4 attacks the ball for the team's third hit. The ball hits the top of the net and rebounds, untouched by the opponent, back to S-4, who contacts the ball again. The first referee whistles and indicates "four hits" by Team S.</p>	<p><b>RULING:</b> <i>Incorrect signal. For plays in which the same player makes the first and second, second and third, or third and fourth team hits, the fault signal will be "two hits." (Signal 12)</i></p>



<p><b>28.7</b> R-2 tips the ball toward the net for Team R's third team hit. The ball hits the net, untouched by any opponent, and is then touched by another Team R player. The first referee whistles, shows the loss of rally and indicates "four hits" by Team R.</p>	<p><b>RULING:</b> <i>Correct technique. (Signal 25) After any third team hit, if the ball is touched, intentionally or otherwise, by another player on that team without any intervening touch by an opponent, the correct fault signal is "four hits."</i></p>
<p><b>28.8</b> S-5 jumps to make a play near the net, and after contacting the ball, S-5 lands with one foot completely across the centerline on Team R's court. The second referee whistles and points to the centerline with the index finger of the hand on Team S's side of the court to indicate the penetration fault.</p>	<p><b>RULING:</b> <i>Correct technique. (Signal 10)</i></p>
<p><b>28.9</b> R-4 receives the first pass after a serve by Team S. The ball rebounds from R-4's arms and crosses entirely beyond the net in the crossing space beneath the net. To indicate the fault, the first referee points to the centerline with an open hand.</p>	<p><b>RULING:</b> <i>Incorrect signal. For plays in which the ball passes beyond the net in the crossing space beneath the net, the fault is indicated by point to the centerline with the index finger of the hand on the offending team's side of the court. (Signal 10) This includes plays in which the ball passes beyond the net in the crossing space beneath the net but lands out of bounds.</i></p>

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